

Neptun-kód	Összegzés	Tiltott elemek	Teszthibák	Hibás tesztek	Hiba
A8P98V	Hiba	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: init) Trigger can not be empty! (source vertex name: init)	checkLastSeconds failed by White player display check #5: expected "170" but found "180" checkModInGame failed by White player display check #5: expected "177" but found "180" checkEffectSetStartTimeForBlack failed by main display check #6: expected "Black moves" but found "White moves" checkEffectSetStartTimeForWhite failed by White player display check #7: expected "187" but found "190" checkEffectSetBonusTimeForBlack failed by main display check #6: expected "Black moves" but found "White moves" checkEffectSetBonusTimeForWhite failed by White player display check #8: expected "191" but found "180"	6	-
D62NC9	Siker	Trigger can not be empty! (source vertex name: Game) Trigger can not be empty! (source vertex name: Game)	-	0	-
DASGYJ	Hiba		checkModInGame failed by main display check #9: expected "White adjourned" but found "White moves"	1	-
DONTTR	Siker		-	0	-
FA4F8Q	Siker		-	0	-
HR5GPT	Siker		-	0	-
IMAIXW	Siker	Trigger can not be empty! (source vertex name: White moves) Trigger can not be empty! (source vertex name: Black moves)	-	0	-

			checkLastSeconds failed by main display check #2: expected "White moves" but found "Ready to play"checkEffectSetStartTime failed by main display check #6: expected "White moves" but found "Ready to play"checkSetStartPlayer failed by main display check #1: expected "White begins" but found "Ready to play"checkModInGame failed by main display check #2: expected "White moves" but found "Ready to play"optionCycle failed by main display check #3: expected "White begins" but found "Ready to play"checkStartInGame failed by main display check #3: expected "White moves" but found "Ready to play"checkEffectSetStartPlayer failed by main display check #2: expected "Black moves" but found "Ready to play"checkEffectSetBonusTime failed by main display check #6: expected "White moves" but found "Ready to play"	
JDLYVJ	Hiba	Trigger can not be empty! (source vertex name: InitialBeginState) Trigger can not be empty! (source vertex name: InitialBeginState) 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: WhiteWarning) Trigger can not be empty! (source vertex name: BlackWarning) Trigger can not be empty! (source vertex name: InitialGameState) Trigger can not be empty! (source vertex name: InitialGameState)	-	8 -
JMA7DO	Hiba	-	-	0 A build error
KQSV00	Siker		-	0 -
KZ8GBJ	Siker		-	0 -
OIMS7F	Siker		-	0 -
Q2CFAJ	Siker		-	0 -
QFNF0C	Siker		-	0 -
R2MVE4	Siker		-	0 -
RASEZV	Siker		-	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)		
SSEGZO	Siker	BLACK)	-	0 -
TZ0BFL	Siker		-	0 -
		Trigger can not be empty! (source vertex name: White moves) Trigger can not be empty! (source vertex name: Black moves)		
UIE1UM	Siker		-	0 -
VTRRME	Siker		-	0 -
XO1G1F	Siker		-	0 -