

# N-OS Internal QA Test Report

---

Build 220520261916 - Junior Game QA / Software QA Report

Tested as regular player, DEV\_MODE disabled. Evidence screenshots embedded below.

Project	n_os
Build	N-OS Build 220520261916
Test date	22.05.2026
Environment	Windows desktop, Python launch via main.py, pygame-ce 2.5.7
Mode	DEV_MODE=False / normal player flow
Scope	Launch, OS UI, ICU, Mail, Forum, Settings, Audio, Blob Arena 2 regression

## 1. Test Summary

- Game launches from main.py; first run in current save showed recovery/maintenance screen, then N-OS desktop opened normally.
- No stdout/stderr errors were captured during startup or manual pass.
- Mail attachment download completed to 100% and saved to Downloads.
- Forum topics opened and navigated; no crash observed.
- ICU opened correctly; call and voice logic were also checked with focused tests.
- Found 3 reportable issues: 1 Major, 2 Minor.

Severity	Count	Priority range	Main area	Comment
Blocker	0	-	-	No launch blocker found.
Critical	0	-	-	No crash/loss of progress reproduced.
Major	1	P2	Blob Arena 2	Text input does not work in live menu fields.
Minor	2	P3-P4	ICU / Settings	UI clipping and localization polish.

## 2. Bug Details

NOS-220520261916-001 - Blob Arena 2 menu text fields do not accept normal keyboard input in live game window

Bug ID	NOS-220520261916-001
Title	Blob Arena 2 menu text fields do not accept normal keyboard input in live game window
Build	N-OS Build 220520261916
Environment	Windows, Python 3.11, pygame-ce 2.5.7, DEV_MODE=False
Area	Games / Blob Arena 2
Severity	Major
Priority	P2
Status	Open
Reproducibility	100% in tested session
Preconditions	Open /Desktop/Games/Blob_Arena_2/Blob_Arena_2.exe.

### Steps to Reproduce:

1. Open Blob Arena 2.
2. Click Name field.
3. Press Backspace several times.
4. Type test.
5. Click Connect IP / Local IP.
6. Try typing 127.0.0.1 or paste text from clipboard.

Actual Result	Backspace works, but typed characters do not appear. Clipboard paste also does not insert text.
Expected Result	Active field accepts typed letters, digits and dots so player can edit name/IP manually.
Evidence / Notes	Screenshots embedded in section 6: keyboard input attempt and clipboard paste attempt.
Possible Cause	Live embedded pygame window may not receive TEXTINPUT/unicode events on this path, despite unit-level event checks passing.
Regression Risk	High for LAN play; player cannot manually change name/IP.

NOS-220520261916-002 - ICU chat list bottom item text is clipped near row boundary

Bug ID	NOS-220520261916-002
Title	ICU chat list bottom item text is clipped near row boundary
Build	N-OS Build 220520261916
Environment	Windows, Python 3.11, pygame-ce 2.5.7, DEV_MODE=False
Area	ICU / Chats UI
Severity	Minor

Priority	P3
Status	Open
Reproducibility	100% on current save/window size
Preconditions	Open ICU at default window size.

**Steps to Reproduce:**

7. Open ICU.
8. Look at the lower visible chat item low\_signal.

Actual Result	Preview/status text at the bottom is partially clipped; red text bleeds into the row edge.
Expected Result	Chat preview fits inside row or is ellipsized cleanly.
Evidence / Notes	Screenshot embedded in section 6: ICU chat list clipping at the lower visible row.
Possible Cause	Row height appears too small for blocked-state text.
Regression Risk	Low; readability issue only.

**NOS-220520261916-003 - Settings System tab has mixed localization in restore point button**

Bug ID	NOS-220520261916-003
Title	Settings System tab has mixed localization in restore point button
Build	N-OS Build 220520261916
Environment	Windows, Python 3.11, pygame-ce 2.5.7, DEV_MODE=False
Area	Settings / System
Severity	Minor
Priority	P4
Status	Open
Reproducibility	100%
Preconditions	Open Settings and switch to System tab.

**Steps to Reproduce:**

9. Open Start menu.
10. Open Settings.
11. Go to Система tab.

Actual Result	Button label says Создать restore point, mixing Russian and English.
Expected Result	Button should be consistently localized, e.g. Создать точку восстановления.
Evidence / Notes	Screenshot embedded in section 6: Settings System tab with mixed localization.

Possible Cause	Untranslated string in Settings UI.
Regression Risk	Low.

### 3. Not Reproduced / Needs More Testing

- ICU voice fallback: path resolution and missing-file no-crash behavior passed automated checks; audible output still needs a real speaker/headphone pass.
- Mail attachment download: reproduced as working; progress reached 100% and file was saved to Downloads.
- Forum trace recording: no visible issue appeared during manual navigation; focused tests also passed.
- Morrow/Mail early-message timing: focused tests passed; no early Morrow photo mail reproduced.
- DEV\_MODE visibility: not visible in Settings UI. Profile contains internal dev\_\* keys, but they were not player-facing during this pass.

### 4. Risk Summary

- The highest current risk is Blob Arena 2 input handling inside the embedded OS window.
- ICU audio should be manually rechecked with audible output after any sound-path changes.
- Morrow/Mail/Forum timing should be regression-tested on both fresh save and migrated save.

### 5. Recommendations

- Fix NOS-001 first; it blocks practical LAN setup and name editing.
- After fixing input, retest Blob Arena 2 with physical keyboard input, clipboard paste, Tab focus and IP dots.
- Perform one audible ICU call pass for Morrow and oldtype.
- Re-run Mail/Forum/Morrow timing regression after future profile migrations.
- Fix minor ICU and Settings UI polish issues after the functional bugs are resolved.

## 6. Evidence Screenshots

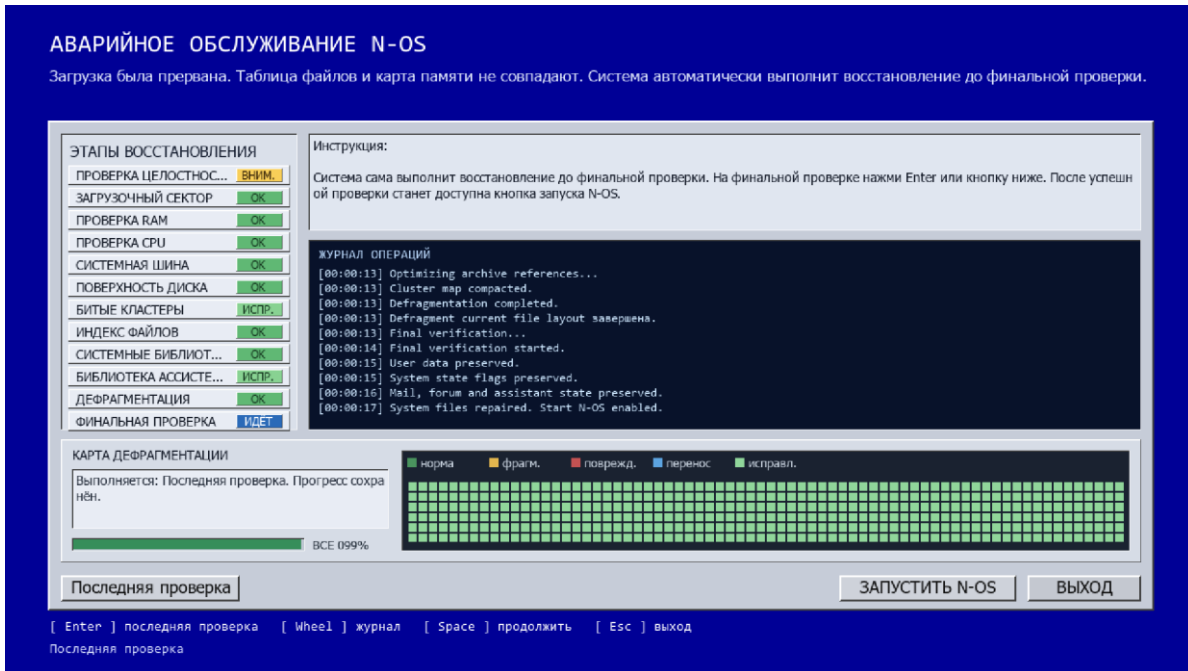


Figure 1. Startup/recovery screen shown on first launch of current save.



Figure 2. N-OS desktop after recovery flow.

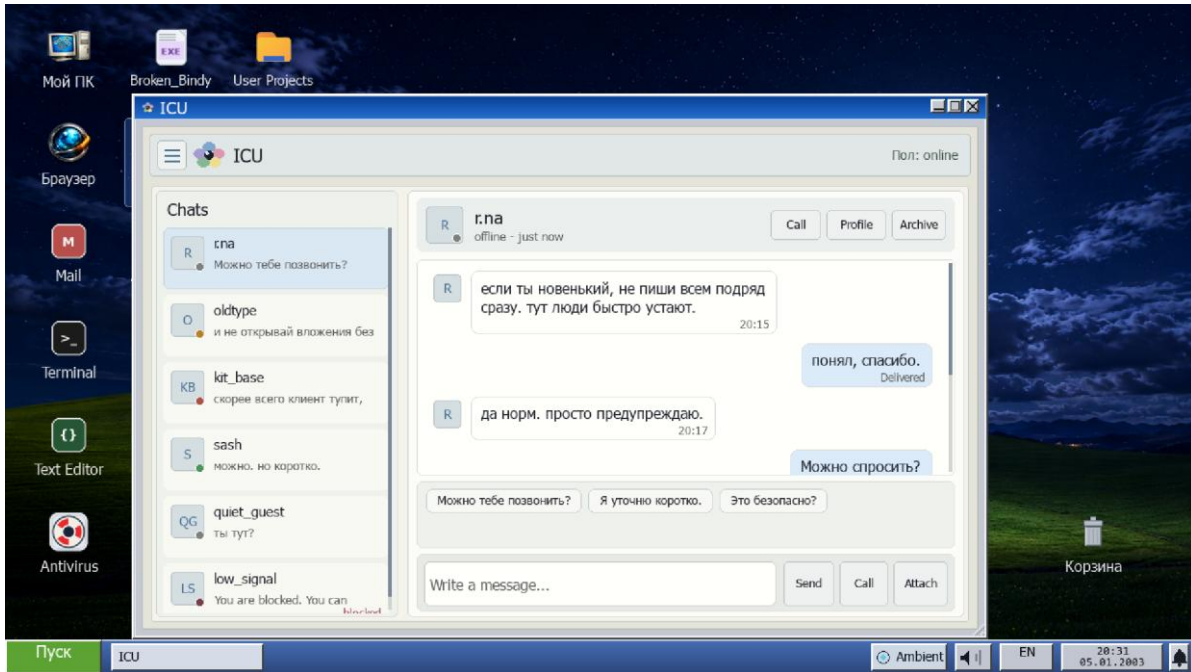


Figure 3. ICU chat list clipping at lower visible row.

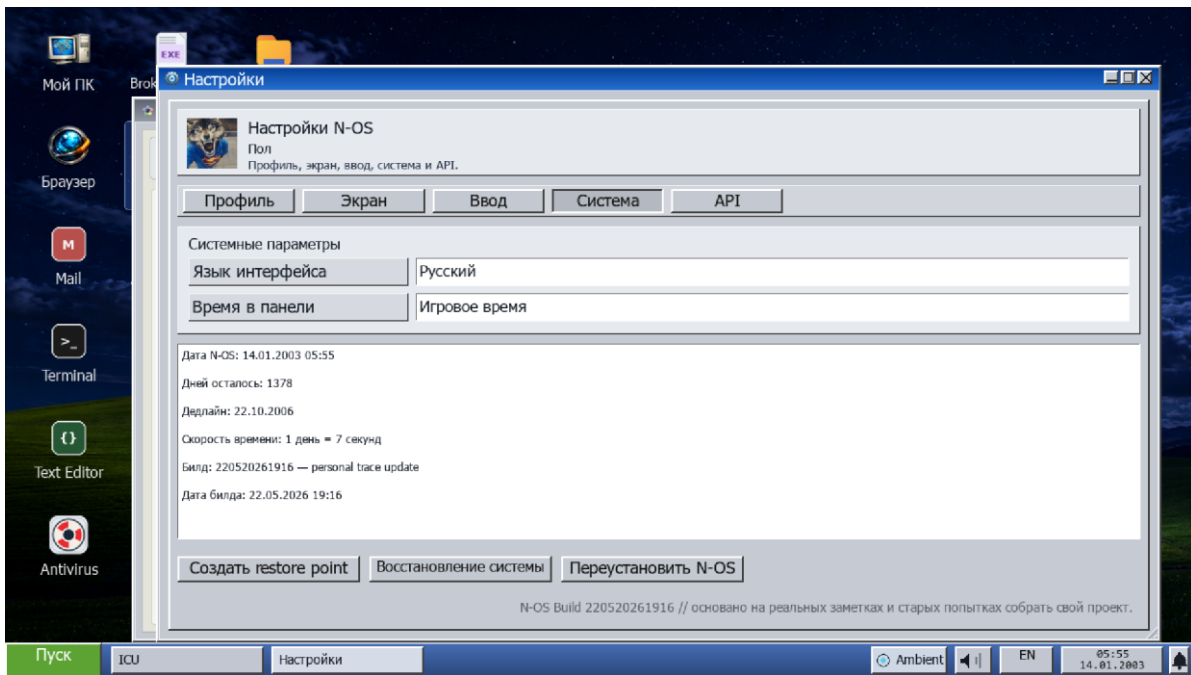


Figure 4. Settings System tab with mixed localization.

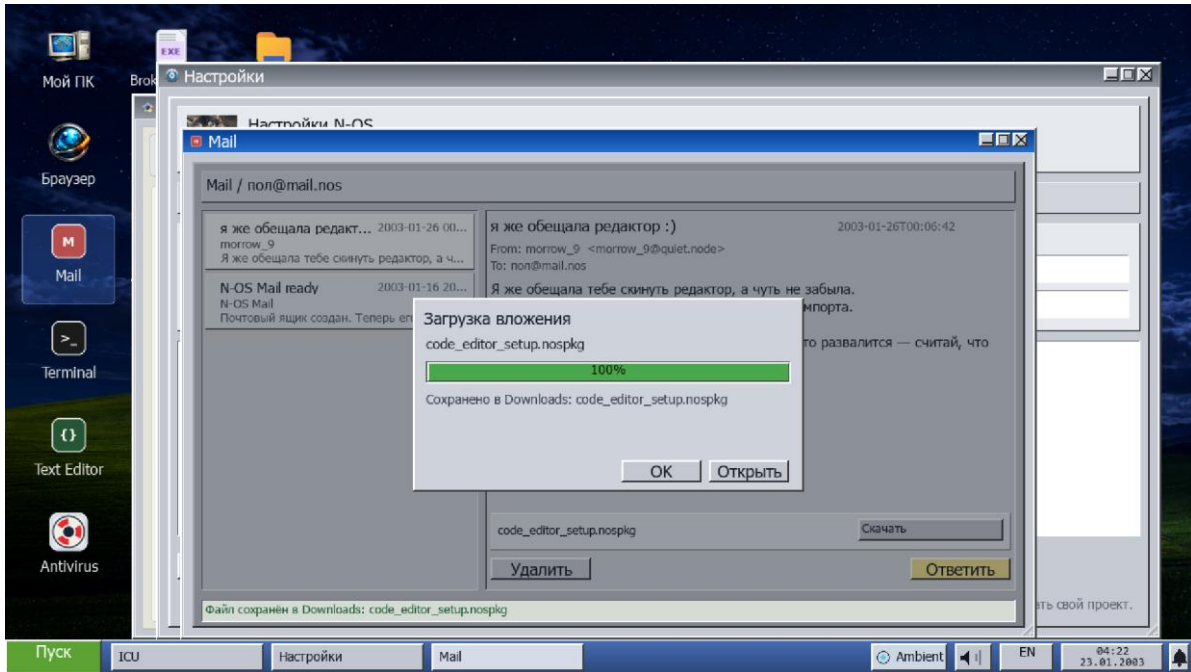


Figure 5. Mail attachment download completed to 100%.

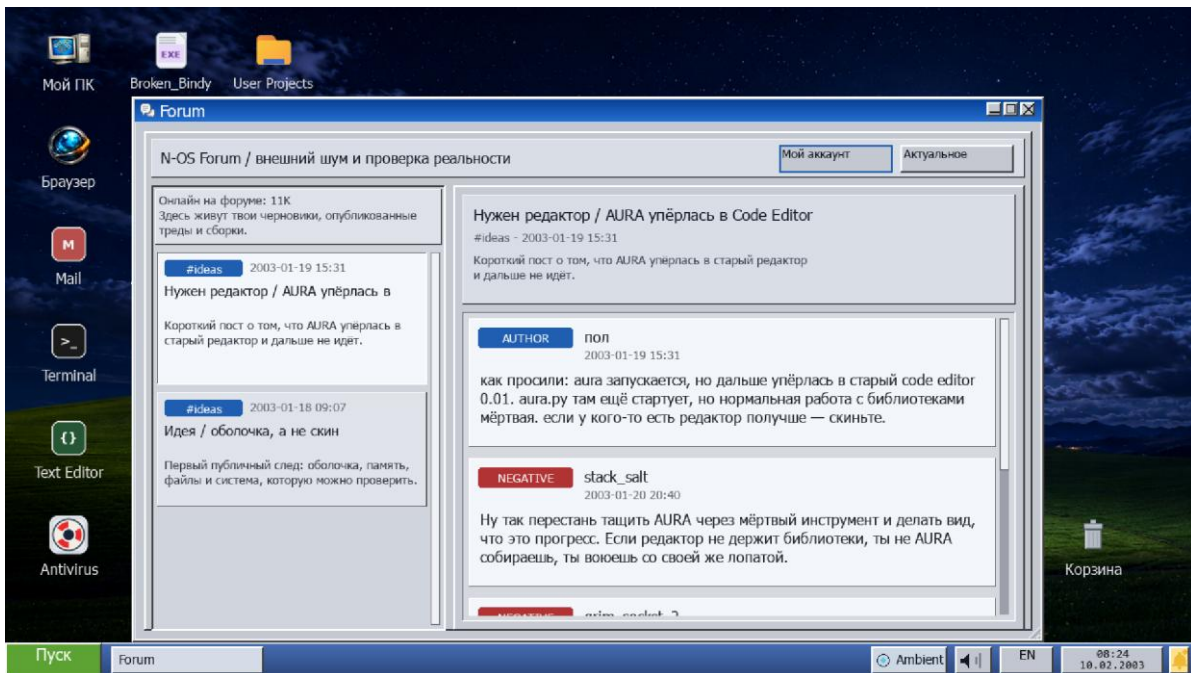


Figure 6. Forum thread opened and navigated.

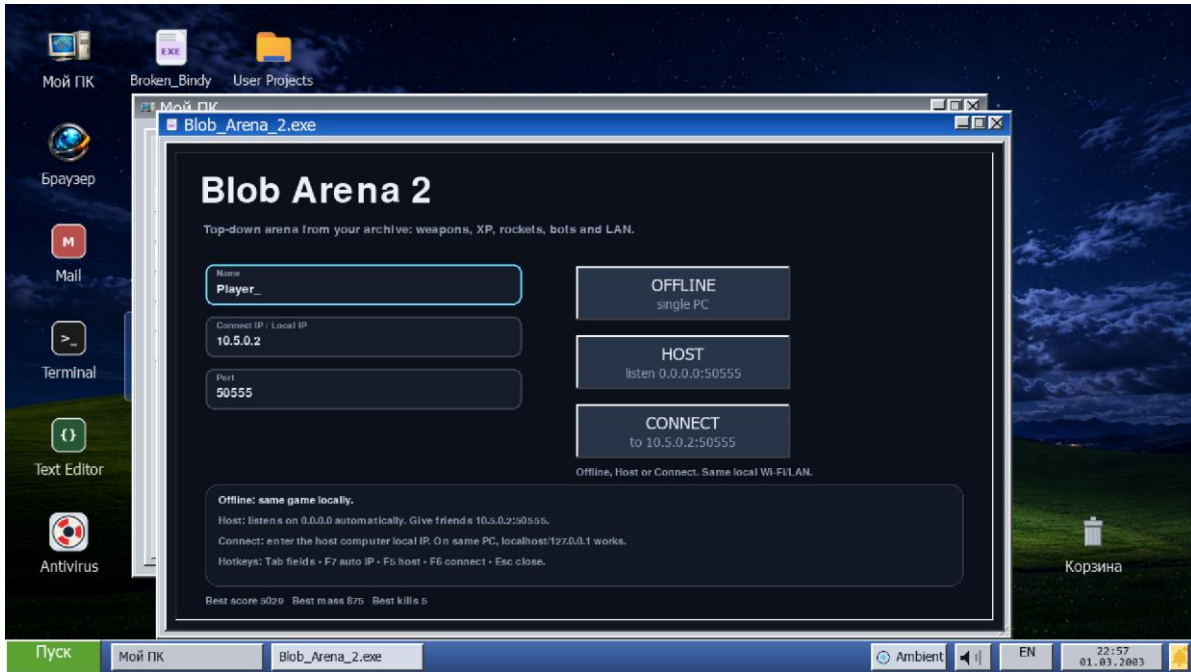


Figure 7. Blob Arena 2 menu baseline.

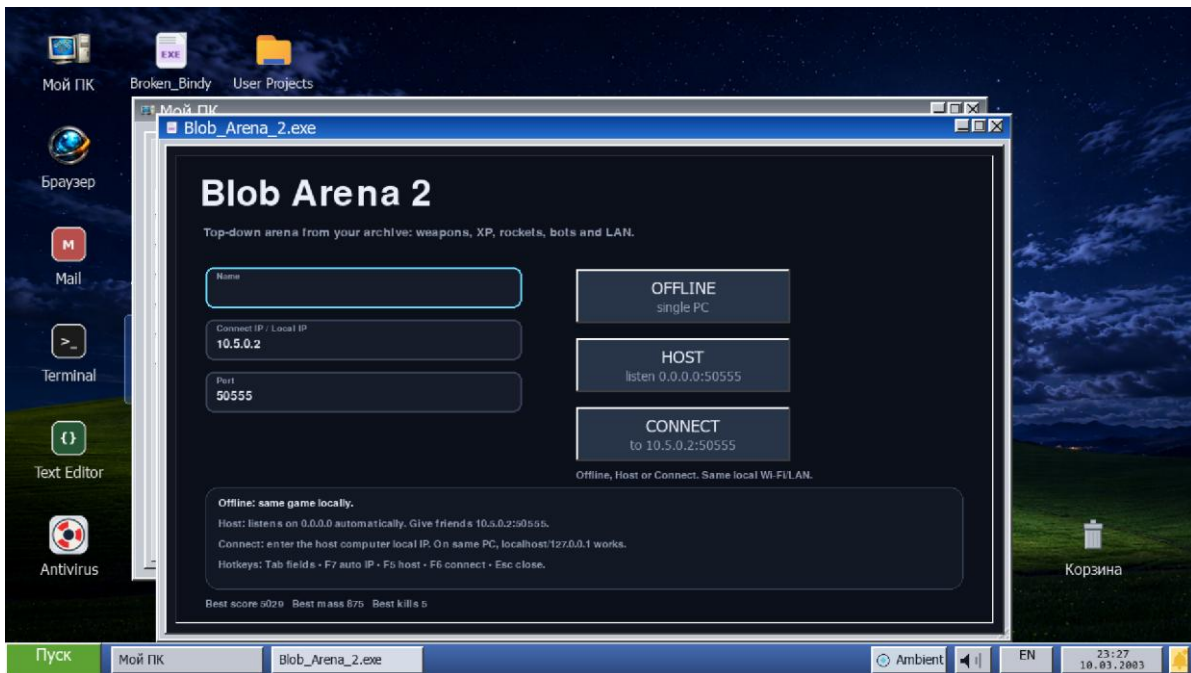


Figure 8. Blob Arena 2 active name field after typed input attempt.

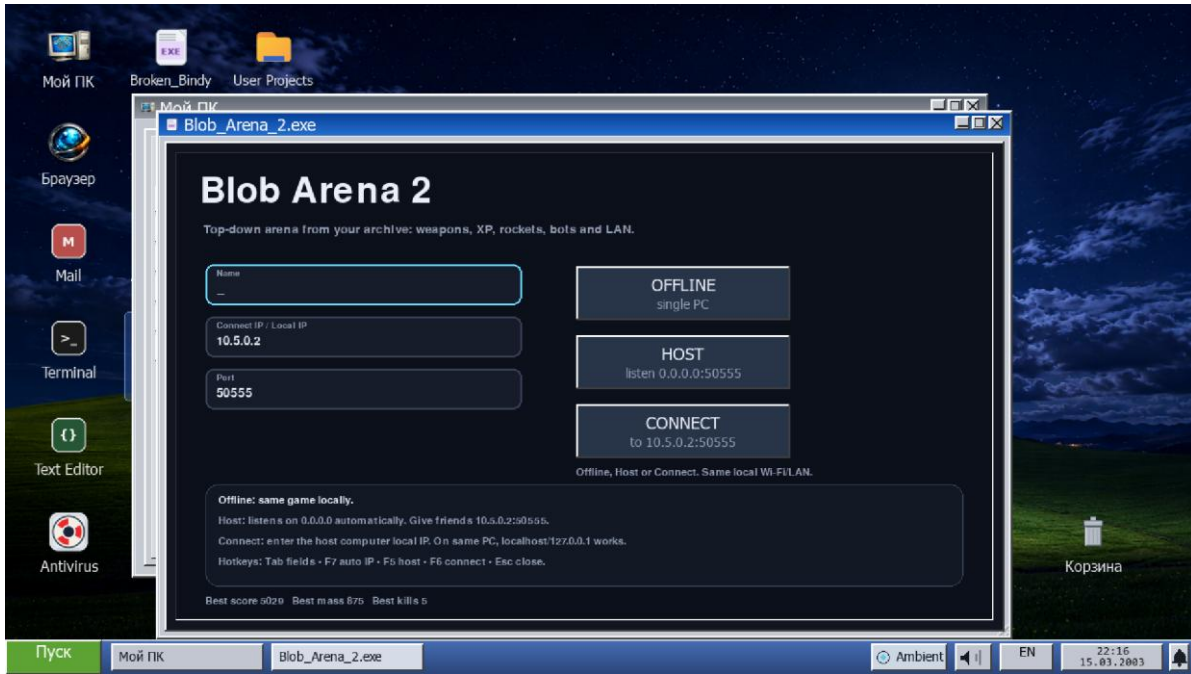


Figure 9. Blob Arena 2 active name field after clipboard paste attempt.

## 7. Test Artifacts

Screenshot	Embedded in section 6.
Console log	Console output was captured during the QA pass; no stdout/stderr errors were observed.
Save/profile file	Used for regression verification.