


Gameplay Targeting System Debugging

A Debugging and Troubleshooting guide of the Gameplay Targeting System plugin framework in Unreal Engine.



Debugging and Troubleshooting

You can enable debugging from the Editor by pressing the tilde (~) key. See the table below for a complete list of Console Commands.

 Currently debug visualizations only run on targeting requests on the client.

Console Command	Description
<code>ts.debug.EnableTargetingDebugging</code> <code>false/true</code>	Toggles whether the targeting system is actively in debugging mode.
<code>ts.debug.PrintTargetingDebugToLog</code> <code>false/true</code>	Toggles whether to print the targeting debug text to the log.
<code>ts.debug.TotalDebugRecentRequestsTracke</code> <code>d #</code>	Sets the total number of targeting requests that will be tracked upon starting. The default amount is 5.

Console Command	Description
<code>ts.debug.ClearTrackedTargetRequests</code>	Clears all tracked targeting handles when in debug mode.
<code>ShowDebug TargetingSystem</code>	Brings up the visualization of the targeting tasks when <code>ts.debug.EnableTargetingDebugging</code> is enabled.

Developer Reference

For an in-depth Engineering reference guide, see the [Gameplay Targeting Plugin Reference](#) documentation.