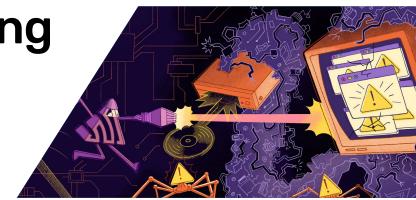
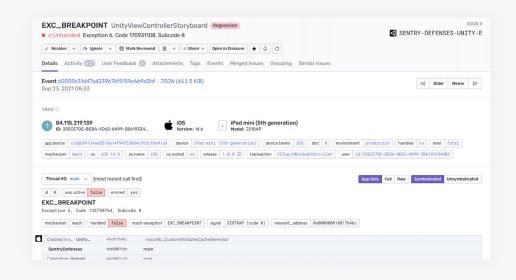
Sentry for Gaming

Your game's code is telling you more than what your logs let on. Sentry for Gaming catches all your errors and performance issues and shows you how to fix them before they bring down the player experience.





Accelerate time to resolution with rich device context

In the event players hit an unexpected issue — anything from your game failing to instantiate specific objects or simply corrupted savegames — Sentry will report on device type, orientation, battery level (if applicable), GPU state, CPU info, and everything about the software and OS that your game is running on so you can reproduce the issue and fix it faster.

"Sentry automatically captures an enormous amount of valuable information whenever a player experiences a game crash, including screenshots and the actions that occurred directly before a crash."

Byron Dover

Engineering Manager, Riot Games



Actionable performance monitoring

Stop deciphering dashboards and researching span trees to troubleshoot performance issues. Sentry notifies you of common latency issues across your services, getting you to the exact poor-performing API call or slow database query so you can fix the issue before they impact your users or bring down your app.

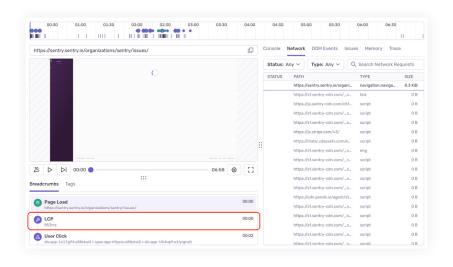


Remove the guesswork from troubleshooting

Rewind and replay every step of the user session before and after they encountered an error or latency issue, eliminating the guesswork so you can solve even the most difficult bugs.

Maintain quality and stability with Release Health

Get real-time visibility across releases to see core metrics like crash-free sessions, version adoption, and failure rate so you can see the moment a release starts to degrade and quickly take action.



We scale with you

Every part of Sentry is designed with high availability and redundancy in mind. When your events spike, we'll be ready.





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