Backtrace Expands Support for Game Studios, Launches on the Unreal Engine Marketplace, and Announces Unity Engine Plug-in

New game development platform support and next-generation interface remove manual effort from error management

New York – November 12, 2018 – Backtrace (backtrace.io), leading provider of solutions for software crash and exception management, announces new features at the Montreal International Game Summit that increase game stability and reduce player churn for studios developing on the Unreal and Unity game engines.

Backtrace is now available on the Unreal Engine 4 Marketplace. With a few clicks, Unreal developers can capture crashes directly from UE4 to take advantage of Backtrace's automated deduplication, symbolication, and analysis to help efficiently prioritize and resolve issues.

Backtrace is also announcing the release of a plug-in for the Unity game engine. This integration will provide push-button set-up inside Unity, enabling both exception reporting and automated symbol uploading to make crash reports immediately available for investigation with Backtrace.

"Backtrace has taken hold among game developers because it dramatically reduces time to resolution across every platform. We're excited to announce support for the top engines, enabling more developers to take advantage of Backtrace's custom queries, automation, and industry-leading deduplication" - Abel Mathew, CEO and Co-founder of Backtrace.

Finally, Backtrace has released a next-generation user interface for today's complex development environments with integrations for issue tracking software such as Jira and Microsoft Visual Studio Team Services. The new interface gives customers full error lifecycle management and deep insight into software stability. Development teams to can now:

- Introspect system state at crash-time
- Query and search crash or exception data in real time
- Debug and diagnose errors in a single web interface, instead of system by system
- Aggregate and Group By any default or custom attributes, such as release and customer type
- Create reports and visualizations for task prioritization, debugging, and product decision-making

"By using queries and graphs in Backtrace, we can now find patterns to help us prioritize and understand crash volumes over time or between versions of our software, which means releasing fixes faster. " - Clement Brisset, Software Engineer, High Fidelity.

Backtrace empowers game development and support teams to identify, prioritize, and resolve errors efficiently and cost-effectively through automated capture, tracking, deduplication, symbolication, and analysis across client, console, and server platforms. For example, Backtrace proactively alerts

developers to new errors impacting players, while saving significant time in the debugging process by automatically loading all the relevant details alongside crash and exception data in a single interface.

"Our game runs on Windows, Mac, iOS, Android, Linux, and XBox One, and Backtrace's ability to filter and search by custom attributes is a huge help in tracking down root causes and determining which crashes are the most important to fix."- Chris Swiedler, Software Engineering Manager at the world's largest user-generated online gaming platform Roblox.

Resources
- Backtrace website
- Backtrace on the UE4 Marketplace
- Unity plugin documentation
- Game studio THQ Nordic reduced crash MTTD by 90% with Backtrace
- Amazon Lumberyard uses Backtrace to increase game engine stability

About Backtrace
Backtrace provides comprehensive error management across client, console, and server platforms—with automated capture, monitoring, deduplication, symbolicaton, and analysis of crashes or exceptions.

Backtrace is trusted by companies like Amazon Lumberyard, THQ Nordic, and QC Games to increase game stability and reduce player churn.

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