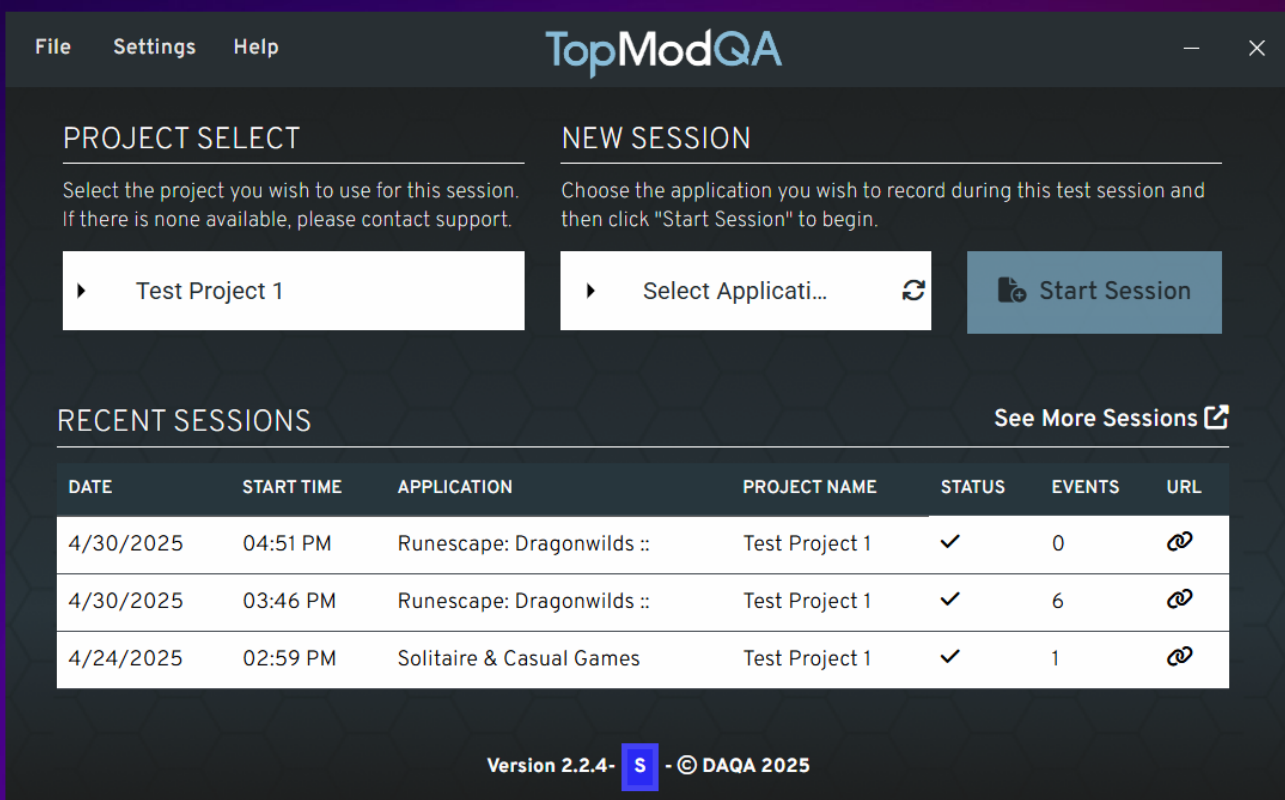


Introducing TopMod QA 2.2

TopMod QA's latest release represents the most significant shift in the product since its inception. The latest version (2.2) has been rebuilt from the ground-up to dramatically improve the quality of the testers experience.

Refreshed User Interface

We took a big step back and reviewed the overall purpose of TopMod QA and where it fits within the average games testers toolbox. Doing this allowed us to look at the complete user journey of the Recording application and this led to us overhauling the user interface with the aim of giving testers more control of how they record and share clips from their test sessions.



As seen above, we've simplified the process of starting new test sessions by combining multiple screens in the previous version into one central hub. From this new homepage, you can view past recordings, start new recordings, change projects and more.

The biggest change to the Recording application comes within the sessions themselves. Rather than taking you down a set path, we now open up single Sessions where you can control exactly what is being captured and when. To do this, we've introduced a new concept of Sessions and Events. For more on this, take a look at our "Getting Started" video below.

<https://www.loom.com/embed/503dc470453945c499f2f464ddd672b2?sid=48bf2bf3-8322-4aec-8da5-e8617ac0db61>

Standalone Dashboard

TopMod QA previously utilised Microsoft's Sharepoint platform for testers to upload and share footage from their recordings. To give ourselves more flexibility, reduce the resources required by the host machine and to allow us to build more powerful features in the future, we have replaced this with our own dashboard -

<http://app.topmodqa.com/>

TopModQA

Sid Meier's Civilization VII (DX12)
Test Project 1 - Garry Barter

Your Recent Sessions

- Project Explorer
- Performance Analysis

Support Center

garry@daqa.net

DOWNLOAD APP

Event Timeline

- 2025-04-08 10:15-Video-Opening Credits & Setup Game**
10:12:10 | 00:01:43 | 0 | 0 | 0 | 12% | 16% | 0.00%
- 2025-04-08 10:13-Clip-Game Setup**
10:13:05 | 00:00:00 | 0 | 0 | 0 | 16% | 12% | 0.00%
- 2025-04-08 10:13-Screenshot-Loading**
10:13:44
- 2025-04-08 10:15-Video-**
10:14:00 | 00:00:37 | 0 | 0 | 0 | 9% | 15% | 0.00%
- 2025-04-08 10:15-Clip-Game Load Clip**
10:14:15 | 00:00:00 | 0 | 0 | 0 | 9% | 15% | 0.00%
- 2025-04-08 10:15-Screenshot-Leader View**
10:14:33

Session Actions

Session Summary

- User: garry@daqa.net
- Hours Recorded: 0.03
- Recordings: 2
- Clips: 2
- Screenshots: 2
- Start Time: 10:11:58
- Date: Tue Apr 08 2025

Performance Averages

- FPS: 0
- CPU: 12%
- GPU: 15%
- Memory Usage: 0.00%
- Memory Available: 100.00%
- Network Usage: 0.04%

Through this new dashboard, you can easily find your past recordings, view all of the Events captured for a specific Session and review others recordings, all in one place. This is the start of a journey for us and we're going to be adding more features to this over the coming months.

Improved Infrastructure

Alongside the changes to the native application and the introduction of the TopMod QA dashboard, we've also rebuilt the way recordings are handled behind the scenes. Through the introduction of the dashboard and some changes in our infrastructure, we've moved all of the processing away from the host machines and instead, this is all handled in the cloud.

This results in a much smoother process when capturing footage, lower overheads on the game you are capturing and a generally much fast process using the application. All we now ask you to do is upload footage, and then we take care of the rest!

We're excited about the future of TopMod QA and we hope you enjoy the changes made as part of this new update.

Additional Guides and Tutorials:

- [Getting Started with the TopMod QA App](#)
- [Getting Started with the TopMod QA Dashboard](#)

Revision #17

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