

Test Result

Unfold all detail elements

data

version: 0.8.10

buildDate: 2023-04-25 10:07:23

timeOfExecution: 2023-05-05 00:04:34

executionDuration: 10.808 sec

config

testDataPath: D:/- LANDBAUER FBM -/- GIANTS Tools -/TestRunner_public_0_8_10/FBM22_methaneStation

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: 16 (storeItem: FBM22_methaneStation/methaneStation.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.