



Beta 1 Testing Manual

In which we strive to get you set up and ready for testing as soon as humanly possible!

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1. Hello!

Welcome on board, and thank you so much for offering to beta test TNM. Some of us have been working on this project for over 6 years, so naturally, we are really psyched to finally be able to let people in on it after all this time. Since you're reading this, you are a ridiculously amazing person. You are part of the remarkably exclusive group of people we trust enough to expose you to our pride and joy as it hovers in the grey area right between "Completed" and "Polished". You will be getting a completed build, playable from one end to the other and with every feature implemented and functional. But it won't be polished yet. That's where you come in. You are going to mean the difference between a half-assed Atari game and a sparkling monument to quality like you might expect from Valve or Blizzard.

We won't lie to you: The Nameless Mod is *pretty* large – in fact we believe it's the largest game modification ever released. That's the primary reason why it's taken us so long – the feature creep has been astronomical in magnitude. Furthermore, a lot of our size takes the form of branching and optional content, making it pretty hard to test thoroughly – it's easier to test a long but strictly linear game than it is to test a shorter but very intricate game with lots of optional content. We've done our best to ensure that all of the bugs we could find have been fixed and that the game is in order in time for you to have a go at it, but the only way to test TNM properly is with the help of generous volunteers like yourself, who can tear it apart and see what happens.

We really hope you'll help us spot a lot of bugs and that you have plenty of great feedback for us. You can contact us any time, and we hope we can get some good discussions going on the QA forums (linked below). You need not be concerned about hurting our emotions by reporting bugs, we want this to be the most polished singleplayer mod in the history of computer games, and honest feedback is the only way we're ever gonna get there, so please don't hold back. And above all: Please enjoy the game!

2. Sign up

First step is to sign up for our forums! If you haven't already, of course. It's pretty simple: [They are here](#). Once you've made and activated an account, send us a mail at tnm@offtopicproductions.com and tell us your account name, then we'll add you to the QA group so you can access the TNM QA Forum.

3. Connect and install

To get a hold of our beta, simply download our Beta 1.0.0 auto-installer from this address:

thenamelessmod.com/BETA/The Nameless Mod BETA 1.0.0.exe

It's pretty straight-forward, just double-click the .exe file and let the installer take it from there. We'd appreciate it if you make sure to check the box to install the Enhanced OpenGL renderer – certain parts of the game will look better that way, and we could use some data about how it works on different hardware. Whether or not to use HDTP is up to you, we could use testing with either option, so do as you prefer – just please remember to state in your bug reports (see section 5) whether you are playing with HDTP or not.

4. Play!

Well, before you start playing, it's probably a good idea to check the manual. We've done our best to make it a good, thorough introduction to TNM, but if you feel that anything is missing, or if you have any suggestions for changes, don't hesitate to let us know. While you play TNM, we'd like you to make note of a few particular things. First of all, when you create a new game, please write down what difficulty settings you're picking. If you choose one of the presets (Harmless, Challenging, etc.), it's enough to tell us that, but if you go for a custom difficulty setting (and by all means do so if you feel like it), be sure to remember exactly how you set it up for future reference.

TNM's storyline branches quite a lot, and the more of your choices you can remember, the easier it will be for us to debug any problems you encounter, and the better overview we'll gain of which parts of the story have been tested. If nothing else, there are two major choices you'll want to tell us: (1) Are you allied to PDX or WorldCorp? (2) Are you allied to the Llamas or the Goats? These aren't choices you make right away, but we'd appreciate it if the first thing you do is post in the thread entitled [Play style test runs](#), according to the instructions detailed in the second post. Also, the first post contains suggestions for certain rules you can optionally set for yourself while playing, in order to really put TNM to the test.

Once you've done this, you're ready to start testing.

5. Report

Let's face it: This is a beta, and you *will* encounter bugs. If you're testing our beta you are either one of our most dedicated fans, or you're simply a person we really respect, so we've done our best to get rid of all the known bugs before releasing the B100 build, in order to give you a good experience. There is no such thing as a perfect game, however, so when you do run into a bug, here's what you do.

[Visit our bugtracker!](#) The process of making an account is very simple, but does require us to give you tester priviledges when you make your account. Once you're in, you'll be greeted with something like this:

Status	# bugs
Unconfirmed	8
Verified	4
Assigned	36
Reopened	2
Fixed but untested	24
Closed	750

Project	Open	Fixed	Not a bug	Won't Fix	Works for me	Duplicate	Total
TNM	52	643	29	50	34	16	824

The most important features here are the link to add a new bug **(1)** and the links to get a list of your own bugs **(2)**. Another possibly useful link is the "Fixed but untested"-link in the Quick Stats box, which takes you to a complete list of all the bugs we think we've fixed, but which have yet to be tested, confirmed, and closed. And finally, but not least important, Search Bugs in the top bar to the right of Add a new bug should be used to make sure any bug you're about to report hasn't in fact already been reported by somebody else (though if you do report a bug that's already been found, it's hardly the end of the world, we'll simply label it as a duplicate and close it).

You may have noticed that there are two ways to locate bugs: In addition to the search function mentioned above, which accepts keywords and then goes looking for bugs related to those words, there's also a

prominent Find Bug field in the upper right corner. To use this, you need to know the bug's ID number. Type it into the field and hit Enter to call up the corresponding bug.

5b. Add a new bug

The form to add a new bug will look something like this:

phpBugTracker - Create Bug - Mozilla Firefox

Find Bug

Home Add a new bug Query Bugs Search Bugs View Reports Read Documentation Administration Tools

Bugs assigned to me: 24 / 345 | Bugs reported by me: 18 / 185 | Personal Page | Logout Jonas@offtopicproductions.com

Project: TNM

Reporter: Jonas@offtopicproductions.com

Version: A 2.1.0

Summary:

Description:

URL:

Severity: Unassigned

Priority: 1 - Low

Component: Cutscene

Database: None

Site: All

Operating System: Windows XP

If you wish to attach a file to this report, please choose a file to upload and enter a one-line description.
Maximum file size: 2,097,152 bytes

File: Gennemse...

Description:

Submit

Færdig

(1) You won't need to worry about the Reporter field – it'll display your name by default, and you should just leave it there. In the beginning, version should also be set right by default, though in time, we may update the binary on the FTP, and you'll want to check to make sure the tracker is still reporting your bugs for the TNM version that you're using.

(2) Summary is the title of your bug report, so please try to make it descriptive (and not too long). Description is obviously very important. A good model to use is this: Where did you encounter the bug? What were you doing? What did you expect would happen? What happened instead?

(3) You can skip the URL field, it's irrelevant to TNM, but Severity and Component are reasonably useful, if not critically important. If you're not sure about the severity of the bug, you can leave it at Unassigned, and we'll set it when we assign the bug. Otherwise it goes a bit like this: Bugs that are largely cosmetic or don't

prevent you from doing anything are Low severity. Bugs that prevent you from doing something or are mildly obstructive without actually putting a stop to the game are Moderate. Bugs that prevent you from doing something important or change the gameplay experience significantly are High. And bugs that prevent you from completing the game or crashes the client are of Critical severity. Request/suggestion should be used for bugs that aren't really bugs, but rather a matter of personal preference.

Priority should probably be left alone, but it would help if you could pick the right Component, since some component settings auto-assign bugs. The default right now is Cutscene because it orders the components alphabetically, but if you're not sure about this, you should set it to Don't know. Most of the components are pretty self-explanatory, but it's important to distinguish between Text and Voice Acting in problems concerning the conversations.

(4) Attachments are good for uploading your log files. This is not necessary for all bugs, but especially for crashes, uploading your log file to a bug report can be critical to fixing the crash, especially if the crash isn't consistently replicable.

6. Feedback

Of course bugs aren't the only thing we're looking for. Here are a few things you should keep an eye out for, but if you think of anything else while playing, we'd love to hear it. You're not just a bug tester, *you're quality assurance* – you're testing the experience of playing TNM, and any time that experience falls short of your expectations, try to figure out why and let us know about it. There's a limit to how much we can change the mod at this stage, but big problems merit big fixes, and small problems are important too.

Item balance: This covers a variety of problems. Do you find yourself stuck because there's a door with no key and you have no more lockpicks? Have you carried a particular weapon through the entire game without using it more than once due to lack of ammunition? Did you put thousands of skillpoints into maxing Demolitions only to find the whole game has all of about 4 LAMs? Then feel free to complain about it on our forums or post a bug report on it.

Voice acting: Keep an ear out for any inconsistencies and problems with the voice acting. VA bugs you are likely to experience include characters whose lines are too high or too low volume compared to each other, lines where you have to click to advance the conversation (be sure to remember which line it was!), or even lines that are missing sound altogether. Note that the Beta 1.0.0 build does not include voice acting for every character, so there's no need to report characters with no audio at all. If you find a character with *partial* voice acting, however, that should be reported please.

Branching bloopers: These will usually manifest as conversation issues. Maybe you talked to two characters in a different order than we expected, and the dialogue completely failed to reflect this. Maybe you killed an important character, and nobody noticed, or even worse: Maybe other characters are still referring to this character as though he's alive and well though they ought to have heard about his death by now. A very important thing to look out for is how people refer to your play style: If King Kashue scolds you for killing too many WorldCorp guards though you only killed one (by accident!) and knocked out the rest, that is a crystal clear bug, and you should report it with the tracker.

Public computers: Sort of related to branching bloopers, all our public bulletin computers are supposed to update depending on what you're doing. We'd like to ask you to check them at regular intervals (for example between each mission) to see if they're an accurate reflection of your activities. If you notice that a bulletin has been posted about Yardbomb closing his shop though it's still clearly open and enterable, report it as a bug so we can fix it.

Lack of consequence: If you do something you really feel the game ought to respond to, no matter how trivial or esoteric, let us know about it. Please don't be disappointed if we decide it's too arbitrary to write and record new dialogue for, but don't let that deter you: If *you think* the game should respond, tell us and we'll look into it. You might be surprised how far we'll go to make the game respond to the smallest and silliest details, even if it's just with a single datalink.

Lack of direction: It's not strictly important to us that you understand everything that's going on in the game (after all, Deus Ex was a first class example of convoluted and confusing background fiction), but we do want you to always know what you need to do to progress. If you ever find yourself stuck because you don't know where to go next or how to complete your objectives (or even what your objectives are!), please tell us about it so we can do something to make it more clear.

Exploration rewards: If you find an area that's really out of the way, and that you think should merit a small skillpoint award, please grab a screenshot of it and post it in the QA forum. We haven't really found the time to go over all our levels and make sure the exploration rewards are consistent, so any help in that area would be greatly appreciated.

Doors: Somewhat more specific than the other things we've asked you to look out for, this is none-the-less reasonably important. By default, doors in Deus Ex can all be destroyed with a few swipes from a normal sword. If you find a breakable door, try hitting it with your sword and see if it breaks – and if so, grab a screenshot and post about it on our forums so we can fix it. While you're looking at the doors, keep an eye on their collision and an ear on their sounds: All doors should make some kind of sound when opening and closing, and all doors (except the really big ones that crush you if you get caught in them) should pass through you when you open them, like they do in Deus Ex, rather than stop when they bump into you.