SANITY TEST PROCEDURE

Sanity testing provides after receiving new build with minor changes in code or functionality. Main goal is to determine that the proposed functionality works roughly as expected. Sanity Testing is also performed to ascertain that the bugs have been fixed and no further issues are introduced due to these changes.

Procedure (trivial Sanity testing):

1. Build is running on declared operation systems (no crashes or freezes )
2. Splash screen (info window) shows correct logo, current version and some technical data, and no log window.
3. Main view of Preferences window (colors, buttons, session list, etc)
4. Create, save, close, open saved sessions (no fails or unexpected messages)
5. Default settings allow to start work with session
6. Change Audio interface, sample rate, bit depth without session create/open
7. Change Audio interface, sample rate, bit depth while session is open
8. Operation Mode functionality (switch between Stereo and MultiOut during playback and idle)
9. Autoconnection with Master bus and Master track and new track(s)
10. Main transport functionality (Play, Stop, Record, FF, Rew)
11. Main display functionality (Switch between Samples, Time and Timecode)
12. Main Tools functionality (selection, trim, fades, split etc) Buttons response for click. Mouse cursors changes. Current actions (split, trim etc) according active tool.
13. Main windows functionality (mixer, meter, inspector) open-close, selection
14. Save-close-reopen session with current conditions of buttons, selections and markers

Done. Redy to test. Check bugfixes and make regression testing.