Subject: A few unlisted Debug functions
Posted by Keshire on Sat, 16 Nov 2013 07:59:48 GMT
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I was a little drunk when I ran this in game...

```
 for key,value in pairs(Debug) do
  GUI.DisplayMessageBox(key)
  while (GUI.IsDisplayBoxActive()) do
   coroutine.yield()
  end
 end
```

Anyways, found a couple unlisted debug commands that were being loaded. As well as the console stuff that I couldn't get working.
I know SetDebugKeyboardInputEnabled is not in any scripts at least. Tried setting it to true, but it didn't do anything obvious. Might be linked to AddLuaDebugKeyFunc and AddConsoleKeyShortcut which we've seen and been unable to use.

Debug.PrintAllCFunctionNames
Debug.ScaleConsoleForTelevisionScreen
Debug.SetDebugKeyboardInputEnabled
Debug.MakeGameGoFast
Debug.StartMGSProfiler
Debug.EnterTradingRoom
Debug.EnterGiftingRoom
Debug.SetConsoleOffsetY
Debug.ScriptDebugHelpOn
Debug.PlayerDebugPage
Debug.RebindInput
Debug.SetConsoleFontSize
Debug.ShowAssertScreen
Debug.AddLuaDebugKeyFunc
Debug.ScaleConsoleForMonitor
Debug.SetConsoleOffsetX
Debug.AddConsoleKeyShortcut

I'll take a closer look sometime tomorrow...

Subject: Re: A few unlisted Debug functions
Posted by Artofeel on Sat, 16 Nov 2013 14:29:23 GMT
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Keshire wrote on Sat, 16 November 2013 12:59I was a little drunk when I ran this in game...

```
for key,value in pairs(Debug) do
 GUI.DisplayMessageBox(key)
 while (GUI.IsDisplayBoxActive()) do
  coroutine.yield()
 end
end
```

already play with this and I was sober, I will correct you a little

```
for key,value in pairs(Debug) do
 GUI.DisplayMessageBox(tostring(key))
 while (GUI.IsDisplayBoxActive()) do
  coroutine.yield()
 end
 GUI.DisplayMessageBox(tostring(value))
 while (GUI.IsDisplayBoxActive()) do
  coroutine.yield()
 end
end
```

and this also displays some things

```
for key,value in pairs(debug.getinfo(Debug.SetDebugKeyboardInputEnabled)) do
 GUI.DisplayMessageBox(tostring(key))
 while (GUI.IsDisplayBoxActive()) do
  coroutine.yield()
 end
 GUI.DisplayMessageBox(tostring(value))
 while (GUI.IsDisplayBoxActive()) do
  coroutine.yield()
 end
end
```

DisplayMessageBox is only display string, if parameter return integer you will see nothing
so, need to add 'tostring'

and we definitely need to get the console to work

Subject: Re: A few unlisted Debug functions
Posted by asmcint on Sat, 16 Nov 2013 15:56:42 GMT

Debug.MakeGameGoFast? Wonder how that works. Does it force everything to operate at an unnatural pace, or just help bump your framerate up? If it's the latter, I could use that... >:D

Subject: Re: A few unlisted Debug functions
Posted by Artofeel on Sat, 16 Nov 2013 17:23:03 GMT

asmcint wrote on Sat, 16 November 2013 20:56Debug.MakeGameGoFast? Wonder how that works. Does it force everything to operate at an unnatural pace, or just help bump your framerate up? If it's the latter, I could use that... >:Dit probably doing something with
Timing.SetWorldSecondsPerSecond(1.0, false)
where 1.0 is normal speed
< game go slow
> game go fast
AI will stuck if you change it

Subject: Re: A few unlisted Debug functions
Posted by Keshire on Sun, 17 Nov 2013 06:11:21 GMT

Artofeel wrote on Sat, 16 November 2013 06:29
DisplayMessageBox is only display string, if parameter return integer you will see nothing
so, need to add 'tostring'

and we definitely need to get the console to work

Good to know. Most of the code I write on a daily basis for work is IBM CL and SQL for an iseries. Everything else I've picked up as I go.

I've been poking at the console problem for a while now. I think we're running out of options to try. The only actual debug information I've gotten to come up is camera debug stuff and a few messed up hud panels.

Originally I was hoping they left in the io functions for lua so I could dump stuff to a file. But that doesn't look to be the case. And I haven't seen anything that lionhead added that would do it either.

I added Quasar's stuff to load new quests externally though so that I didn't have to rebuild a bank anytime I needed to make a change at least.

Subject: Re: A few unlisted Debug functions

Posted by Keshire on Wed, 20 Nov 2013 00:54:57 GMT

I was tempted to go ask on the official forums to see if a dev would like to help us out on getting the console working. BUT, you have to have an xbox gamertag to sign in. And that ain't happening.