

# Suggested Beta Instancing Tests

Fdev has requested us to test instancing in beta. We have been given additional tools to do this, in the form of being able to hit Ctrl-L once every hour to perform a more intensive interrogation of all clients in an instance, and in the current wing, to see what might have gone wrong.

## Suggested tests for Rat wings

Since we don't exactly have a lot of clients on Beta, some tests can be done with just rats joining up to do testing.

1. Test regionally different rats instancing. I.e, one rat on US/EU, one rat on AU.
2. Test multiple rats from one region, a third/fourth rat on another region
3. Test with regards to client-rat being in supercruise in target system instead of in normal space (Do you instance immediately in SC? Can you instance instantly when dropping on their beacon/navlocking them from SC?)
4. Test instancing against order of wing join. (Rats inviting client and then dropping on beacon. Client inviting rats and the rats dropping on beacon. Then switch order - have the rats invite client and drop to normalspace, ask client to SC and then drop on their beacon.)
5. Test instancing in well-populated vs. empty systems
6. Test instancing around well-trafficked stations



Note that the one hour delay between Ctrl-L is per player. Meaning that if a group of rats are testing, you can fire up to four Ctrl-L reports to Fdev per hour; the keycombo will get logs from all the involved members.

Please log failures to instance in Beta on the IPR JIRA as normal, and attach the "Beta" tag to it (OR mention that it is Beta in the summary)

## Related articles

- [Dispatch SOP](#)
- [Submitting screenshots for our Front Page and The Rodent Report](#)
- [How to filter the Galaxy Map for scoopable Stars!](#)
- [IRC FAQ](#)
- [\(4.0\)](#)