

# Tools

Learn to use the tools used for planning a speedrun, routing and more.

- [The Divinity Engine](#)
  - [Setting up the Divinity Engine](#)
  - [Maps](#)
  - [Lua Script](#)
  - [ReCon Console](#)
- [Cheatengine](#)
- [Debug Book](#)
- [LiveSplit](#)
- [Memory Node Map](#)
- [Norbyte Console](#)

# The Divinity Engine

The Divinity Engine

# Setting up the Divinity Engine

The Divinity Engine

# Maps

The Divinity Engine

# Lua Script

The Divinity Engine

# ReCon Console

# Cheatengine

# Debug Book



# LiveSplit

1. Open Livesplit as Admin
2. Right click > Edit Splits
3. Select Baldur's Gate 3 as game name
4. Click activate

# Memory Node Map

# Norbyte Console