

Neptun	Összegzés	Beadott	Tiltott elemek	Teszthibák	Hibás teszt	Betöltés hiba
A32GAQ	Siker	Igen		-		0 -
			Trigger can not be empty! (source vertex name: WhiteMoves)   Trigger can not be empty! (source vertex name: BlackMoves)	-		0 -
A92302	Siker	Igen		-		0 -
AER5T5	Siker	Igen		-		0 -
			Trigger can not be empty! (source vertex name: Whitetimedec)   Trigger can not be empty! (source vertex name: Blacktimedec)	-		0 -
AKLFPS	Siker	Igen		-		0 -
			Trigger can not be empty! (source vertex name: BlackDec)   Trigger can not be empty! (source vertex name: BlackDec)   Trigger can not be empty! (source vertex name: WhiteDec)   Trigger can not be empty! (source vertex name: WhiteDec)	-		0 -
AUNTE2	Siker	Igen		-		0 -
			Trigger can not be empty! (source vertex name: WhiteStart)   Trigger can not be empty! (source vertex name: BlackStart)   Trigger can not be empty! (source vertex name: BlackComing)   Trigger can not be empty! (source vertex name: WhiteComing)	-		0 -
B5HI5B	Siker	Igen		-		0 -
B9WGJD	Siker	Igen		-		0 -
			Trigger can not be empty! (source vertex name: BLACK MOVES)   Trigger can not be empty! (source vertex name: WHITE MOVES)	-		0 -
BBK7NG	Siker	Igen		-		0 -
BSHTCX	Siker	Igen		-		0 -
			Trigger can not be empty! (source vertex name: White's turn)   Trigger can not be empty! (source vertex name: Black's turn)	-		0 -
BVNC89	Siker	Igen		-		0 -

			Trigger can not be empty! (source vertex name: Playing)   Trigger can not be empty! (source vertex name: Playing)   Trigger can not be empty! (source vertex name: set)   Trigger can not be empty! (source vertex name: set)   Trigger can not be empty! (source vertex name: set)   Trigger can not be empty! (source vertex name: set)   Trigger can not be empty! (source vertex name: set)   Trigger can not be empty! (source vertex name: set)		
CJP1ZL	Siker	Igen	(source vertex name: set)	-	0 -
			Trigger can not be empty! (source vertex name: white)   Trigger can not be empty! (source vertex name: black)	-	0 -
CJXKUS	Siker	Igen	(source vertex name: black)	-	0 -
			Trigger can not be empty! (source vertex name: WhiteMoves)   Trigger can not be empty! (source vertex name: BlackMoves)	-	0 -
CP6OG3	Siker	Igen	BlackMoves)	-	0 -
CX55PP	Siker	Igen		-	0 -
D3GAU7	Siker	Igen		-	0 -
			Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0 -
D4ZA0M	Siker	Igen	Black moves)	-	0 -
			Trigger can not be empty! (source vertex name: WhiteMoves)   Trigger can not be empty! (source vertex name: BlackMoves)	-	0 -
D8W033	Siker	Igen	BlackMoves)	-	0 -
			Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: White moves)	-	0 -
DADA5X	Siker	Igen	White moves)	-	0 -
			Trigger can not be empty! (source vertex name: WHITE)   Trigger can not be empty! (source vertex name: BLACK)	-	0 -
DKI2E3	Siker	Igen	(source vertex name: BLACK)	-	0 -
DT8CE1	Siker	Igen		-	0 -
			Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: White moves)	-	0 -
E557KI	Siker	Igen	White moves)	-	0 -

EFXDRM	Siker	Igen	-	0 -
				checkLastSeconds failed by White player display check #5: expected "110" but found "109"checkEffectSetStartTime failed by White player display check #7: expected "127" but found "126"checkModInGame failed by White player display check #5: expected "117" but found "116"checkEffectSetBonu sTime failed by White player display check #12: expected "131" but found "130"
EGF8UG	Hiba	Igen	Trigger can not be empty! (source vertex name: Black move)   Trigger can not be empty! (source vertex name: White move)	4 -
ERLXNF	Siker	Igen	Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Main)   Trigger can not be empty! (source vertex name: Black)   Trigger can not be empty! (source vertex name: Main)	0 -
ET1ABV	Siker	Igen	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	0 -
ET33WB	Siker	Igen	-	0 -
FA4F8Q	Siker	Igen	Trigger can not be empty! (source vertex name: Black_moves)   Trigger can not be empty! (source vertex name: Game_start)   Trigger can not be empty! (source vertex name: White_moves)	0 -
FYDIE4	Siker	Igen	Trigger can not be empty! (source vertex name: WhiteMoves)   Trigger can not be empty! (source vertex name: BlackMoves)	0 -
G392CQ	Siker	Igen	Trigger can not be empty! (source vertex name: WhiteMoves)   Trigger can not be empty! (source vertex name: BlackMoves)	0 -

GF03OX	Siker	Igen	Trigger can not be empty! (source vertex name: Játék)   Trigger can not be empty! (source vertex name: Játék)   Trigger can not be empty! (source vertex name: Játék)   Trigger can not be empty! (source vertex name: Játék)	-	0 -
GKF65A	Siker	Igen	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0 -
GMD4YR	Siker	Igen		-	0 -
GT5G7D	Siker	Igen	Trigger can not be empty! (source vertex name: Game)   Trigger can not be empty! (source vertex name: Game)	-	0 -
H4O0I6	Siker	Igen	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0 -
HD64T1	Siker	Igen	Trigger can not be empty! (source vertex name: White countdown)   Trigger can not be empty! (source vertex name: Black countdown)   Trigger can not be empty! (source vertex name: Adjourned)   Trigger can not be empty! (source vertex name: Adjourned)	-	0 -
HELLNQ	Siker	Igen	Trigger can not be empty! (source vertex name: MainSettings)   Trigger can not be empty! (source vertex name: WhitelnitTime)   Trigger can not be empty! (source vertex name: WhitelnitTime)   Trigger can not be empty! (source vertex name: WhitelnitTime)   Trigger can not be empty! (source vertex name: WhitelnitTime)   Trigger can not be empty! (source vertex name: BlackInitTime)   Trigger can not be empty! (source vertex name: BlackInitTime)   Trigger can not be empty! (source vertex name: BlackIncrementTime)   Trigger can not be empty! (source vertex name: BlackIncrementTime)	-	0 -

			by main display check #2: expected "White moves" but found "Ready to play"checkSetStartTimeF orBlack failed by Black player display check #2: expected "100" but found "80"checkModInGame failed by main display check #2: expected "White moves" but found "Ready to play"optionCycle failed by White player display check #9: expected "10" but found "90"checkEffectSetStartTi meForBlack failed by Black player display check #4: expected "100" but found "80"checkEffectSetStartTi meForWhite failed by main display check #6: expected "White moves" but found "Ready to play"checkSetBonusTime	12 -
HGNB1P	Hiba	Igen	Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: White moves )   Trigger can not be empty! (source vertex name: Start)   Trigger can not be empty! (source vertex name: Start)	0 -
HNQNL7	Siker	Igen		0 -
HNZOV2	Siker	Igen		0 -
HS3A51	Siker	Igen		0 -
			Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	0 -
HZY2TO	Siker	Igen		0 -
IBEOLN	Siker	Igen		0 -
ID61MK	Siker	Igen		0 -
			Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	0 -
IIQ7N6	Siker	Igen		0 -
			Trigger can not be empty! (source vertex name: BTurn)   Trigger can not be empty! (source vertex name: WTurn)	0 -
IJT69M	Siker	Igen		0 -
ILEJF1	Siker	Igen		0 -
				A build error occurred in the project called 'hu.bme.mit.inf.symod.I PIKEY.homework' (at 'file:/D:/Eclipse/Worksp ace/runtime- EclipseApplication/hu.b me.mit.inf.symod.IPIKEY 0 .homework')!
IPIKEY	Hiba	Igen		0

IYIQJ7	Siker	Igen	-	0 -
			Trigger can not be empty! (source vertex name: white_moves)   Trigger can not be empty! (source vertex name: black_moves)	
IZZT5E	Siker	Igen	-	0 -
			Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	
J3XO17	Siker	Igen	-	0 -
			Trigger can not be empty! (source vertex name: BTurn)   Trigger can not be empty! (source vertex name: WTurn)	
JCBGBW	Siker	Igen	-	0 -
			Trigger can not be empty! (source vertex name: Play)	
JCVW2K	Siker	Igen	-	0 -
			Trigger can not be empty! (source vertex name: Jatek)   Trigger can not be empty! (source vertex name: Jatek)	
JG6L5H	Siker	Igen	-	0 -
JMTTVR	Siker	Igen	-	0 -
			Trigger can not be empty! (source vertex name: Play)   Trigger can not be empty! (source vertex name: Play)   Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: Mode-W)   Trigger can not be empty! (source vertex name: Mode-B)	
JQKCOY	Siker	Igen	-	0 -
			Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black)	
JQTJ7Y	Siker	Igen	-	0 -
			Trigger can not be empty! (source vertex name: TimeSet1Down)   Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	
JZQGWT	Siker	Igen	-	0 -
KIQHL3	Siker	Igen	-	0 -
KOZ683	Siker	Igen	-	0 -
			Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black)   Trigger can not be empty! (source vertex name: Black)	
KPZH44	Siker	Igen	-	0 -

L2W61T	Siker	Igen	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0 -
LC09ZS	Siker	Igen	Trigger can not be empty! (source vertex name: White_moves)   Trigger can not be empty! (source vertex name: Black_moves)	-	0 -
LM9TWD	Siker	Igen		-	0 -
M0MYIM	Siker	Igen		-	0 -
NAVKLV	Siker	Igen		-	0 -
NQ3D58	Siker	Igen	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	-	0 -
NXEQWD	Siker	Igen	Trigger can not be empty! (source vertex name: WhiteMoves)   Trigger can not be empty! (source vertex name: BlackMoves)	-	0 -
OCUW5I	Siker	Igen	Trigger can not be empty! (source vertex name: Feher lep)   Trigger can not be empty! (source vertex name: Fekete lep)	-	0 -

OIKW39	Siker	Igen	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0 -
OSXXU0	Siker	Igen	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	-	0 -
OY00L	Siker	Igen	Trigger can not be empty! (source vertex name: White flag fallen)   Trigger can not be empty! (source vertex name: Black flag fallen)	-	0 -
OXO676	Siker	Igen	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: White adjourned)   Trigger can not be empty! (source vertex name: Black adjourned)	-	0 -
PG2N72	Hiba	Igen	by main display check #1: expected "Ready to play" but found "Chess Clock"checkSetStartTime ForBlack failed by Black player display check #1: expected "90" but found "_1"checkSetStartTimeFor White failed by White player display check #1: expected "90" but found "-1"checkSetStartPlayer failed by main display check #1: expected "White begins" but found "Chess Clock"checkModInGame failed by main display check #1: expected "Ready to play" but found "Chess Clock"optionCycle failed by main display check #1: expected "Ready to play" but found "Chess Clock"checkEffectSetStart	-	15 -
PRT14L	Siker	Igen		-	0 -



Q5C0UO	Siker	Igen	Trigger can not be empty! (source vertex name: feher)   Trigger can not be empty! (source vertex name: fekete)	-	0 -
QHQN9	Siker	Igen	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	-	0 -
QHR0UH	Siker	Igen		-	0 -
R3ABMN	Siker	Igen	Trigger can not be empty! (source vertex name: WhiteMoves)   Trigger can not be empty! (source vertex name: BlackMoves)	-	0 -
RBTJ6	Siker	Igen	Trigger can not be empty! (source vertex name: White timer)   Trigger can not be empty! (source vertex name: Black timer)	-	0 -
RRB370	Siker	Igen	Trigger can not be empty! (source vertex name: Ready to play)   Trigger can not be empty! (source vertex name: Ready to play)   Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black)   Trigger can not be empty! (source vertex name: Black)   Trigger can not be empty! (source vertex name: Beeping2)	-	0 -
RSIA80	Siker	Igen	Trigger can not be empty! (source vertex name: White cd)   Trigger can not be empty! (source vertex name: Black cd)	-	0 -

			Trigger can not be empty! (source vertex name: whiteTurn)   Trigger can not be empty! (source vertex name: blackTurn) -	0 -
S6BR5P	Siker	Igen		
SGLJSB	Siker	Igen		0 -
			Trigger can not be empty! (source vertex name: Feher jon)   Trigger can not be empty! (source vertex name: Fekete jon) -	0 -
TDV1SO	Siker	Igen		
			Trigger can not be empty! (source vertex name: whiteMoves)   Trigger can not be empty! (source vertex name: blackMoves) -	0 -
TDWSF5	Siker	Igen		
			Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black) -	0 -
TFDSEH	Siker	Igen		
TFTXG4	Siker	Igen		0 -
			Trigger can not be empty! (source vertex name: ido)   Trigger can not be empty! (source vertex name: ido2) -	0 -
TK4XI3	Siker	Igen		
			(source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: Buttons )   Trigger can not be empty! (source vertex name: Buttons )   Trigger can not be empty! (source vertex name: White Button)   Trigger can not be empty! (source vertex name: White Button)   Trigger can not be empty! (source vertex name: White Button)   Trigger can not be empty! (source vertex name: White Button)   Trigger can not be empty! (source vertex name: Black Button)   Trigger can not be empty! (source vertex name: Black Button)   Trigger can not be empty! (source vertex name: Black Button)   Trigger can not be empty! (source vertex name: Black Button)   Trigger can not be empty! (source vertex name: Initial time)   Trigger can not be empty! (source vertex name: -	0 -
TS1SX5	Siker	Igen		
U8688L	Siker	Igen		0 -
UAOFYU	Siker	Igen		0 -
			Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black) -	0 -
UDWF51	Siker	Igen		

			Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0 -
UICLAA	Siker	Igen			
URU7TF	Siker	Igen			0 -
US9TXY	Siker	Igen			0 -
			Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0 -
UWMDDI	Siker	Igen			
			Trigger can not be empty! (source vertex name: counter)   Trigger can not be empty! (source vertex name: counter)	-	0 -
VDRDYH	Siker	Igen			
			Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0 -
VHH19M	Siker	Igen			
			Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0 -
VSDRBZ	Siker	Igen			
			Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0 -
VTS3DU	Siker	Igen			
			Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0 -
VX4RGB	Siker	Igen			
VY4K2V	Siker	Igen			0 -
			Trigger can not be empty! (source vertex name: white)   Trigger can not be empty! (source vertex name: black)	-	0 -
WV17WV	Siker	Igen			
			The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	-	0 -
WZK4KM	Siker	Igen			
X7BMAN	Hiba	Igen			0 -
					A build error occurred in the project called 'hu.bme.mit.inf.symod. X7BMAN.homework' (at 'file:/D:/Eclipse/Worksp ace/runtime- EclipseApplication/hu.b me.mit.inf.symod.X7BM AN.homework')!

XHOE83	Siker	Igen	Trigger can not be empty! (source vertex name: White Moves)   Trigger can not be empty! (source vertex name: Black Moves)	-	0 -
XNC5MZ	Siker	Igen	Trigger can not be empty! (source vertex name: White move)   Trigger can not be empty! (source vertex name: Black move)	-	0 -
XWYOV4	Siker	Igen	Trigger can not be empty! (source vertex name: White_moves)   Trigger can not be empty! (source vertex name: Black_moves)	-	0 -
XYSHFD	Siker	Igen	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0 -
Y11K93	Siker	Igen	Trigger can not be empty! (source vertex name: White play)   Trigger can not be empty! (source vertex name: Black play)	-	0 -
YPOOOQ	Hiba	Igen		checkLastSeconds failed by beep check #40: expected "true" but found "false"	1 -
Z80H3X	Siker	Igen	Trigger can not be empty! (source vertex name: White_moves)   Trigger can not be empty! (source vertex name: Black_moves)	-	0 -
ZFD4KX	Siker	Igen	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Ok)   Trigger can not be empty! (source vertex name: Warning)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: Warning)   Trigger can not be empty! (source vertex name: Ok)	-	0 -
ZP3ZTV	Siker	Igen	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0 -
ZT92AR	Siker	Igen	Trigger can not be empty! (source vertex name: Game White start)   Trigger can not be empty! (source vertex name: Game Black start)	-	0 -

ZUW550	Siker	Igen	Trigger can not be empty! (source vertex name: Black)   Trigger can not be empty! (source vertex name: White)	-	0 -
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