Tests

Notes * empty = empty, null or [mechDef|vehicleDef|turretDef]_None

#	Test	Faction Size	IsAutofill	AutofillType	ForceLanceOverrideSizeWithTag	ForceLanceDefSizeWithTag	SkipWhenTaggedWithAny	Notes	CWolf (v1.3.3.6)	CWolf	Hounfor	AddYourName	AddYourName
	Testing tips:												
	- Turn AdditionalLances off in the settings.json to make it easier to see what is going on - Make some basic LanceDefs you can reuse between tests - Make some basic copies of existing ContractOverrides (contact.json) you can reuse between tests - Check MC/tasks directory to see if there are already test files to use												
	NOTE: If you're using LanceDefs with units that have 'dynamicDifficulty' on - then expect sometimes units to be changed to mechDef_None. This is expected vanilla behaviour and not an MC / EL bug. Before failing a test - check your LanceDef.												
	Manual												
1.1	Faction has Faction Size of 6 units Modder sets ContractOverride LanceOverride to 'Manual' Modder only defines 4 units in their Manual LanceOverride Modder has no empty* defined UnitSpawnPointOverrides **Expected Lance Size: 6 units**	6	TRUE	ANY	N/A	N/A	N/A	**Highlights:** EL doing its job. Autofilling a typical 4 unit LanceOverride up to the Faction Size.	PASS	**PASS** Improved in 1.3.3.4			
1.2	Faction has Faction Size of 6 units Modder sets ContractOverride LanceOverride to 'Manual' Modder only defines 5 units in their Manual LanceOverride Modder wants only 5 units so adds mc_force_extended_lance Modder has no empty* defined UnitSpawnPointOverrides **Expected Lance Size: 5 units**	6	TRUE	ANY	mc_force_extended_lance defined on the LanceOverride lanceTagSet/tagSetSourceFile	N/A	N/A	**Highlights:** EL realising the modder wants to override the default Faction Size and allows the Modder to force a lesser number of units at a ContractOverride LanceOverride level	PASS	PASS			
1.3	Faction has Faction Size of 5 units Modder sets ContractOverride LanceOverride to 'Manual' Modder only defines 6 units in their Manual LanceOverride Modder wants 6 units so adds mc_force_extended_lance Modder has no empty* defined UnitSpawnPointOverrides **Expected Lance Size: 6 units**	5	TRUE	ANY	mc_force_extended_lance defined on the LanceOverride lanceTagSet/tagSetSourceFile	N/A	N/A	**Highlights:** EL realising the modder wants to override the default Faction Size and allows the Modder to force a greater number of units at a ContractOverride LanceOverride level	PASS	PASS			
1.4	Faction has Faction Size of 6 units Modder sets ContractOverride LanceOverride to 'Manual' Modder only defines 6 units in their Manual LanceOverride Modder has no empty* defined UnitSpawnPointOverrides **Expected Lance Size: 6 units**	6	TRUE	ANY	N/A	N/A	N/A	**Highlights:** EL creating more UnitSpawnPoints in the map and allowing 6 UnitSpawnPointOverrides to be defined.	PASS	PASS			
1.5	Faction has no set Faction Size Modder sets ContractOverride LanceOverride to 'Manual' Modder defines 5 units in their Manual LanceOverride Modder wants 5 units so adds mc_force_extended_lance Modder has no empty* defined UnitSpawnPointOverrides **Expected Lance Size: 5 units**	N/A	TRUE	ANY	mc_force_extended_lance defined on the LanceOverride lanceTagSet/tagSetSourceFile	N/A	N/A	**Highlights:** EL allowing for a Faction that has no EL Faction Size set to still be able to force EL Faction Sizes when required with overrides/forcing	PASS	PASS			
1.6	Faction has Faction Size of 6 units Modder sets ContractOverride LanceOverride to 'Manual' Modder only defines 4 UnitSpawnPointOverrides in their Manual LanceOverride First two UnitSpawnPointOverrides are valid unit references Last two UnitSpawnPointOverrides are empty* **Expected Lance Size: 4 units**	6	TRUE	RespectEmpty	N/A	N/A	N/A	**Highlights:** EL realises two UnitSpawnPointOverrides are empty but allows it due to the 'RespectEmpty' AutofillType This results in only 4 units spawning as only 2 units are autofilled.	PASS	PASS			
1.7	Faction has Faction Size of 6 units Modder sets ContractOverride LanceOverride to 'Manual' Modder only defines 4 UnitSpawnPointOverrides in their Manual LanceOverride First two UnitSpawnPointOverrides are valid unit direct references Last two UnitSpawnPointOverrides are empty* **Expected Lance Size: 6 units**	6	TRUE	FillEmpty	N/A	N/A	N/A	**Highlights:** EL realises two UnitSpawnPointOverrides are empty and autofills the empty units in due to the 'FillEmpty' AutofillType This results in 6 units spawning. 2 empty UnitSpawnPointOverrides autofilled in and 2 units autofilled to bring the 4 unit lance up to 6.	PASS	**PASS** FAIL in 1.3.3.4			
1.8	Faction has Faction Size of 6 units Modder sets ContractOverride LanceOverride to 'Manual' Modder only defines 4 units in their Manual LanceOverride Modder has no empty* defined UnitSpawnPointOverrides **Expected Lance Size: 4 units**	6	FALSE	ANY	N/A	N/A	N/A	**Highlights:** EL not autofilling more units. Even though Faction Size is 6 is supported - it does not fill up the lance to that count because autofill is false.	PASS	PASS			
1.9	Faction has Faction Size of 6 units Modder sets ContractOverride LanceOverride to 'Manual' Modder only defines 6 units in their Manual LanceOverride Modder has no empty* defined UnitSpawnPointOverrides **Expected Lance Size: 6 units**	6	FALSE	ANY	N/A	N/A	N/A	**Highlights:** EL not autofilling more units. Even though Faction Size is 6 is supported - it does not fill up the lance to that count. It just allows the usage of it. Since the 6 units were provided in the LanceOverride then they are used.	PASS	PASS			
1.10	Faction has Faction Size of 6 units Modder sets ContractOverride LanceOverride to 'Manual' Modder only defines 3 units in their Manual LanceOverride Modder has no empty* defined UnitSpawnPointOverrides **Expected Lance Size: 6 units**	6	TRUE	ANY	N/A	N/A	N/A	**Highlights:** EL can handle expanding out a lance's units to the Faction Size starting from below the default 4 map lance spawns and maintaining GUID links between UnitSpawnPointOverride and UnitSpawnPointGameLogic for the original spawners. Unit 4 doesn't exist at this point but its spawner does. Its GUID must match that of the spawner that exist when the unit is created.	PASS	-			
	LancesDefs												
	When running the below 2.x tests - you can easily run the 3.x straight away after each test as the only change will be to change lanceDefId from 'Tagged' to the direct reference to the LanceDef id instead.												
2.1	Faction has Faction Size of 6 units Modder sets ContractOverride LanceOverride to 'Tagged' Modder sets lance tags on their LanceOverride to select a specific LanceDef Modder only defines 4 units in the selected LanceDef **Expected Lance Size: 6 units**	6	TRUE	ANY	N/A	N/A	N/A	**Highlights:** EL doing its job. Autofilling a typical 4 unit LanceOverride up to the Faction Size. Using a LanceDef. Extra units are duplicates of existing units in the lance.	PASS	PASS			
2.2	Faction has Faction Size of 6 units Modder sets ContractOverride LanceOverride to 'Tagged' Modder sets lance tags on their LanceOverride to select a specific LanceDef Modder wants only 5 units so adds mc_force_extended_lance Modder only defines 5 units in their LanceDef Modder has no empty* defined UnitSpawnPointOverrides **Expected Lance Size: 6 units**	6	TRUE	ANY	N/A	mc_force_extended_lance defined on the LanceDef LanceTags/tagSetSourceFile	N/A	**Highlights:** EL realising the modder wants to override the default Faction Size and allows the Modder to force a lesser number of units at a LanceDef level	PASS	PASS			
2.3	Faction has Faction Size of 5 units Modder sets ContractOverride LanceOverride to 'Tagged' Modder sets lance tags on their LanceOverride to select a specific LanceDef Modder wants 6 units so adds mc_force_extended_lance Modder has no empty* defined UnitSpawnPointOverrides **Expected Lance Size: 6 units**	5	TRUE	ANY	N/A	mc_force_extended_lance defined on the LanceDef LanceTags/tagSetSourceFile	N/A	**Highlights:** EL realising the modder wants to override the default Faction Size and allows the Modder to force a greater number of units at a ContractOverride LanceOverride level	PASS	PASS			
2.4	Faction has Faction Size of 6 units Modder sets ContractOverride LanceOverride to 'Tagged' Modder sets lance tags on their LanceOverride to select a specific LanceDef Modder defines 6 units in their LanceDef Modder has no empty* defined UnitSpawnPointOverrides **Expected Lance Size: 6 units**	6	TRUE	ANY	N/A	N/A	N/A	**Highlights:** EL creating more UnitSpawnPoints in the map and allowing 6 LanceDef units to be defined.	PASS	PASS			
2.5	Faction has no set Faction Size Modder sets ContractOverride LanceOverride to 'Tagged' Modder sets lance tags on their LanceOverride to select a specific LanceDef Modder defines 5 units in their LanceDef Modder wants 5 units so adds mc_force_extended_lance Modder has no empty* defined UnitSpawnPointOverrides **Expected Lance Size: 5 units**	N/A	TRUE	ANY	N/A	mc_force_extended_lance defined on the LanceDef LanceTags/tagSetSourceFile	N/A	**Highlights:** EL allowing for a Faction that has no EL Faction Size set to still be able to force EL Faction Sizes when required with overrides/forcing	PASS	PASS			
2.6	Faction has Faction Size of 6 units Modder sets ContractOverride LanceOverride to 'Tagged' Modder sets lance tags on their LanceOverride to select a specific LanceDef Modder only defines 4 UnitSpawnPointOverrides in their LanceDef First two UnitSpawnPointOverrides are valid unit references Last two UnitSpawnPointOverrides are empty* **Expected Lance Size: 4 units**	6	TRUE	RespectEmpty	N/A	N/A	N/A	**Highlights:** EL realises two units are empty but allows it due to the 'RespectEmpty' AutofillType This results in only 4 units spawning as only 2 units are autofilled.	PASS	PASS			
2.7	Faction has Faction Size of 6 units Modder sets ContractOverride LanceOverride to 'Tagged' Modder sets lance tags on their LanceOverride to select a specific LanceDef Modder only defines 4 UnitSpawnPointOverrides in their LanceDef First two UnitSpawnPointOverrides are valid unit direct references Last two UnitSpawnPointOverrides are empty* **Expected Lance Size: 6 units**	6	TRUE	FillEmpty	N/A	N/A	N/A	**Highlights:** EL realises two units are empty and autofills the empty units in due to the 'FillEmpty' AutofillType This results in 6 units spawning. 2 empty units autofilled in and 2 units autofilled to bring the 4 unit lance up to 6.	PASS	**PASS (v1.3.3.3)** FAIL in v1.3.3.2 // vehicleDef_None was used for the empty units in the LanceDef			
2.8	Faction has Faction Size of 6 units Modder sets ContractOverride LanceOverride to 'Tagged' Modder sets lance tags on their LanceOverride to select a specific LanceDef Modder only defines 4 units in their LanceDef Modder has no empty* defined UnitSpawnPointOverrides **Expected Lance Size: 4 units**	6	FALSE	ANY	N/A	N/A	N/A	**Highlights:** EL not autofilling more units. Even though Faction Size is 6 is supported - it does not fill up the lance to that count because autofill is false.	PASS	PASS			

Notes * empty = empty, null or [mechDef|vehicleDef|turretDef]_None

#	Test	Faction Size	IsAutofill	AutofillType	ForceLanceOverrideSizeWithTag	ForceLanceDefSizeWithTag	SkipWhenTaggedWithAny	Notes	CWolf (v1.3.3.6)	CWolf	HounFor	AddYourName	AddYourName
2.9	Faction has Faction Size of 6 units. Modder sets ContractOverride LanceOverride to 'Tagged'. Modder sets lance tags on their LanceOverride to select a specific LanceDef. Modder only defines 6 units in their LanceDef. Modder has no empty* defined UnitSpawnPointOverrides. **Expected Lance Size: 6 units**	6	FALSE	ANY	N/A	N/A	N/A	**Highlights:** EL not autofilling more units. Even though Faction Size is 6 - it does not fill up the lance to that count. It just allows the usage of it. Since the 6 units were provided in the LanceDef then they are used.	PASS	PASS			
2.10	Faction has Faction Size of 6 units. Modder sets ContractOverride LanceOverride to 'Tagged'. Modder sets lance tags on their LanceOverride to select a specific LanceDef. Modder only defines 3 units in their LanceDef. Modder has no empty* defined UnitSpawnPointOverrides. **Expected Lance Size: 6 units**	6	TRUE	ANY	N/A	N/A	N/A	**Highlights:** EL can handle expanding out a lance's units to the Faction Size starting from below the default 4 map lance spawns and maintaining GUID links between UnitSpawnPointOverride and UnitSpawnPointGameLogic for the original spawners. Unit 4 doesn't exist at this point but its spawner does. Its GUID must match that of the spawner that exist when the unit is created.	PASS	-			
	Direct Lance Reference (to a LanceDef)												
	Repeat the above 2.x steps but link to a specific LanceDef instead of the lanceDefId being 'Tagged'												
3.1	Faction has Faction Size of 6 units. Modder sets ContractOverride LanceOverride lanceDefId to directly reference a specific LanceDef. Modder only defines 4 units in the selected LanceDef. **Expected Lance Size: 6 units**	6	TRUE	ANY	N/A	N/A	N/A	**Highlights:** EL doing its job. Autofilling a typical 4 unit LanceOverride up to the Faction Size. Using a LanceDef. Extra units are duplicates of existing units in the lance.	PASS	PASS			
3.2	Faction has Faction Size of 6 units. Modder sets ContractOverride LanceOverride lanceDefId to directly reference a specific LanceDef. Modder only defines 5 units in their LanceDef. Modder wants only 5 units so adds mc_force_extended_lance. Modder has no empty* defined UnitSpawnPointOverrides. **Expected Lance Size: 5 units**	6	TRUE	ANY	N/A	mc_force_extended_lance defined on the LanceDef LanceTags/tagSetSourceFile	N/A	**Highlights:** EL realising the modder wants to override the default Faction Size and allows the Modder to force a lesser number of units at a LanceDef level	PASS	PASS			
3.3	Faction has Faction Size of 5 units. Modder sets ContractOverride LanceOverride lanceDefId to directly reference a specific LanceDef. Modder only defines 6 units in their LanceDef. Modder wants 6 units so adds mc_force_extended_lance. Modder has no empty* defined UnitSpawnPointOverrides. **Expected Lance Size: 6 units**	5	TRUE	ANY	N/A	mc_force_extended_lance defined on the LanceDef LanceTags/tagSetSourceFile	N/A	**Highlights:** EL realising the modder wants to override the default Faction Size and allows the Modder to force a greater number of units at a ContractOverride LanceOverride level	PASS	PASS			
3.4	Faction has Faction Size of 6 units. Modder sets ContractOverride LanceOverride lanceDefId to directly reference a specific LanceDef. Modder defines 6 units in their LanceDef. Modder has no empty* defined UnitSpawnPointOverrides. **Expected Lance Size: 6 units**	6	TRUE	ANY	N/A	N/A	N/A	**Highlights:** EL creating more UnitSpawnPoints in the map and allowing 6 LanceDef units to be defined.	PASS	PASS			
3.5	Faction has no set Faction Size. Modder sets ContractOverride LanceOverride lanceDefId to directly reference a specific LanceDef. Modder defines 5 units in their LanceDef. Modder wants so adds mc_force_extended_lance. Modder has no empty* defined UnitSpawnPointOverrides. **Expected Lance Size: 5 units**	N/A	TRUE	ANY	N/A	mc_force_extended_lance defined on the LanceDef LanceTags/tagSetSourceFile	N/A	**Highlights:** EL allowing for a Faction that has no EL Faction Size set to still be able to force EL Faction Sizes when required with overrides/forcing	PASS	PASS			
3.6	Faction has Faction Size of 6 units. Modder sets ContractOverride LanceOverride lanceDefId to directly reference a specific LanceDef. Modder only defines 4 UnitSpawnPointOverrides in their LanceDef. First two UnitSpawnPointOverrides are valid unit references. Last two UnitSpawnPointOverrides are empty* **Expected Lance Size: 4 units**	6	TRUE	RespectEmpty	N/A	N/A	N/A	**Highlights:** EL realises two units are empty but allows it due to the 'RespectEmpty' AutofillType. This results in only 4 units spawning as only 2 units are autofilled.	PASS	PASS			
3.7	Faction has Faction Size of 6 units. Modder sets ContractOverride LanceOverride lanceDefId to directly reference a specific LanceDef. Modder only defines 4 UnitSpawnPointOverrides in their LanceDef. First two UnitSpawnPointOverrides are valid unit direct references. Last two UnitSpawnPointOverrides are empty* **Expected Lance Size: 6 units**	6	TRUE	FillEmpty	N/A	N/A	N/A	**Highlights:** EL realises two units are empty and autofills the empty units in due to the 'FillEmpty' AutofillType. This results in 6 units spawning. 2 empty units autofilled in and 2 units autofilled to bring the 4 unit lance up to 6.	PASS	PASS (v1.3.3.3) FAIL in v1.3.3.2 if vehicleDef_None was used for the empty units in the LanceDef			
3.8	Faction has Faction Size of 6 units. Modder sets ContractOverride LanceOverride lanceDefId to directly reference a specific LanceDef. Modder only defines 4 units in their LanceDef. Modder has no empty* defined UnitSpawnPointOverrides. **Expected Lance Size: 4 units**	6	FALSE	ANY	N/A	N/A	N/A	**Highlights:** EL not autofilling more units. Even though Faction Size is 6 is supported - it does not fill up the lance to that count because autofill is false.	PASS	PASS			
3.9	Faction has Faction Size of 6 units. Modder sets ContractOverride LanceOverride lanceDefId to directly reference a specific LanceDef. Modder only defines 6 units in their LanceDef. Modder has no empty* defined UnitSpawnPointOverrides. **Expected Lance Size: 6 units**	6	FALSE	ANY	N/A	N/A	N/A	**Highlights:** EL not autofilling more units. Even though Faction Size is 6 is supported - it does not fill up the lance to that count. It just allows the usage of it. Since the 6 units were provided in the LanceDef then they are used.	PASS	PASS			
3.10	Faction has Faction Size of 6 units. Modder sets ContractOverride LanceOverride lanceDefId to directly reference a specific LanceDef. Modder only defines 3 units in their LanceDef. Modder has no empty* defined UnitSpawnPointOverrides. **Expected Lance Size: 6 units**	6	TRUE	ANY	N/A	N/A	N/A	**Highlights:** EL can handle expanding out a lance's units to the Faction Size starting from below the default 4 map lance spawns and maintaining GUID links between UnitSpawnPointOverride and UnitSpawnPointGameLogic for the original spawners. Unit 4 doesn't exist at this point but its spawner does. Its GUID must match that of the spawner that exist when the unit is created.	PASS	-			
	General												
4.1	Modder sets a per-contract override for a contract. Modder sets per-contract override to have: "AdditionalLances": { "Enable": true, "EnemyLanceCount": 1 }, "ExtendedLances": { "Enable": true, "TargetLanceSize": 5, }. Modder sets a settings.json Faction Size for the Target test faction to 6. Modder sets ContractOverride LanceOverride lanceDefId to directly reference a specific LanceDef. Modder defines 3 units in their LanceDef. Modder wants 3 units when this lance spawns so adds mc_force_extended_lance. Modder has no empty* defined UnitSpawnPointOverrides. **Expected Lance Size: 3 units**	6	TRUE	ANY	N/A	mc_force_extended_lance defined on the LanceDef LanceTags/tagSetSourceFile	N/A	**Highlights:** This is a complex scenario to highlight what override takes precedence over others. There are effectively three areas the Faction Size is being set. - Global settings.json Faction Size - Per-contract override - LanceDef forced override. In this situation the LanceDef forced override wins. In order of most important: **LanceDef force tag → LanceOverride force tag → Per-Contract override → Global Faction Size**	WILL NOT RETEST	PASS			
4.2	Modder adds mc_no_extended_lance (or the legacy no_extended_lance) into the SkipWhenTaggedWithAny. Modder adds mc_no_extended_lance to lanceExcludedTagSetItems in the LanceOverride. Modder direct references a LanceDef that has 1 unit. **Expected Lance Size: 1 units**	6	TRUE	ANY	N/A	N/A	N/A	**Highlights:** Skip tag preventing EL from expanding a 1 unit lance up to 6	WILL NOT RETEST	PASS 1.3.3.6 just had a settings.json mistake with the tag			
4.3	Faction has Faction Size of 6 units. Modder sets ContractOverride LanceOverride to 'Manual'. Modder only defines 4 units in their Manual LanceOverride. Modder has no empty* defined UnitSpawnPointOverrides. Modder has UnitSpawnPointOverrides out of typical sequential order in relation to the GUIDs. **Expected Lance Size: 6 units spawning in the correct unit spawn locations**	6	TRUE	ANY	N/A	N/A	N/A	**Highlights:** Shows support for out of order UnitSpawnPointOverrides - tracking correctly by their GUIDs. Additionally, correctly assigning the available correct GUIDs of the unit spawners for that lance.	PASS	DID NOT TEST			
4.4	Faction has Faction Size of 6 units. Modder sets ContractOverride LanceOverride to 'Tagged'. Modder adds lance tag as 'lance_type_solo'. **Expected Lance Size: 1 unit**	6	TRUE	ANY	N/A	N/A	lance_type_solo	**Highlights:** EL will be skipped on a tag defined. In this example any solo lance, for example an assassinate target, will be skipped and will remain 1 unit.	PASS	-			
	Other Team Support												
5.1	Modder has in the settings.json under the ExtendedLances area: "EnableForTargetAlly": true. Modder loads up a contract that has Target Ally faction. Target Ally faction has a Faction Size of 5. Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used. **Expected Lance Size: 5 units**							**Highlights:** EnableForTargetAlly is true so EL should work on Target Ally team.	WILL NOT TEST	PASS			

Tests		Notes	* empty = empty, null or [mechDef|vehicleDef|turretDef]_None

#	Test	Faction Size	IsAutofill	AutofillType	ForceLanceOverrideSizeWithTag	ForceLanceDefSizeWithTag	SkipWhenTaggedWithAny	Notes	CWolf (v1.3.3.6)	CWolf	Hounfor	AddYourName	AddYourName
5.2	Modder has in the settings.json under the ExtendedLances area: "EnableForTargetAlly": false Modder loads up a contract that has Target Ally faction. Target Ally faction has a Faction Size of 5. Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used. **Expected Lance Size: 4 units**							**Highlights:** EnableForTargetAlly is false so EL shouldn't work on Target Ally team.	WILL NOT TEST		PASS		
5.3	Modder has in the settings.json under the ExtendedLances area: "EnableForEmployerAlly": **true** Modder loads up a contract that has Employer Ally faction. Employer Ally faction has a Faction Size of 5. Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used. **Expected Lance Size: 5 units**							**Highlights:** EnableForEmployerAlly is true so EL should work on Employer Ally team.	WILL NOT TEST		PASS		
5.4	Modder has in the settings.json under the ExtendedLances area: "EnableForEmployerAlly": **false** Modder loads up a contract that has Target Ally faction. Target Ally faction has a Faction Size of 5. Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used. **Expected Lance Size: 4 units**							**Highlights:** EnableForEmployerAlly is false so EL shouldn't work on Employer Ally team.	WILL NOT TEST		PASS		
5.5	Modder has in the settings.json under the ExtendedLances area: "EnableForHostileToAll": **true** Modder loads up a contract that has Hostile To All faction. Target Ally faction has a Faction Size of 5. Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used. **Expected Lance Size: 5 units**							**Highlights:** EnableForHostileToAllis true so EL should work on Hostile To All team.	WILL NOT TEST		PASS		
5.6	Modder has in the settings.json under the ExtendedLances area: "EnableForHostileToAll": **false** Modder loads up a contract that has Hostile To All faction. Target Ally faction has a Faction Size of 5. Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used. **Expected Lance Size: 4 units**							**Highlights:** EnableForHostileToAll is false so EL shouldn't work on Hostile To All team.	WILL NOT TEST		PASS		
5.7	Modder has in the settings.json under the ExtendedLances area: "EnableForNeutralToAll": **true** Modder loads up a contract that has Neutral To All faction. Target Ally faction has a Faction Size of 5. Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used. **Expected Lance Size: 5 units**							**Highlights:** EnableForNeutralToAllis true so EL should work on Neutral To All team.	WILL NOT TEST	WILL NOT TEST Too troublesome to get a test case			
5.8	Modder has in the settings.json under the ExtendedLances area: "EnableForNeutralToAll": **false** Modder loads up a contract that has Neutral To All faction. Target Ally faction has a Faction Size of 5. Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used. **Expected Lance Size: 4 units**							**Highlights:** EnableForNeutralToAllis false so EL shouldn't work on Neutral To All team.	WILL NOT TEST	WILL NOT TEST Too troublesome to get a test case			