

# Test Result

Unfold all detail elements

## data

version: 0.8.10  
buildDate: 2023-04-25 10:07:23  
timeOfExecution: 2023-06-06 21:44:51  
executionDuration: 9.308 sec  
config  
testDataPath: D:/- LANDBAUER FBM -/- GIANTS Tools -/TestRunner\_public\_0\_8\_10/FBM22\_eScooter  
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: 1, succeeded: 10)**

**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' 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\_eScooter/eScooter.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.*