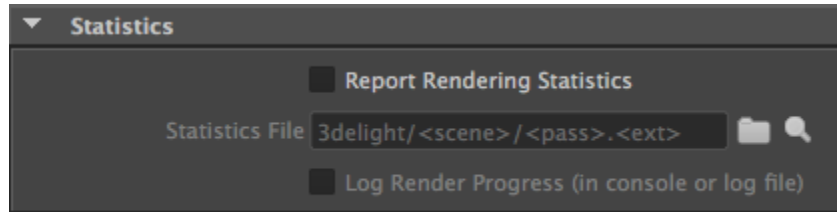# Render Engine: Statistics

Overview

The *Statistics* group of attributes controls the reporting of useful statistics about the rendering process. They can be saved as part of the image (in the case of TIFF images only) or into separate files. Statistics are useful to identify problems or pinpoint performance issues. Refer to Detailed Statistics for more details.

The Statistics group

Report Rendering Statistics

> This toggle enables the reporting of the rendering statistics. It is off by default.

Statistics File

> Specifies the filename where the rendering statistics are stored. By default, it is set to `3delight/<scene>/<pass>.<ext>`. If you are rendering to a TIFF image format, you can specify the name of that TIFF file and the statistics will be stored inside that file. This is very useful to keep statistics bound to their image. Clearing this attribute will report the statistics to the standard output (stdout). This attribute is only available when *Report Rendering Statistics* is enabled.

Log Render Progress (in console or log file)

> Turning on this attribute will make *3Delight* write the rendering progress by default to the Console (which is bound to 'stderr'). The progress is simply outputted as "`0%  1%  2%  3%  4% ... ... 98%  99%  100%`". If the *Render Mode* is set to *Export RIB File and Render*, then this progress is written in the file specified by the *Render Log* attribute (see Render Engine). Note: On Windows, the Console is the "Output Window" created by *May*. This attribute is off by default.