Setup

Build

To use the Frame Debugger, build the application with these CMake flags enabled:

FEATSTD_MONITOR_ENABLED	Enables basic Monitor features.
MONITOR_FRAME_DEBUGGER_ENABLED	Enables basic frame debugger (frame timeline capture, single step mode, no OpenGL specific features).
MONITOR_FRAME_DEBUGGER_OPENGL_CAPTURE_ENABLED	Enables OpenGL specific Frame Debugger features.
COURIER_RENDERING_MONITOR_ENABLED	Additional flag required for Courier apps to enable monitor.

Also make sure **MONITOR_COM_TYPE** is set to **FEATSTD_COM_TYPE_TCPIP** and **MONITOR_TCPIP_ADDRESS** and **MONITOR_TCPIP_PORT** are set to appropriate values.

Additional CMake flags: The flag **MONITOR_SINGLE_STEP_INTERVAL** can be used to set the time in milliseconds that is used when incrementing the animation time in single-step mode.

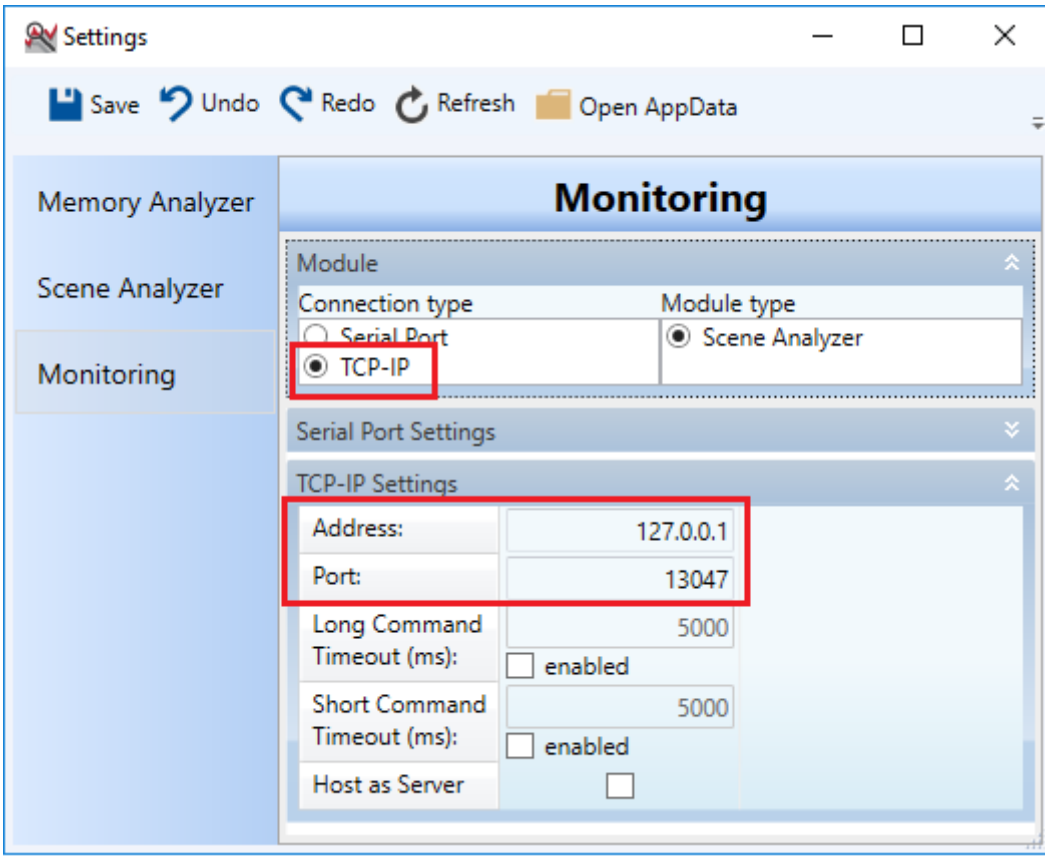
Render loop

When using an application with a custom render loop (anything else than Player) add these macros to the beginning and end of the loop (defined in Candera/System/Monitor/MonitorPublicIF.h):

- MONITOR_MARKER_BEGIN_FRAME();
- MONITOR_MARKER_END_FRAME();

CGI Analyzer

To start the Frame Debugger, configure the connection settings in CGI Analyzer and then connect to the running application:



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