## **Testing**

Supported File Types: .evol .creat .jpg .pdf

## Test files

- Test.evol
- Test.creat
- Test.txt
- Test.ipq
- Test.jpeg
- Test.pdf
- Test100MB.evol
- Test1MB.evol x 25
- 實驗.evol

## Aspects to test

- 1. Memory usage when opening file (with and without string conversion)
- 2. Non-Ansi filenames
- 3. Opening 25 files at once
- 4. Opening large file
- 5. Exiting dialogs in any way possible should set isBusy = false
- 6. Allow vs Disallow multiple selection
- 7. Doesn't cause problems when api is called multiple times in quick succession
- 8. Open files externally on mobile (both when app closed and

	• • • • • • • • • • • • • • • • • • • •
	open)
9.	Synchronous calls on desktop
10.	Select Open and save paths on desktop
11.	Set default directory on desktop vs remember last directory
○ T	est building Android plugin on Windows and older macOS
iOS	
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O 2	
<b>3</b>	
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0 8			
Android			
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O 7			
8			
macOS			
O 2			
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O 7			
O 9			
O 10			
O 11			
Windows			
1			
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<b>3</b>			
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<b>5</b>			

679

O 10

O 11