Test Result

Unfold all detail elements

data
version: 0.8.10
buildDate: 2023-04-25 10:07:23
timeOfExecution: 2023-05-26 15:40:17
executionDuration: 8.708 sec
config
testDataPath: D:/- LANDBAUER FBM -/- GIANTS Tools -
/TestRunner_public_0_8_10/FBM22_showcases23MAN
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_showcases23MAN/billboard_manAds01.xml)
estimated slot usage: 3 (storeItem: FBM22_showcases23MAN/billboard_manAds02.xml)
estimated slot usage: 3 (storeItem: FBM22_showcases23MAN/billboard_manAds03.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.