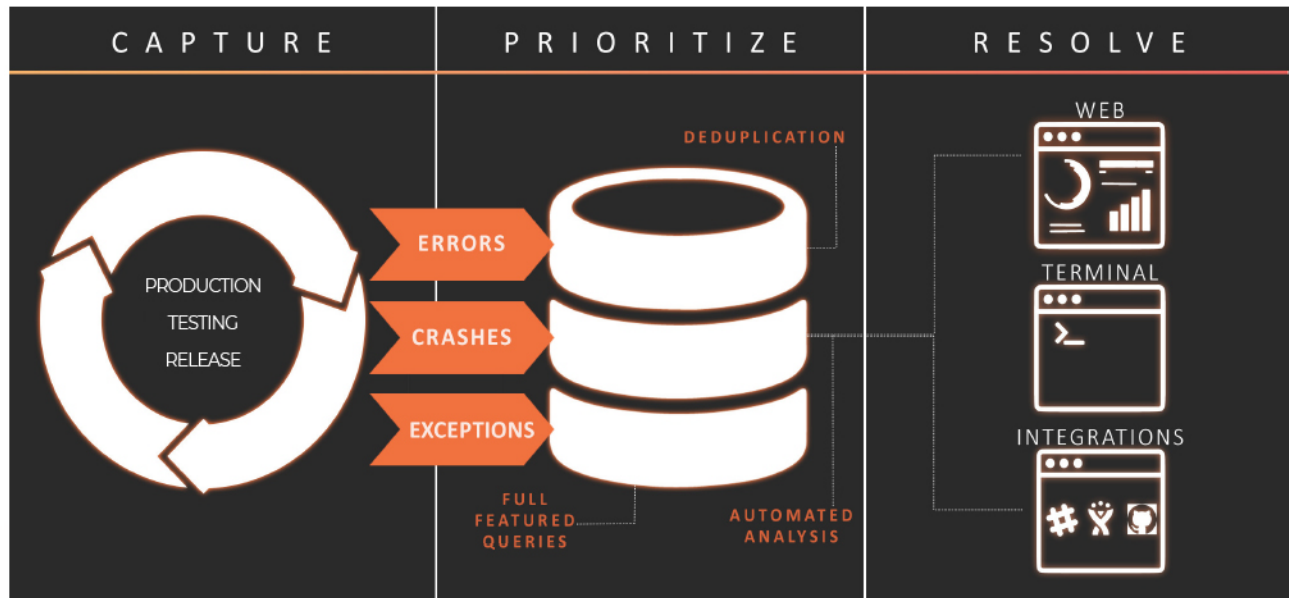


CAPTURE, PRIORITIZE, AND RESOLVE SOFTWARE ERRORS, CRASHES AND EXCEPTIONS ON ANY PLATFORM.



- Reduce player churn
- Improve game quality
- Crush error debugging time by 50%
- Optimize game play testing
- Reduce time to market
- Provide the best game experience

"Backtrace has cut down on the time it take to generate crash reports while increasing their accuracy. It's nice to be able to send people links to Backtrace crash reports and searches."

-Christopher Swiedler, Senior Engineering at Roblox

KEY FEATURES

- True cross-platform error and crash capture: desktop, web, mobile, device, game console and server.
- Integrated with leading game engines and consoles including: Unity, Unreal, PS4 and Xbox One.
- Fast and accurate deduplication, bucketing, correlation, and classification that filters out noise.
- Handle high ingestion volumes without generating duplicate reports and notifications.
- Easy to use tools and integrations to support your human workflows and collaboration efforts.
- Web based debugger provides sharable detailed crash reports, attachments, symbolicated call stacks, full thread, process and frame details.
- Issue level resolution status, comments, and tagging.
- Custom data analytics and visualization tools designed for crash and error investigation.
- Filters and aggregation on dimensions such as platform, release, region, user type, and more.
- Easy zooming from individual error details out to issue trends across all deployments.

POPULAR PLATFORMS



CAPTURE, PRIORITIZE, AND RESOLVE SOFTWARE ERRORS, CRASHES AND EXCEPTIONS ON ANY PLATFORM.

COMPRESS THE ENTIRE ERROR LIFECYCLE



"Backtrace has changed the way we explore and use crash data. Everyone feels comfortable running queries and understanding the health of one of our games"

Brent Lamb, Sr. Producer at Cryptic Studios






BACKTRACE ANSWERS QUESTIONS LIKE:

Is that new feature you just enabled for early adopters ready for full release?

Is a new graphic device driver causing your game to crash?

Whats the root cause of the server crash in our MMO scene?

DELIVERING VALUE

Customer	Challenge	Before Backtrace	With Backtrace	ROI
	Scaling to meet cross-platform user growth	Custom tooling to support their platforms	All the info and context for debugging in one interface	Immediate notification of stability issue with new releases
	Long time to detect issues	Incomplete information and infrequent submissions	Faster submission times and confident prioritization	100% coverage of issues
	Inflexible and slow crash reporting system	Custom tooling to support their platforms	Can answer questions like what's important right now	Increased accuracy and ability to prioritize issues

"Before Backtrace, our QA team spent a lot of time deduping crashes, then classifying them as to which team they should go to-graphics crash, low level crash, etc-before we could fix the issue."



POPULAR INTEGRATIONS

