**Dev Env Setup**

Copy the contents of the nwjs-win-test folder into the folder with your game.exe replacing all conflicting files. after that f8 will open the console for you.

This overrides a lot of dependancies with their dev versions to allow a lot of things. Most useful among them opening the terminal.

By pressing "f8" you can open the terminal.

**Debugging steps**

1) open the terminal with f8

2) Navigate to the performace tab at the top of your screen



3) click the record button



4) you should see this pop up



5) once that is up play the game and observe whatever frame rate issue you would like to report. ensure to observe it occuring, stopping and ideally occuring again. IE: if walking into an area starts lagging your game, start the profiler before you enter that area, wait a little bit to esablish what the game should be running like. And then walk into the laggy area, if it is possible to cause the lag to stop, in this example, leaving the area would cause the lag to stop. so if it is possible to leave the area, then please do that and then let the profiler sit a bit longer to reestablish what it should look like.  
8) Once you have observed the behaviour with the profiler running. Click stop. It might take a while to stop depending on how long you were running it for. Just be pacient.   
7) Once it finishes, you should see a screen like this



8)Click the download button in the upper right pictured below:



9) follow the steps and save the file on your computer.

10) once you have saved it please send it to me.