

Test Result

Unfold all detail elements

data

version: 0.8.10
buildDate: 2023-04-25 10:07:23
timeOfExecution: 2023-06-06 21:47:05
executionDuration: 10.191 sec
config
testDataPath: D:/- LANDBAUER FBM -/- GIANTS Tools -
/TestRunner_public_0_8_10/FBM22_eScooterLoadingStation
gamePath: C:/Program Files (x86)/Farming Simulator 2022
output
directory: D:/- LANDBAUER FBM -/- GIANTS Tools -/TestRunner_public_0_8_10
formats
format: XML (autoOpenReport: False)
format: HTML (autoOpenReport: True)

results (Testrun Outcome: FAIL)

Data Collector Results (outcome: PASS, total: 6, failed: 0, succeeded: 6)

Module Results (outcome: FAIL, total: 11, failed: 2, succeeded: 9)

test group (name: DXTCheck, passed: True)

no problems found

test group (name: MipMapCheck, passed: True)

no problems found

test group (name: TextureCheck, passed: True)

no problems found

test group (name: I3DCheck, passed: True)

no problems found

► multiple materials

test group (name: ModDescCheck, passed: False)

text error

error: A word in title.en 'eScooter Charging Station' does not start with a capital letter

text error

error: A word in title.de 'eScooter Ladestation' does not start with a capital letter

text error

error: A word in title.fr 'Borne De Recharge eScooter' does not start with a capital letter

text error

error: A word in title.it 'Stazione Di Ricarica Per eScooter' does not start with a capital letter

text error

error: A word in title.es 'Estación De Carga De eScooter' does not start with a capital letter

text error

error: A word in title.pl 'Stacja ładowania eHulajnog' does not start with a capital letter

test group (name: PreFabCheck, passed: True)

no problems found

test group (name: VehicleCheck, passed: True)

no problems found

test group (name: SlotCheck, passed: True)

no problems found

infos

estimated slot usage: 3 (storeItem: FBM22_eScooterLoadingStation/eScooterLoadingStation.xml)
estimated slot usage: 1 (storeItem: FBM22_eScooterLoadingStation/eScooter_placeable.xml)
estimated slot usage: 3 (storeItem: FBM22_eScooterLoadingStation/schildVerhaltensregeln.xml)
estimated slot usage: 2 (storeItem:
FBM22_eScooterLoadingStation/schildLadestationEScooter01.xml)
estimated slot usage: 2 (storeItem:
FBM22_eScooterLoadingStation/schildLadestationEScooter02.xml)
estimated slot usage: 2 (storeItem:
FBM22_eScooterLoadingStation/schildScooterAbstellenVerboten.xml)
estimated slot usage: 2 (storeItem: FBM22_eScooterLoadingStation/schildScooterVerboten.xml)
estimated slot usage: 2 (storeItem:
FBM22_eScooterLoadingStation/schildScooterDurchfahrtVerboten.xml)
estimated slot usage: 2 (storeItem: FBM22_eScooterLoadingStation/verbotszeichenScooter.xml)
estimated slot usage: 2 (storeItem: FBM22_eScooterLoadingStation/schildAchtungScooter.xml)

test group (name: ObsoleteFiles, passed: True)

no problems found

test group (name: EditorCheck, passed: True)

no problems found

Editor Path: C:/Program Files/GIANTS Software/GIANTS_Editor_9.0.4_64-bit/editor.exe

test group (name: ShaderCheckEditor, passed: False)

Editor Path: C:/Program Files/GIANTS Software/GIANTS_Editor_9.0.4_64-bit/editor.exe

This particular check is only relevant if you plan to release the mod on consoles.

If the mod is meant to be released on PC only, you can ignore the warnings.

uncached material configurations (num: 1)

a used material configuration is not present in the cache and therefore cannot be used on consoles
Use a different material combination which is present in the cache

uncached material configuration

the used material configuration inside the mod not present in the shader cache
Shader (file: C:/Program Files (x86)/Farming Simulator 2022/data/shaders/decalShader.xml,
hash: 37a50bee48feec8e66775ea87363c0e3, variation: reflector)
Material properties used in the mod (properties: DIFFUSEMAP, NORMAL_MAP_FORMAT_3C,
GLOSSMAP)

No configuration found in cache: There was no fitting near configuration found in the cache. Try using a different shader variation

► i3d files using this material configuration (num i3ds: 7)