Monitor flags

- **MONITOR_BLOCK_UNTIL_CONNECT** enables waiting until host connects to target.
- **MONITOR_CANDERA_CUSTOM_EXPERIMENTS** enables custom global experiments.
- **MONITOR_CANDERA_PERFORMANCE_RECORDER_ENABLED** defines whether or not to expand performance recocrder macros.
- **MONITOR_CANDERA_PERFORMANCE_RECORDER_GENERATION_DIR** sets the location of the Candera performance recorder generation.
- **MONITOR_CANDERA_PERFORMANCE_RECORDER_TEMPLATE_DIR** sets the location of the Candera performance recorder template.
- **MONITOR_COM_TYPE** sets the type of monitoring connection.
- **MONITOR_FRAME_DEBUGGER_ENABLED** enables basic frame debugger (frame timeline capture, single step mode, no OpenGL specific features).
- **MONITOR_FRAME_DEBUGGER_OPENGL_CAPTURE_ENABLED** enables OpenGL specific Frame Debugger features.
- **MONITOR_MEMORYPOOL_BINARY_LOGGING_ENABLED** activates the Memory Pool activity logging.
- **MONITOR_MEMORYPOOL_BINARY_LOGGING_FILENAME** location where the log-file will be generated. The extension has to be *.membin.
- **MONITOR_RECORDING_2D_CALLS_ENABLED** enables all 2D driver calls.
- **MONITOR_RECORDING_OPENGL_ENABLED** enables all OpenGL Recorder (e.g. Timing Recorder of OpenGL).
- **MONITOR_SINGLE_STEP_INTERVAL** sets the time in milliseconds that is used when incrementing the animation time in single-step mode.
- **MONITOR_TCPIP_ADDRESS** sets the adress of target device which is a server. Therefore this is the listening ip 0.0.0.0 and enables listening to any address.
- **MONITOR_TCPIP_PORT** sets the TcpIp port number.

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