

# Debug Manager Usage (Work in Progress)

## Warning and Disclaimer

Using the Debug Manager can make the game slow, break functionality, corrupt savegames and will mark your savegames as modified. You use the Debug Manager enabled EXE entirely at your own risk, and EGOSOFT provides no support for issues caused by using the EXE.

## Introduction

The Debug Manager provides a system of hotkeys to display debug information about objects and game systems in X4 Foundations. There are two levels: the first level allows you to select a Debug **Module**, the second to select a Debug **Mode** within the current Debug Module. A Debug Module groups together information about, and manipulation of, one type of object or game system.

## Enabling and Navigating Debug Manager

Key	Description
INSERT	Switch between Debug Manager Output + FPS display on, only FPS display on, and no output
Shift F1	Select previous Debug Module
Shift F2	Select next Debug Module
Shift F3	Select previous Debug Mode within the Module
Shift F4	Select next Debug Mode within the Module
` (Grave )	Enables/Disables additional debug keys. Some modules use additional keys which are normally assigned to game functions. This key (located usually above the TAB key and may be labelled differently in other languages) enables these additional keys for the debugging function. This also allows debug Function keys to be used without Shift.

Each Debug Module displays a list of usable keys on top of its debug information. Function keys have to be used together with the Shift key unless additional keys are enabled.

## Available Debug Modules

### Common

A number of modes for information and manipulation of player, target and ship properties.