

OpenLCB Test plan for (Sample) Protocol

The OpenLCB Group

February 6, 2024

1 Introduction

This note documents the procedure for testing an OpenLCB implementation against the (Standard name here) Standard.

The tests are traceable to specific sections of the Standard.

The testing assumes that the Device Under Test (DUT) is being exercised by other nodes on the message network, e.g. is responding to enquiries from other parts of the message network.

1.1 Required Equipment

See the separate “Installing the OpenLCB Test Software” document for initial installation and set up of the test program.

If a direct CAN connection will be used, a supported USB-CAN adapter ¹ is required. Connect the adapter to the DUT using a single UTP cable and connect two CAN terminators.

Provide power to the DUT using its recommended method.

2 Set Up

The following steps need to be done once to configure the test program:.

1. Start the test configuration program.
2. Select “Set Up DUT”.

¹See “Installing the OpenLCB Test Software”

3. Get the Node ID from the DUT²
4. Enter that Node ID into the program.
5. Configure the test program for the USB-CAN adapter's device address or the TCP hostname and port.
6. Quit the test program and reply "Y" to "Save configuration?" when prompted.

The following steps need to be done at the start of each testing session.

1. Check that the DUT is ready for operation.
2. Start the test program.

3 CAN Frame Level Procedure

Select "CAN Frame Layer testing" in the test program, then select each section below in turn. Follow the prompts for when to reset/restart the node and when to check outputs against the node documentation.

3.1 Alias Acquisition

Select the "Alias Acquisition Test" option in the test program. This will test the sequences used by the DUT to acquire an OpenLCB node alias on the CAN link. The program will wait until it sees the DUT start communicating after the next step.

Follow the prompts when asked to reset or otherwise initialize the DUT.

This section's tests cover:

1. ...

3.2 AME Sequences

...

3.3 Alias Conflict

...

3.4 Zero or Repeated Alias

...

²Where do we require this to be marked on a node?

3.5 Reserved Bits

...