



Patch_And_Tokuren - Octopus integration

Test Specification

Project: Patch_And_Tokuren

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Test Case PC-13628: Render Entire sequence to OA placeholder		
Author:	wangxiuya	
Summary:	Render sequence to PL, display real sequence Duration	
Preconditions:	<p>1, Sonaps Net Manager parameter: RegistertoOAFolder=1</p> <p>2, send to MPC compile.</p>	
#:	Step actions:	Expected Results:
1	<p>1、 Create Rundown1, Story1 and Event1, and inset blank material to Event1 in NRCS.</p> <p>2.Synchronize Rundown1 to Sonaps.</p>	<p>1, Creation successfully.</p> <p>2, Synchronization successfully.</p>
2	<p>2-1, Login XpriNS Craft Editor, Create Sequence;</p> <p>2-2, D&D material1 with Dur is 00:01:00:00 from ML to 00:00:10:00 point of TimeLine.</p> <p>2-3, D&D material2 with Dur is 00:01:00:00 from ML to TimeLine, intarvel 00:00:10:00 and material1.</p>	Creation and edit successfully.
3	<p>3-1、 D&D MV to Event1's placeholder, and choose "Compile region" for "Entire" in Registration Window.</p> <p>3-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml</p> <p>3-3、 Check <objDur> in MOS Message log.</p>	<p>Register successfully.</p> <p>3-1、 Event1 and placeholder display Duratio for 0.</p> <p>3-2、 In NRCS, Event1's dur for 0, <objDur> value for 0.</p> <p>3-3、 <objDur> value for 0 in MOSMessagelog xml.</p>
4	<p>4-1, Afer register successfully, send the task to MPC compile automatically and transferring to Payout Server.</p> <p>4-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml.</p> <p>4-3, Check <objDur> in MOS Message log.</p>	<p>4-1_1、 Compile successfully.</p> <p>4-1_2、 Transfer successfully.</p> <p>4-1_3、 When interface receive startrender message, Event update Dur for 00:02:20.</p> <p>4-2、 In NRCS, Event1 Dur for 00:02:20, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 7000; if material for 50p, is 3500)</p> <p>4-3、 In MOSMessagelog xml, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 7000; if material for 50p, is 3500)</p>
Execution type:	Manual	
Test times:		
Requirements	None	

<u>Keywords:</u>	None
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Test Case PC-13624: Render Valid Area sequence to OA placeholder		
Author:	wangxiuya	
<u>Summary:</u>		
Render sequence to PL, display real sequence Duration		
<u>Preconditions:</u>		
1, Sonaps Net Manager parameter: RegistertoOAFolder=1		
2, send to MPC compile.		
#:	Step actions:	Expected Results:
1	1、Create Rundown1, Story1 and Event1, and inset blank material to Event1 in NRCS. 2.Synchronize Rundown1 to Sonaps.	1, Creation successfully. 2, Synchronization successfully.
2	2-1, Login XpriNS Craft Editor, Create Sequence; 2-2, D&D material1 with Dur is 00:01:00:00 from ML to 00:00:10:00 point of TimeLine. 2-3, D&D material2 with Dur is 00:01:00:00 from ML to TimeLine, intarvel 00:00:10:00 and material1.	Creation and edit successfully.
3	3-1、D&D MV to Event1's placeholder, and choose "Compile region" for "Valid Area" in Registration Window. 3-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml 3-3、Check <objDur> in MOS Message log.	Register successfully. 3-1、Event1 and placeholder display Duratio for 0. 3-2、In NRCS, Event1's dur for 0, <objDur> value for 0. 3-3、<objDur> value for 0 in MOSMessagelog xml.
4	4-1, Afer register successfully, send the task to MPC compile automatically and transferring to Playout Server. 4-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml. 4-3, Check <objDur> in MOS Message log.	4-1_1、Compile successfully. 4-1_2、Transfer successfully. 4-1_3、When interface receive startrender message, Event update Dur for 00:02:10. 4-2、In NRCS, Event1 Dur for 00:02:10, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 6500; if material for 50p, is 3250) 4-3、In MOSMessagelog xml, <objDur>

		value for frame number of Dur (e.g.: if material for 50i, is 7000; if material for 50p, is 3500)
<u>Execution type:</u>	Manual	
Test times:		
<u>Requirements</u>	None	
<u>Keywords:</u>	None	

Test Case PC-13196: Render Mark in/Out sequence to OA placeholder

<u>Author:</u>	wangxiuya	
<u>Summary:</u>	Render sequence to PL, display real sequence Duration	
<u>Preconditions:</u>	<p>1, Sonaps Net Manager parameter: RegistertoOAFolder=1</p> <p>2, send to MPC compile.</p>	
<u>#:</u>	<u>Step actions:</u>	<u>Expected Results:</u>
1	<p>1、 Create Rundown1, Story1 and Event1, and inset blank material to Event1 in NRCS.</p> <p>2.Synchronize Rundown1 to Sonaps.</p>	<p>1, Creation successfully.</p> <p>2, Synchronization successfully.</p>
2	<p>2-1, Login XpriNS Craft Editor, Create Sequence;</p> <p>2-2, D&D material1 from ML to TimeLine and set Mark in/out Dur for 00:01:59:00.</p>	Creation and edit successfully.
3	<p>3-1、 D&D MV to Event1's placeholder, and choose "Compile region" for "Mark in/out" in Registration Window.</p> <p>3-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml</p> <p>3-3、 Check <objDur> in MOS Message log.</p>	<p>Register successfully.</p> <p>3-1、 Event1 and placeholder display Duratio for 0.</p> <p>3-2、 In NRCS, Event1's dur for 0, <objDur> value for 0.</p> <p>3-3、 <objDur> value for 0 in MOSMessageLog xml.</p>
4	<p>4-1, Afer register successfully, send the task to MPC compile automatically and transferring to Playout Server.</p> <p>4-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml.</p> <p>4-3, Check <objDur> in MOS Message log.</p>	<p>successfully.</p> <p>4-1_2、 Transfer successfully.</p> <p>4-1_3、 When interface receive startrender message, Event update Dur for 00:01:59.</p> <p>4-2、 In NRCS, Event1 Dur for 00:01:59, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 5950; if</p>

		material for 50p, is 2975) 4-3、 In MOSMessagelog xml, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 5950; if material for 50p, is 2975)
<u>Execution type:</u>	Manual	
Test times:		
<u>Requirements</u>	None	
<u>Keywords:</u>	None	

Test Case PC-13195: Local Render Entire sequence to PL		
<u>Author:</u>	wangxiuya	
<u>Summary:</u>	Render sequence to PL, display real sequence Duration	
<u>Preconditions:</u>	<p>1, Sonaps Net Manager parameter: RegistertoOAFolder=1</p> <p>2, Local render</p>	
<u>#:</u>	<u>Step actions:</u>	<u>Expected Results:</u>
1	<p>1、 Create Rundown1, Story1 and Event1, and inset blank material to Event1 in NRCS.</p> <p>2.Synchronize Rundown1 to Sonaps.</p>	<p>1, Creation successfully.</p> <p>2, Synchronization successfully.</p>
2	<p>2-1, Login XpriNS Craft Editor, Create Sequence;</p> <p>2-2, D&D material1 with Dur is 00:01:00:00 from ML to 00:00:10:00 point of TimeLine.</p> <p>2-3, D&D material2 with Dur is 00:01:00:00 from ML to TimeLine, intarvel 00:00:10:00 and material1.</p>	Creation and edit successfully.
3	<p>3-1、 Register sequence to Event1, and choose "Compile region" for "Entire" in Registration Window.</p> <p>3-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml</p> <p>3-3、 Check <objDur> in MOS Message log.</p>	<p>Register successfully.</p> <p>3-1、 In Sonaps, Event1 Duration for 00:02:20</p> <p>3-2、 In NRCS, Event1 Dur for 00:02:20, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 7000; if material for 50p, is 3500)</p> <p>3-3、 In MOSMessagelog xml, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 7000; if material for 50p, is 3500)</p>
4	4-1, Afer register successfully, execute local render automatically and transferring to	

	Playout Server. 4-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml. 4-3, Check <objDur> in MOS Message log.	4-1_1、Compile successfully. 4-1_2、Transfer successfully. 4-1_3、 In Sonaps, Event Dur keep for 00:02:20. 4-2、 In NRCS, Event1 Dur keep for 00:02:20, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 7000; if material for 50p, is 3500) 4-3、 In MOSMessagelog xml, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 7000; if material for 50p, is 3500)
<u>Execution type:</u>	Manual	
<u>Test times:</u>		
<u>Requirements</u>	None	
<u>Keywords:</u>	None	

Test Case PC-13194: Local Render Valid Area sequence to PL

<u>Author:</u>	wangxiuya	
<u>Summary:</u>	Render sequence to PL, display real sequence Duration	
<u>Preconditions:</u>	1, Sonaps Net Manager parameter: RegistertoOAFolder=1 2, Local render	
<u>#:</u>	<u>Step actions:</u>	<u>Expected Results:</u>
1	1、 Create Rundown1, Story1 and Event1, and inset blank material to Event1 in NRCS. 2.Synchronize Rundown1 to Sonaps.	1, Creation successfully. 2, Synchronization successfully.
2	2-1, Login XpriNS Craft Editor, Create Sequence; 2-2, D&D material1 with Dur is 00:01:00:00 from ML to 00:00:10:00 point of TimeLine. 2-3, D&D material2 with Dur is 00:01:00:00 from ML to TimeLine, intarvel 00:00:10:00 and material1.	Creation and edit successfully.
3	3-1、 Register Sequence to Event1, and choose "Compile region" for "Valid Area" in Registration Window. 3-2.In NRCS, check Event Dur, and	Register successfully. 3-1、 In Sonaps, Event1 Duration for 00:02:10 3-2、 In NRCS, Event1 Dur for 00:02:10, <objDur> value for frame number of Dur

	check <objDur> in MOS object xml 3-3、Check <objDur> in MOS Message log.	(e.g.: if material for 50i, is 6500; if material for 50p, is 3250) 3-3、 In MOSMessagelog xml, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 6500; if material for 50p, is 3250)
4	4-1, Afer register successfully, execute local render automatically and transferring to Playout Server. 4-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml. 4-3, Check <objDur> in MOS Message log.	4-1_1、Compile successfully. 4-1_2、Transfer successfully. 4-1_3、 In Sonaps, Event Dur keep for 00:02:10. 4-2、 In NRCS, Event1 Dur keep for 00:02:10, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 6500; if material for 50p, is 3250) 4-3、 In MOSMessagelog xml, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 6500; if material for 50p, is 3250)
<u>Execution type:</u>		Manual
<u>Test times:</u>		
<u>Requirements</u>		None
<u>Keywords:</u>		None

Test Case PC-13193: Local Render Mark in/Out sequence to PL		
<u>Author:</u>	wangxiuya	
<u>Summary:</u>	Render sequence to PL, display real sequence Duration	
<u>Preconditions:</u>	1, Sonaps Net Manager parameter: RegistertoOAFolder=1 2, Local render	
<u>#:</u>	<u>Step actions:</u>	<u>Expected Results:</u>
1	1、 Create Rundown1, Story1 and Event1, and inset blank material to Event1 in NRCS. 2.Synchronize Rundown1 to Sonaps.	1, Creation successfully. 2, Synchronization successfully.
2	2-1, Login XpriNS Craft Editor, Create Sequence; 2-2, D&D material1 from ML to	Creation and edit successfully.

	TimeLine and set Mark in/out Dur for 00:01:59:00.	
3	<p>3-1、 Register Sequence to Event1, and choose "Compile region" for "Mark in/out" in Registration Window.</p> <p>3-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml</p> <p>3-3、 Check <objDur> in MOS Message log.</p>	<p>Register successfully.</p> <p>3-1、 In Sonaps, Event1 Duration for 00:01:59</p> <p>3-2、 In NRCS, Event1 Dur for 00:01:59, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 5950; if material for 50p, is 2975)</p> <p>3-3、 In MOSMessagelog xml, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 5950; if material for 50p, is 2975)</p>
4	<p>4-1, Afer register successfully, execute local render automatically and transferring to Playout Server.</p> <p>4-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml.</p> <p>4-3, Check <objDur> in MOS Message log.</p>	<p>4-1_1、 Compile successfully.</p> <p>4-1_2、 Transfer successfully.</p> <p>4-1_3、 In Sonaps, Event Dur keep for 00:01:59.</p> <p>4-2、 In NRCS, Event1 Dur keep for 00:01:59, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 5950; if material for 50p, is 2975)</p> <p>4-3、 In MOSMessagelog xml, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 5950; if material for 50p, is 2975)</p>
<u>Execution type:</u>		Manual
<u>Test times:</u>		
<u>Requirements</u>		None
<u>Keywords:</u>		None

Test Case PC-13192: Render Entire sequence to PL		
<u>Author:</u>	wangxiuya	
<u>Summary:</u>	Render sequence to PL, display real sequence Duration	
<u>Preconditions:</u>	<p>1, Sonaps Net Manager parameter: RegistertoOAfolder=1</p> <p>2, send to MPC compile.</p>	
<u>#:</u>	<u>Step actions:</u>	<u>Expected Results:</u>
1	1、 Create Rundown1, Story1 and Event1, and inset blank material to	<p>1, Creation successfully.</p> <p>2, Synchronization successfully.</p>

	Event1 in NRCS. 2.Synchronize Rundown1 to Sonaps.	
2	2-1, Login XpriNS Craft Editor, Create Sequence; 2-2, D&D material1 with Dur is 00:01:00:00 from ML to 00:00:10:00 point of TimeLine. 2-3, D&D material2 with Dur is 00:01:00:00 from ML to TimeLine, interval 00:00:10:00 and material1.	Creation and edit successfully.
3	3-1、D&D MV to Event1's placeholder, and choose "Compile region" for "Entire" in Registration Window. 3-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml 3-3、Check <objDur> in MOS Message log.	Register successfully. 3-1、In Sonaps, Event1 Duration for 00:02:20 3-2、In NRCS, Event1 Dur for 00:02:20, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 7000; if material for 50p, is 3500) 3-3、In MOSMessagelog xml, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 7000; if material for 50p, is 3500)
4	4-1, After register successfully, send the task to MPC compile automatically and transferring to Payout Server. 4-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml. 4-3, Check <objDur> in MOS Message log.	4-1_1、Compile successfully. 4-1_2、Transfer successfully. 4-1_3、When interface receive startrender message, Event update Dur for 00:02:20. 4-2、In NRCS, Event1 Dur for 00:02:20, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 7000; if material for 50p, is 3500) 4-3、In MOSMessagelog xml, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 7000; if material for 50p, is 3500)
<u>Execution type:</u>		Manual
<u>Test times:</u>		
<u>Requirements</u>		None
<u>Keywords:</u>		None

Test Case PC-13191: Render Valid Area sequence to PL

Author: wangxiuya

Summary:

Render sequence to PL, display real sequence Duration

<u>Preconditions:</u>		
1, Sonaps Net Manager parameter: RegistertoOAFolder=1		
2, send to MPC compile.		
<u>#:</u>	<u>Step actions:</u>	<u>Expected Results:</u>
1	1、 Create Rundown1, Story1 and Event1, and inset blank material to Event1 in NRCS. 2.Synchronize Rundown1 to Sonaps.	1, Creation successfully. 2, Synchronization successfully.
2	2-1, Login XpriNS Craft Editor, Create Sequence; 2-2, D&D material1 with Dur is 00:01:00:00 from ML to 00:00:10:00 point of TimeLine. 2-3, D&D material2 with Dur is 00:01:00:00 from ML to TimeLine, intarvel 00:00:10:00 and material1.	Creation and edit successfully.
3	3-1、 Register Sequence to Event1, and choose "Compile region" for "Valid Area" in Registration Window. 3-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml 3-3、 Check <objDur> in MOS Message log.	Register successfully. 3-1、 In Sonaps, Event1 Duration for 00:02:10 3-2、 In NRCS, Event1 Dur for 00:02:10, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 6500; if material for 50p, is 3250) 3-3、 In MOSMessagelog xml, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 6500; if material for 50p, is 3250)
4	4-1, Afer register successfully, send the task to MPC compile automatically and transferring to Playout Server. 4-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml. 4-3, Check <objDur> in MOS Message log.	4-1_1、 Compile successfully. 4-1_2、 Transfer successfully. 4-1_3、 When interface receive startrender message, Event update Dur for 00:02:10. 4-2、 In NRCS, Event1 Dur for 00:02:10, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 6500; if material for 50p, is 3250) 4-3、 In MOSMessagelog xml, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 7000; if material for 50p, is 3500)
<u>Execution type:</u>	Manual	
<u>Test times:</u>		
<u>Requirements</u>	None	
<u>Keywords:</u>	None	

Test Case PC-13190: Render Mark in/Out sequence to PL

Author: wangxiuya

Summary:

Render sequence to PL, display real sequence Duration

Preconditions:

1, Sonaps Net Manager parameter: RegistertoOAFolder=1

2, send to MPC compile.

<u>#:</u>	<u>Step actions:</u>	<u>Expected Results:</u>
1	1、 Create Rundown1, Story1 and Event1, and inset blank material to Event1 in NRCS. 2.Synchronize Rundown1 to Sonaps.	1, Creation successfully. 2, Synchronization successfully.
2	2-1, Login XpriNS Craft Editor, Create Sequence; 2-2, D&D material1 from ML to TimeLine and set Mark in/out Dur for 00:01:59:00.	Creation and edit successfully.
3	3-1、 Register Sequence to Event1, and choose "Compile region" for "Mark in/out" in Registration Window. 3-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml 3-3、 Check <objDur> in MOS Message log.	Register successfully. 3-1、 In Sonaps, Event1 Duration for 00:01:59 3-2、 In NRCS, Event1 Dur for 00:01:59, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 5950; if material for 50p, is 2975) 3-3、 In MOSMessagelog xml, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 5950; if material for 50p, is 2975)
4	4-1, Afer register successfully, send the task to MPC compile automatically and transferring to Playout Server. 4-2.In NRCS, check Event Dur, and check <objDur> in MOS object xml. 4-3, Check <objDur> in MOS Message log.	successfully. 4-1_2、 Transfer successfully. 4-1_3、 When interface receive startrender message, Event update Dur for 00:01:59. 4-2、 In NRCS, Event1 Dur for 00:01:59, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 5950; if material for 50p, is 2975)

		4-3、In MOSMessagelog xml, <objDur> value for frame number of Dur (e.g.: if material for 50i, is 5950; if material for 50p, is 2975)
<u>Execution type:</u>	Manual	
<u>Test times:</u>		
<u>Requirements</u>	None	
<u>Keywords:</u>	None	

1.2. Test Suite : Keep MOS ID

1.2.1. Test Suite : Function

Test Case PC-13635: D&D OA clip to Event from different studio-100Story		
<u>Author:</u>	wangxiuya	
<u>Summary:</u>	<p>1, Afer D&D OA clip to Event from different studio, keep the MOS ID.</p> <p>2,Afer D&D more OA clip to Event from different studio, whether keep the MOS ID.</p>	
<u>Preconditions:</u>	Sonaps Net Manager parameter: RegistertoOAFolder=1	
<u>#:</u>	<u>Step actions:</u>	<u>Expected Results:</u>
1	<p>1, Login NRCS, create Rundown-A1 to StudioA.</p> <p>2. Create Story-A1,Story-A2.....Story-A99,Story-A100, and inset blank material respectively.</p> <p>3.Synchronize Rundown1 to Sonaps.</p> <p>4.Creatd Rundown-B1 to StudioB, and create Story-B1, Story-B2.....Story-B99,Story-B100, and inset blank material respectively.</p> <p>5.Synchronize Rundown1 to Sonaps.</p>	<p>1,2 Creation successfully.</p> <p>3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA.</p> <p>4. Creation successfully</p> <p>5.Synchronization successfully, display Rundown-B1 in Sonaps StudioB.</p>
2	In ML public, D&D material to Story-A1-100 respectively.	<p>D&D successfully.</p> <p>Story-A1-100's MOS ID for sony.studioA.mos</p> <p>Story info is correct</p>
3	In ML, D&D StuidoA's Story-A1-100 clip to Event of StudioB's Story-B1-100	<p>3-1.D&D successfully, and keep standard verition logic: fill blank material. material transfer to StudioB, and generate a new material in OA folder.</p> <p>3-2. In OA Folder of StudioB all of the clip</p>

		keep MOS ID for sony.studioB.mos 3-3.In NRCS, check MOS Object XML, the MOS ID for sony.studioB.mos 3-4.In MOS message, <MOS ID> for "sony.studioB.mos" in <mosItemRepalce>.
<u>Execution type:</u>	Manual	
<u>Test times:</u>		
<u>Requirements</u>	None	
<u>Keywords:</u>	None	

Test Case PC-13633: D&D OA clip to Event from different studio-1		
<u>Author:</u>	wangxiuya	
<u>Summary:</u>	1, Afer D&D OA clip to Event from different studio, keep the MOS ID. 2,D&D OA clip to blank material of different .	
<u>Preconditions:</u>	Sonaps Net Manager parameter: RegistertoOAfolder=1	
<u>#:</u>	<u>Step actions:</u>	<u>Expected Results:</u>
1	1, Login NRCS, create Rundown-A1 to StudioA.e 2.Create Story-A1, Stroy-A2 and inset blank material respectively 3.Synchronize Rundown1 to Sonaps. 4.Creatd Rundown-B1 to StudioB, and create Story-B1, Story-B2 and inset blank material respectively. 5.Synchronize Rundown-B1 to Sonaps.	1,2 Creation successfully. 3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA. 4.Creation successfully. 5.Synchronization successfully, display Rundown-B1 in Sonaps StudioB.
2	In ML public, D&D material to Story-A1 and Story-A2 respectively.	D&D successfully. MOS ID of Story-A1 and Story-A2 for sony.studioA.mos Story info is correct
3	In ML, D&D StuidoA's Story-A1 and Story-A2 clip to Event of StudioB's Story-B1 and Story-B2 respectively.	3-1.D&D successfully, and keep standard verzion logic: fill blank material. material transfer to StudioB, and generate a new material in OA folder. 3-2. In OA Folder of StudioB clip keep MOS ID for sony.studioB.mos

		3-3.In NRCS, check MOS Object XML, the MOS ID for sony.studioB.mos 3-4.In MOS message, <MOS ID> for "sony.studioB.mos" in <mosItemRepalce>.
<u>Execution type:</u>	Manual	
<u>Test times:</u>		
<u>Requirements</u>	None	
<u>Keywords:</u>	None	

Test Case PC-13468: D&D OA clip to Event from different studio keep MOS ID-100Story		
<u>Author:</u>	wangxiuya	
<u>Summary:</u>	<p>1, Afer D&D OA clip to Event from different studio, keep the MOS ID.</p> <p>2, D&D different studio clip to story in NRCS</p>	
<u>Preconditions:</u>	<p>Sonaps Net Manager parameter: RegistertoOAfolder=1</p>	
<u>#:</u>	<u>Step actions:</u>	<u>Expected Results:</u>
1	<p>1, Login NRCS, create Rundown-A1 to StudioA.</p> <p>2. Create Story-A1,Story-A2.....Story-A99,Story-A100, and inset blank material respectively.</p> <p>3.Synchronize Rundown1 to Sonaps.</p> <p>4.Creatd Rundown-B1 to StudioB, and create Story-B1, Story-B2.....Story-B99,Story-B100.</p> <p>5.Synchronize Rundown1 to Sonaps.</p>	<p>1,2 Creation successfully.</p> <p>3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA.</p> <p>4. Creation successfully</p> <p>5.Synchronization successfully, display Rundown-B1 in Sonaps StudioB.</p>
2	In ML public, D&D material to Story-A1-100 respectively.	<p>D&D successfully.</p> <p>Story-A1-100's MOS ID for sony.studioA.mos</p> <p>Story info is correct</p>
3	In NRCS, D&D StuidoA's Story-A1-100 clip to Story-B1-100 of StudioB.	<p>3-1.D&D successfully</p> <p>3-2.In NRCS, check MOS Object XML, the MOS ID for sony.studioA.mos</p> <p>3-4.In MOS message, <MOS ID> for "sony.studioA.mos" in <mosItemRepalce>.</p>
<u>Execution type:</u>	Manual	
<u>Test times:</u>		

<u>Requirements</u>	None
<u>Keywords:</u>	None

Test Case PC-13466: D&D OA clip to event from different studio keep MOS ID-reconnection MOS comm		
Author:	wangxiuya	
<u>Summary:</u> 1, Afer D&D OA clip to Event from different studio, keep the MOS ID. 2.reconnection MOS communication whether influence MOS ID message.		
<u>Preconditions:</u> Sonaps Net Manager parameter: RegistertoOAFolder=1		
#:	Step actions:	Expected Results:
1	1, Login NRCS, create Rundown-A1 to StudioA. 2. Create Story-A1 and Story-A2, and inset blank material respectively. 3.Synchronize Rundown1 to Sonaps. 4.Creatd Rundown-B1 to StudioB, and create Story-B1 and Story-B2 5.Synchronize Rundown1 to Sonaps.	1,2 Creation successfully. 3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA。 4. Creation successfully 5.Synchronization successfully, display Rundown-B1 in Sonaps StudioB。
2	In ML public, D&D material to Story-A1 and Story-A1 respectively.	D&D successfully. MOS ID for sony.studioA.mos Story info is correct
3	Stop MOSCGW Console	
4	4-1. In NRCS, D&D StuidoA's clip to Story-B1 and Story-B2 of StudioB. 4-2. Start MOSCGW Console and synchronize Rundown-B1 to Sonaps again. Check whether influence MOS ID.	4-1.D&D successfully 4-2.In NRCS, check MOS Object XML, the MOS ID for sony.studioA.mos 4-3.In MOS message, <MOS ID> for "sony.studioA.mos" in <mosItemRepalce>.
Execution type:	Manual	
Test times:		
Requirements	None	
Keywords:	None	

Test Case PC-13467: copy&paste Story from different studio keep MOSID		
Author:	wangxiuya	
<u>Summary:</u>		
In NRCS, copy&paste Story from different studio keep the MOSID		
#:	Step actions:	Expected Results:
1	1, Login NRCS, create Rundown-A1 to StudioA. 2. Create Story-A1 and Story-A2, and inset blank material respectively. 3.Synchronize Rundown1 to Sonaps. 4.Creatd Rundown-B1 to StudioB 5.Synchronize Rundown-B1 to Sonaps.	1,2 Creation successfully. 3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA。 4. Creation successfully 5.Synchronization successfully, display Rundown-B1 in Sonaps StudioB。
2	In ML public, D&D material to Story-A1 and Story-A1 respectively.	D&D successfully. MOS ID for sony.studioA.mos Story info is correct
3	In NRCS, copy&paste Story-A1 and Story-A2 from studioA to Rundown-B1 of StudioB.	3-1, copy&paste successfully. 3-2.In NRCS, check MOS Object XML, the MOS ID for sony.studioA.mos 3-3.In MOS message, <MOS ID> for "sony.studioA.mos" in <mosItemRepalce>.
Execution type:	Manual	
Test times:		
Requirements	None	
Keywords:	None	

Test Case PC-13636: D&D OA clip to Event from different studio keep MOS ID-3	
<u>Author:</u>	wangxiuya
<u>Summary:</u> 1, Afer D&D OA clip to Event from different studio, keep the MOS ID. 2.After D&D StudioA clip to StudioB, D&D studioA clip come back, check MOS ID whether influence MOS ID	

<u>Preconditions:</u>		
Sonaps Net Manager parameter: RegistertoOAfolder=1		
<u>#:</u>	<u>Step actions:</u>	<u>Expected Results:</u>
1	1, Login NRCS, create Rundown-A1 to StudioA. 2. Create Story-A1 and Story-A2, and inset blank material respectively. 3.Synchronize Rundown1 to Sonaps. 4.Creatd Rundown-B1 to StudioB, and create Story-B1 and inset blank material. 5.Synchronize Rundown1 to Sonaps.	1,2 Creation successfully. 3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA. 4. Creation successfully 5.Synchronization successfully, display Rundown-B1 in Sonaps StudioB.
2	In ML public, D&D material to Story-A1 and Story-A1 respectively.	D&D successfully. MOS ID for sony.studioA.mos Story info is correct
3	In ML, D&D StuidoA's Story-A1 and Story-A2 clip to OA folder of StudioB.	3-1.D&D successfully
4	4-1, Create Story-A3 and Story-A4 to Rundown-A1 in StudioA . 4-2, D&D clip from OA folder of studioB to Story-A3 and Story-A4 of studioA. 4-3, Check MOS ID whether keep MOS ID	4-1, creation successfully 4-2.D&D successfully 4-3_1.In NRCS, check MOS Object XML, the MOS ID for sony.studioA.mos 4-3_2.In MOS message, <MOS ID> for "sony.studioA.mos" in <mosItemRepalce>.
<u>Execution type:</u>	Manual	
<u>Test times:</u>		
<u>Requirements</u>	None	
<u>Keywords:</u>	None	

Test Case PC-13632: D&D OA clip to Event from different studio keep MOS ID-2	
<u>Author:</u>	wangxiuya
<u>Summary:</u>	
1, Afer D&D OA clip to Event from different studio, keep the MOS ID. 2. D&D OA clip of StudioA to StudioB OA folder, D&D clip from StudioB to Story, check MOS ID	
<u>Preconditions:</u>	
Sonaps Net Manager parameter: RegistertoOAfolder=1	

#:	Step actions:	Expected Results:
1	1, Login NRCS, create Rundown-A1 to StudioA. 2. Create Story-A1 and Story-A2, and inset blank material respectively. 3.Synchronize Rundown-A1 to Sonaps. 4.Creatd Rundown-B1 to StudioB, and create Story-B1 and Story-B2 5.Synchronize Rundown-B1 to Sonaps.	1,2 Creation successfully. 3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA. 4. Creation successfully 5.Synchronization successfully, display Rundown-B1 in Sonaps StudioB.
2	In ML public, D&D material to Story-A1 and Story-A1 respectively.	D&D successfully. MOS ID for sony.studioA.mos Story info is correct
3	3-1. D&D OA clip from StudioA OA folder to StudioB OA folder. 3-2. D&D OA clip to Story-B1 and Story-B2 from StudioB OA folder in StudioB. 3-3. Check MOS ID	3-1.D&D successfully 3-2.D&D successfully and generate a new material in OA folder. 3-3_1.In NRCS, check MOS Object XML, the MOS ID for sony.studioA.mos 3-3_2.In MOS message, <MOS ID> for "sony.studioA.mos" in <mosItemRepalce>.
<u>Execution type:</u>		Manual
<u>Test times:</u>		
<u>Requirements</u>		None
<u>Keywords:</u>		None

Test Case PC-13465: D&D OA clip to Event from different studio keep MOS ID-1		
<u>Author:</u>	wangxiuya	
<u>Summary:</u>		
1, Afer D&D OA clip to Event from different studio, keep the MOS ID.		
<u>Preconditions:</u>		
Sonaps Net Manager parameter: RegistertoOAfolder=1		
<u>#:</u>	<u>Step actions:</u>	<u>Expected Results:</u>
1	1, Login NRCS, create Rundown-A1 to StudioA. 2. Create Story-A1 and Story-A2, and inset blank material respectively. 3.Synchronize Rundown-A1 to	1,2 Creation successfully. 3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA. 4. Creation successfully

	<p>Sonaps.</p> <p>4.Creatd Rundown-B1 to StudioB, and create Story-B1 and Story-B2</p> <p>5.Synchronize Rundown-B1 to Sonaps.</p>	<p>5.Synchronization successfully, display Rundown-B1 in Sonaps StudioB。</p>
2	<p>In ML public, D&D material to Story-A1 and Story-A1 respectively.</p>	<p>D&D successfully.</p> <p>MOS ID for sony.studioA.mos</p> <p>Story info is correct</p>
3	<p>D&D OA clip to Story-B1 and Story-B2 from StudioA OA folder.</p> <p>Check MOS ID</p>	<p>3-1.D&D successfully</p> <p>3-2.In NRCS, check MOS Object XML, the MOS ID for sony.studioA.mos</p> <p>3-3.In MOS message, <MOS ID> for "sony.studioA.mos" in <mosItemRepalce>.</p>
<u>Execution type:</u>	Manual	
Test times:		
<u>Requirements</u>	None	
<u>Keywords:</u>	None	

Test Case PC-13637: Story inset different studio blank material		
<u>Author:</u>	wangxiuya	
<u>Summary:</u>	<p>StudioB inset StudioB's blank material, StudioA fill blank material again, Check MOS ID whether change.</p>	
<u>Preconditions:</u>	<p>Sonaps Net Manager parameter: RegistertoOAfolder=1</p>	
<u>#:</u>	<u>Step actions:</u>	<u>Expected Results:</u>
1	<p>1, Login NRCS, create Rundown-A1 to StudioA.</p> <p>2. Create Story-A1 and Story-A2, and inset StudioB's blank material respectively.</p> <p>3.Synchronize Rundown-A1 to Sonaps.</p> <p>4.Creatd Rundown-B1 to StudioB, and create Story-B1 and Story-B2</p> <p>5.Synchronize Rundown-B1 to Sonaps.</p>	<p>1,2 Creation successfully.</p> <p>3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA。</p> <p>4. Creation successfully</p> <p>5.Synchronization successfully, display Rundown-B1 in Sonaps StudioB。</p>
2	<p>In ML public, D&D material to Story-A1 and Story-A1 respectively.</p>	<p>D&D successfully.</p> <p>MOS ID for sony.studioB.mos</p> <p>Story info is correct</p>

3	<p>D&D OA clip to Story-B1 and Story-B2 from StudioA OA folder.</p> <p>Check MOS ID</p>	<p>3-1.D&D successfully</p> <p>3-2.In NRCS, check MOS Object XML, the MOS ID for sony.studioB.mos</p> <p>3-3.In MOS message, <MOS ID> for "sony.studioB.mos" in <mosItemRepalce>.</p>
<u>Execution type:</u>	Manual	
<u>Test times:</u>		
<u>Requirements</u>	None	
<u>Keywords:</u>	None	