



Map Testing Rules for the “Tester”

Welcome to the DOD Federation Map Testing Program – Rules for the “Tester”

Information regarding Testing:

The DOD-Federation is trying to accomplish the task of getting GREAT custom maps out to the community. This requires extensive testing, accurate and honest feedback to the mapper, and a little dedication – most of all.... Patience!

These tests are open, but the map IS NOT TO BE PUT ON YOUR SERVER OR YOUR FRIENDS or DISTRIBUTED TO ANYONE! This is something that will cause severe consequences including, but not limited to you being removed from the Federations forums, Emails, Updates. Its pretty simple – help the DOD “Community” with well tested and Playable CUSTOM Maps!

Testing maps can be tedious, but fun! There are rules, and recommendations to follow but lets cover the basics first. If you don't have the patience, or attention span, to follow simple directions which may include – Cease Fire! – Stand Here – Do This – Do That... You need not read any further. We don't have the time or patience ourselves to deal with immature people, or people that just want to play on a new map. Many of the maps we test are FAR from complete and can be full of bugs and annoyances... this is the point of our testing. To HELP the mapper make a better map. It concerns everything from Game play to aesthetics (looks).

Feedback is necessary to accomplish the mappers goal, and although not a REQUIREMENT, it is ASKED that you provide your thought about the map. Thoughts including: Game play (biased towards once side or the other), Graphics (FPS, sightlines, buildings, alignment, icons, spawns...), Outline (Routes, flag positions...), and last AND least – Believability – Is the map realistic?

Information you will need (to help the mappers and yourself): You Rig! – and all the pertinent information – Video Card (including driver), RAM, Processor (and any over clocking), Connection, Sound Card.

Following is a listing of the BASIC rules for the Tester:

1. When you say you are going to be at a test (Understanding life happens), try to be there. Be there ready to go! Map testing usually takes about an hour, more or

less depending on Maps state and server (and player) availability. Servers are provided on both coasts including Europe and I believe Asia and Australia will be coming along shortly – if not already in place. So check the testing location in the Post for the maptest. YES – we want you to test on servers you don't ping so well to. We need that information also! So don't be concerned if the test is on One coast and you are on another.

2. Maps should be posted a minimum of 1 hour prior to the test. Servers will have Auto-download disabled, so don't try to join without the map.
3. Do what you are asked to do – If a mapper or server op is looking for something in particular (Even another player that is looking for/at something) asks for a cease-fire! Please follow that direction. Please have your headphones/speakers on so you can hear these communications.
4. Testing usually proceeds as follows:
 - First 10 minutes (longer or shorter depending on what is going on) is time spent just running around the map, checking the layout, FPS Issues, looking for obvious issues that the mapper isn't already aware of.
 - Following this is usually two 15 minute periods of game play – play on one team, map is restarted, you join the opposite team you were just on. In this period we are looking for game play issues – getting stuck, falling off the map, map exploits and balance.
 - The remaining time is dependent on what is found during the first 3 periods. If nothing is of concern, we generally keep playing.
5. After the test is completed: Please visit the forums and provide your feedback. If you want to take some time on you own (LAN) server to take screenshots, look around and make things clear to yourself, this is fine. SCREENSHOTS are NOT allowed to be posted OUTSIDE of the testing thread or the FEDERATION FORUMS!! Mappers do NOT want screenshots of unfinished maps out in the world. If they do – they will let US know, and we will pass that information on to you in the testing thread.
6. Most of all – have fun! Help us help the community! Customs are going to be what makes this game stick around and stay interesting!!