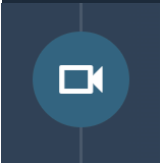


# Further Information: Sessions & Events

With the introduction of version 2.2, TopMod QA has introduced the concept of Sessions and Events. Sessions represent a container for all recordings and other events captured as part of a users test session. Events represent everything that takes place within the Session. The aim of this is to make the process of using TopMod QA more accommodating to the different scenarios encountered by testers every day.

## Types of Event

### Recording



A Recording in TopMod QA is the main recording that runs whilst you test a game. You start this within the Recording App by clicking to "Start Recording" and features all of the inputs you have selected to capture in the "Recording Setup" panel.

Depending on the nature of your Session, you may not want the longer recording attached to the Event but this can be extremely useful if you want to give feedback to the Development team or capture the reaction of the tester whilst they play a game.

#### RECORDING SETUP

Use the following controls to configure your recording to best capture your session. Please note, once a recording begins, you will be unable to change these settings.

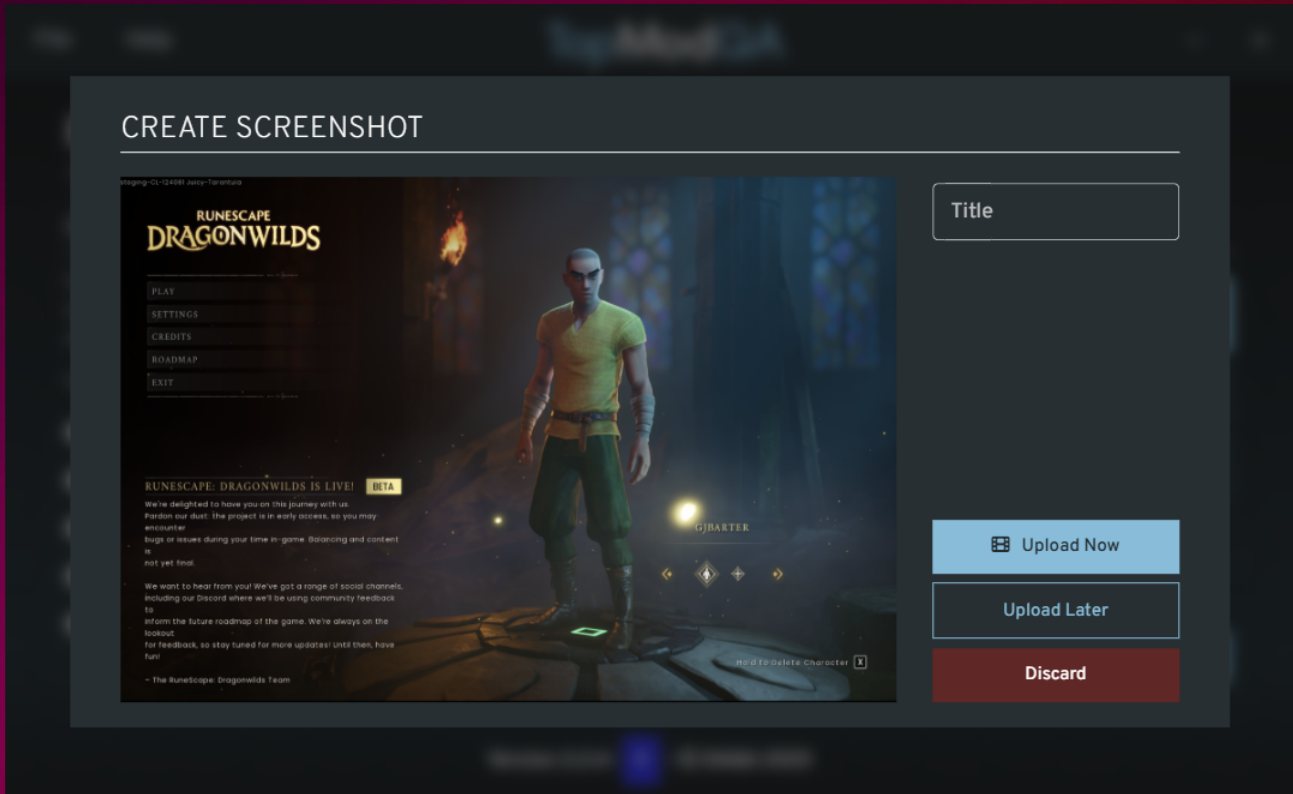
Capture...

- PERFORMANCE DATA
- USER INPUTS
- CAMERA
- MICROPHONE
- GAME AUDIO

### Screenshot



A Screenshot can be taken at any time once the Session has started in the Recording Application. It captures the full resolution of the target application (game you are testing) and is viewable inside the Dashboard once it's been uploaded.



## Clip

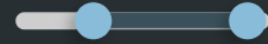


A Clip is a shorter recording than the main Recording Event detailed earlier and is specifically used if the tester captures something during their Session that they want to share with others easily. It is smaller in length than the main Recording event.

## CREATE CLIP



Title



Duration:  
00:00:10 - 00:00:40

 Upload Now

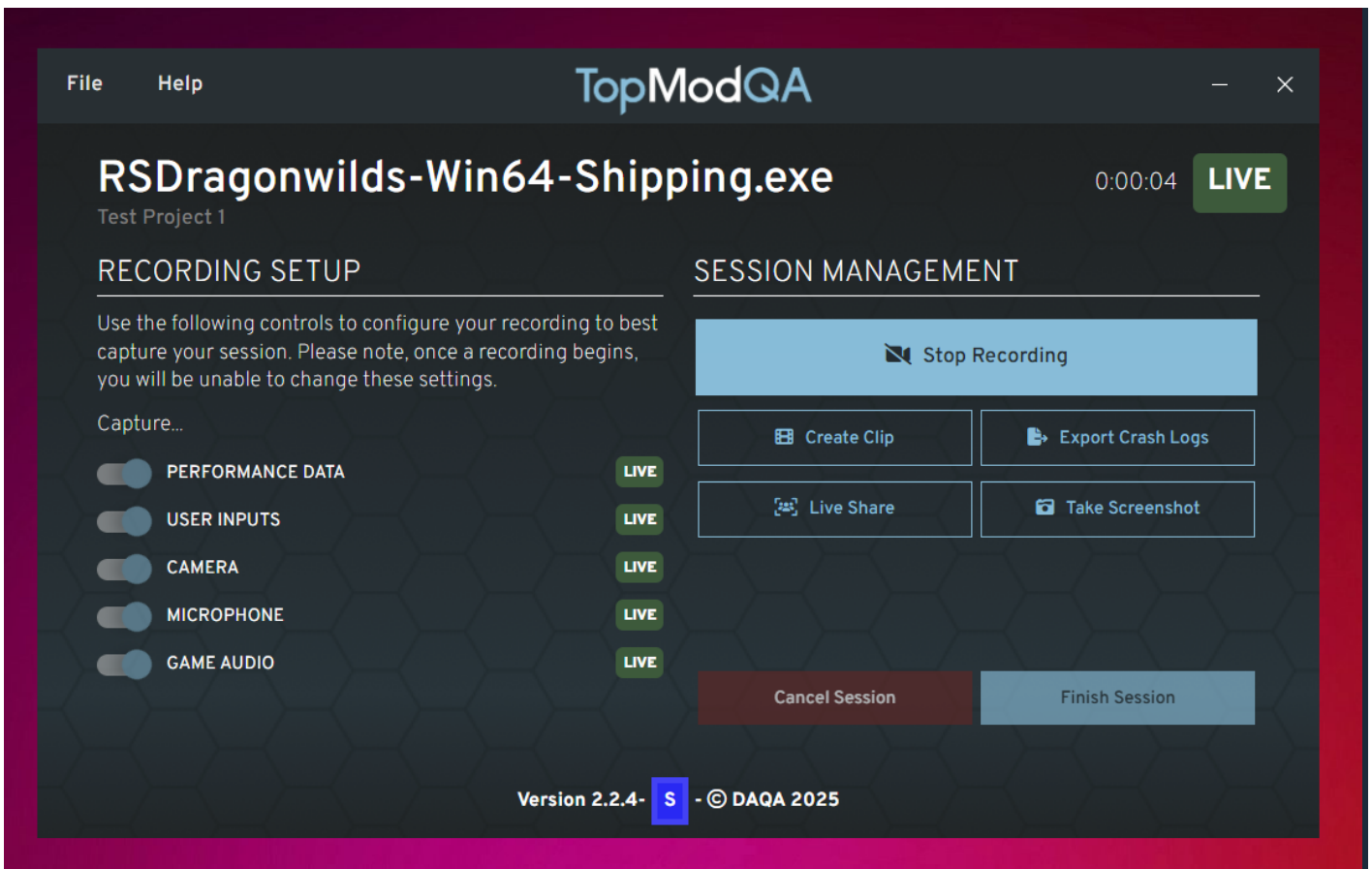
Upload Later

Discard

## Live Share

### Not Viewable in Dashboard

Should at any point the tester want to share their gameplay screen with a colleague, they can utilise the Live Share Event functionality. By clicking the Live Share button in the Session Management panel in the Recording App, the tester is given a URL to share with another person. Once the other person clicks that URL, they are able to view the screen of the tester and talk directly with them.



**Please note,** Live Share is only available for direct communication with one person, multi-viewers is not supported yet.

## Export Crash Logs

### Not Viewable in Dashboard

Should the tester encounter a crash inside the game they are testing, they can immediately click the "Export Crash Logs" button in the Session Management section of the Recording App. This will generate the crash logs for the target game and save them to the Save Location set in the Settings page.

The output of the Export Crash Logs function acts as a memory dump similar to the type of feature found in Visual Studio. An example of the output can be found below.

File Home View Breakpoints Time Travel Model Scripting Source Memory Extensions Command

Break Step Out Step Out Back Step Into Step Into Back Step Over Step Over Back Restart Stop Debugging Detach Settings Source Assembly Local Feedback

Flow Control Reverse Flow Control End Preferences Help

```
Command X
Key : WER.Process.Version
Value: 2021.2.14.40468

FILE_IN_CAB: 1744689515674-PaperCutMansion.exe.dmp

NTGLOBALFLAG: 0

APPLICATION_VERIFIER_FLAGS: 0

EXCEPTION_RECORD: (.exr -1)
ExceptionAddress: 0000000000000000
ExceptionCode: 80000003 (Break instruction exception)
ExceptionFlags: 00000000
NumberParameters: 0

FAULTING_THREAD: 870

PROCESS_NAME: PaperCutMansion.exe

ERROR_CODE: (NTSTATUS) 0x80000003 - {EXCEPTION} Breakpoint A breakpoint has been reached.

EXCEPTION_CODE_STR: 80000003

STACK_TEXT:
00000049`9c1ad8b0 00007ffd`05c0974a : 00000001`00000347 00000000`00000330 00000000`00000002 00000000`00000010 : UnityPlayer+0x2c2eeb
00000049`9c1ad910 00007ffd`05c08d9a : 00007ffd`06f93b9c 00000000`00000000 00000000`00000000 00007ffd`06730c8e : UnityPlayer+0x2b974a
00000049`9c1ad980 00007ffd`05cc5919 : 0000023d`e0396b00 00000049`9c1adad0 0000023d`e03978a8 00000000`00000000 : UnityPlayer+0x2b8d9a
00000049`9c1ad9d0 00007ffd`05cb51fc : 0000023d`e0396b00 00000049`9c1adde0 00000049`9c1bea00 00000000`00000000 : UnityPlayer+0x375919
00000049`9c1adce0 00007ffd`05c7e546 : 0000023e`69f0f510 00000049`00000001 0000023d`e0348300 00000000`00000000 : UnityPlayer+0x3651fc
00000049`9c1adea0 00007ffd`05c88eed : 0000023e`200c2bc0 0000023d`601e0d00 00000000`00000000 00000000`00000000 : UnityPlayer+0x32e546
00000049`9c1be790 00007ffd`05e3b6d6 : 0000023e`2004d0f0 00007ffd`00000000 00000000`00000000 00000000`00000000 : UnityPlayer+0x338eed
00000049`9c1bf1d0 00007ffd`05e2b27a : 0000023e`00097700 0000023e`00000001 0000023f`ffffffff 00000000`00000008 : UnityPlayer+0x4eb6d6
00000049`9c1bf2e0 00007ffd`05e2b320 : 00000000`00000000 00000000`00000000 0000023e`b9f070d8 0000023e`b9f07000 : UnityPlayer+0x4db27a
00000049`9c1bf480 00007ffd`05e2dc28 : 00000000`00000d8c 00007ffd`061b440c 00000000`00000d8c 00000000`00000000 : UnityPlayer+0x4db320
00000049`9c1bf620 00007ffd`06022fda : 00000000`00000001 00000000`00000d8c 00000000`00000000 00000000`00000000 : UnityPlayer+0x4ddc28
00000049`9c1bf6a0 00007ffd`06021d0b : 00000000`00000d8c 00000000`00000000 00000000`00000000 00000000`00000000 : UnityPlayer+0x6d2fda
00000049`9c1bf6d0 00007ffd`060264f7 : 00000000`00000000 00000000`00000000 00007ffd`0704d248 00000000`ffffffff : UnityPlayer+0x6d1d0b
00000049`9c1bf740 00007ffd`0602805b : 00000000`0000000a 00000000`00000000 00000000`00000000 00007ff6`0000000a : UnityPlayer+0x6d64f7
00000049`9c1cf9b0 00007ffd`427f11f2 : 00000000`00000000 00000000`00000000 00000000`00000000 0000023d`30c20000 : UnityPlayer!UnityMain+0xb
00000049`9c1cf9e0 00007ffd`ef007374 : 00000000`00000000 00000000`00000000 00000000`00000000 00007ffd`41e10000 : PaperCutMansion+0x11f2
00000049`9c1cfa20 00007ffd`efa1cc91 : 00000000`00000000 00000000`00000000 00000000`00000000 00000000`00000000 : kernel32!BaseThreadInitThunk+0x14
00000049`9c1cfa50 00000000`00000000 : 00000000`00000000 00000000`00000000 00000000`00000000 00000000`00000000 : ntdll!RtlUserThreadStart+0x21
```

Revision #4  
Created 30 April 2025 14:19:24 by Garry Barter  
Updated 1 May 2025 10:02:00 by Garry Barter