

Test Result

Unfold all detail elements

data

version: 0.8.10
buildDate: 2023-04-25 10:07:23
timeOfExecution: 2023-05-30 02:13:36
executionDuration: 8.980 sec
config
 testDataPath: D:/- LANDBAUER FBM -/- GIANTS Tools -
 /TestRunner_public_0_8_10/FBM22_showcases23Krone1
 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: PASS)

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

Module Results (outcome: PASS, total: 11, failed: 0, succeeded: 11)

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: True)

no problems found

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_showcases23Krone1/billboard_kroneAds01.xml)
estimated slot usage: 3 (storeItem: FBM22_showcases23Krone1/billboard_kroneAds02.xml)
estimated slot usage: 3 (storeItem: FBM22_showcases23Krone1/billboard_kroneAds03.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: True)

no problems found
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.

LANDBAUER