

Debug Mode v3.0



Introduction

Debug Mode is a mod based on [the SADX one \(by PKR\)](#) with a similar goal: display useful and various debug information.

This mod was originally made for mod developers and speedrunners, but maybe some of you might be interested with it as well.

Note: Please make sure you have [the last version of the Mod Loader, the last version can always be found here.](#)

Warning: The controls are likely to change with the next updates, since there is no input mod for SA2, there isn't that much buttons that I can use (no LB and RB for example.) therefore, some choices have been made even though they aren't ideal.

Features

Display Debug Text

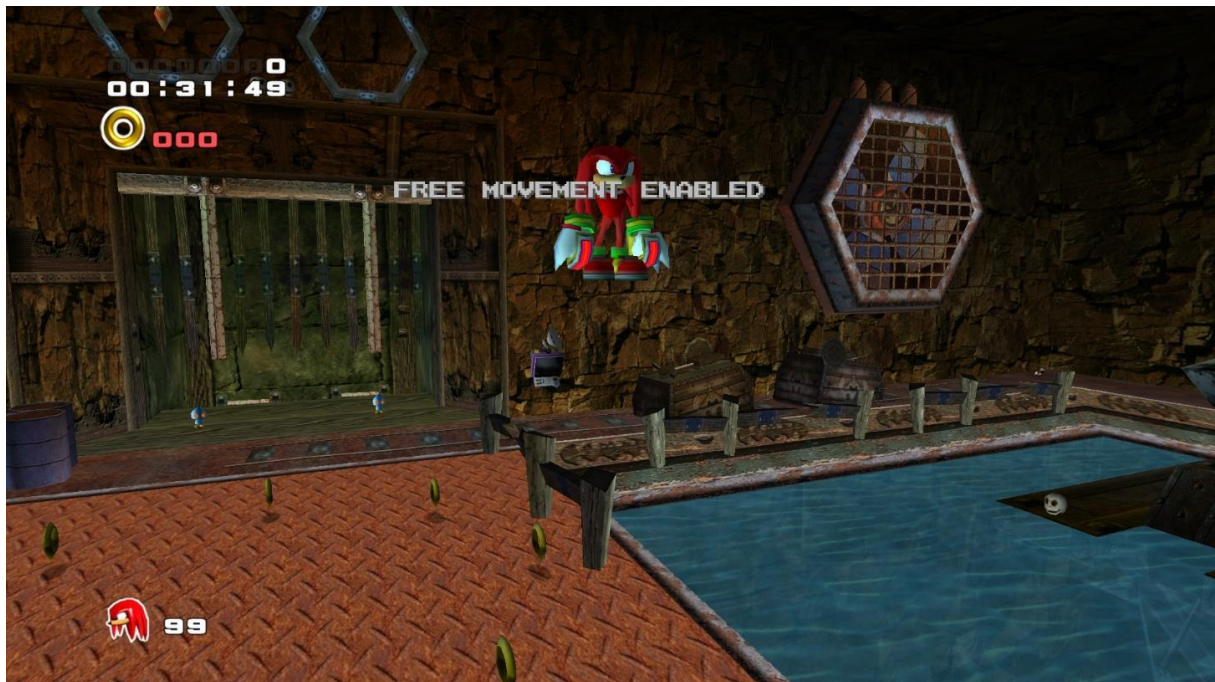
Allow you to see your current speed, action, position, but also game information like Camera

position, Master Emerald pieces location and extra stuff.

- To display debug text information, hold Y and press down (d-pad). This can only work during gameplay. Do it again to scroll down the different pages. When you reach the ending, the text will vanish.

Free movements

This is a feature that allows you to move everywhere in the stage, when this is on, physics and gravity no longer apply so you can clip everything. Also, death zones can no longer kill you. It can teleport yourself to the last checkpoint you grabbed and as a small bonus: it gives you 99 lives. This feature was possible in the vanilla game by setting your action to 58, however, it wasn't working on the Hunters characters, but this mod fixes that, so you can use it with every character.



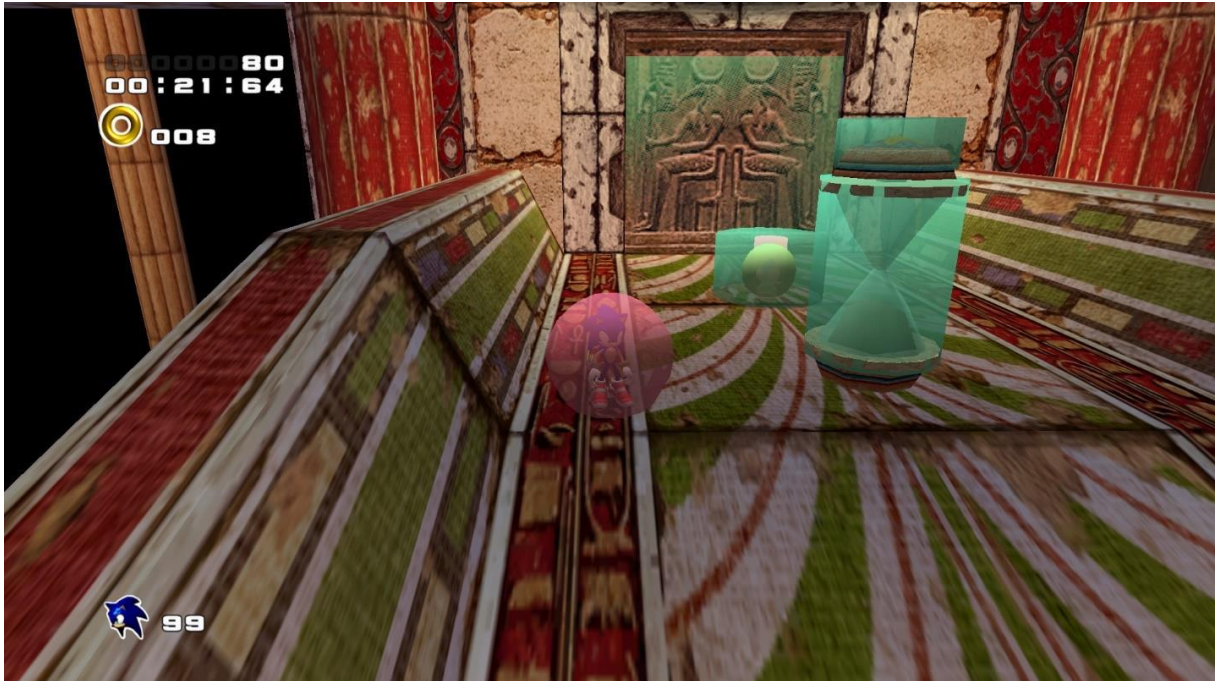
- Hold LT + RT + Y to enable « Free movements. »
- Hold X to gain or lose altitude (depending on your stick position.)
- If you want to teleport yourself to the last checkpoint, press B. If you didn't grab any Checkpoint, you will go back at the beginning of the stage. Press A to cancel « Free Movements. »

Draw Object Collision

This display collisions in real time including non-solid collision (like triggers) and also the scores, such as when you can make a trick or get points (rail.)

There is some stuff that you need to know about collisions though. First, if they don't draw on a specific object, that means this object is using « Dynamic Collision ». In other words, the

collision has pretty much the same form as the object model and cannot be displayed. Second, there are some collisions where you can stand on them (such as the cube or rectangle ones) and some of them where you can't, such as cylinder model.



- Hold Y and UP (d-pad) to draw collision, this also draws non solid collision such as triggers. Do it again to turn that off.

Saves states

While the saves aren't totally real (we don't copy and restore the ram like on Emulator), this one in particular still restores many stuff, not only position and speed, but also action, animation, camera position, etc. There is also an optional option although experimental to restore Objects, enemies, capsule and boxes, although, note that I do not have the control of what is restored at the moment, therefore, enemies will be restored regardless if you saved before or after their death.

Loading a save states only work if you are on the original stage where you saved. If you saved on slot 1 in Green Forest and try to load it when you are on Metal harbor, you will get an error. Save states are deleted when you close the game.



- Press Left with the d-pad to save
- Press Right with the d-pad to load.
- Press Up to change slot (increase)
- Press Down to change slot (decrease).

Free Cam Mode

Press Y on the keyboard to toggle free camera. The controls are the same than SADX Debug Mode.

You can use the mouse to move the camera around. The control scheme is similar to the one used in 3D editors in [SA Tools](#).

- Move the mouse to rotate the camera.
- Hold Left Shift and move the mouse to move the camera.
- Hold Control and move the mouse up and down to zoom in and out.
- Press both Left Shift and Control to lock the camera in place. Press them again to unlock it.
- Press P to hide Hud and Stop time.
- Press Y on the keyboard to re-enable vanilla camera, then move or press the camera trigger to restore it.

Render Death Zones

Press D on the keyboard to display the death zones, this only work in the space levels with the exception of Crazy Gadget since the render is really bad and not convenient in this stage.

Press D again to turn them off.



Thanks for reading, more features will eventually come, until then, feel free to share me your feedback and report bugs.

- Sora.