

Patch_And_Tokuren - Octopus integration Test Specification

Project: Patch_And_Tokuren

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1.1. Test Suite: Render a sequence to playout server

1.1.1. Test Suite : Function

Register sequence to Playout

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

Keywords:

Test Case PC-13	8624: Render Valid Area sequence to OA	placeholder
Author:	wangxiuya	
Summary:		
Render sequence	e to PL, display real sequence Duration	
Preconditions:		
1, Sonaps Net Ma	anager parameter: RegistertoOAfolder=1	
2, send to MPC of	ompile.	
<u>#:</u>	Step actions:	Expected Results:
1	 Create Rundown1, Story1 and Event1, and inset blank material to Event1 in NRCS. 	1, Creation successfuly.
	2.Synchronize Rundown1 to Sonaps.	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	Creation and edit successfuly.
	material1. 3-1、D&D MV to Event1's placeholder, and choose "Compile region" for "Valid Area" in Registration Window.	Register successfully. 3-1 \ Event1 and placeholder display Duratio for 0.
3	3-2.In NRCS, check Event Dur, and check <objdur> in MOS object xml 3-3、Check <objdur> in MOS</objdur></objdur>	3-2、In NRCS, Event1's dur for 0, <objdur> value for 0. 3-3、<objdur> value for 0 in</objdur></objdur>
	Message log.	MOSMessagelog xml.
4	 4-1, Afer register successfuly, 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.</objdur> 4-3, Check <objdur> in MOS Message log.</objdur> 	 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)</objdur>
		4-3、In MOSMessagelog xml, <objdur></objdur>

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

Test Case PC-13196: Render Mark in/Out sequence to OA placeholder		
Author:	wangxiuya	
Summary:		
	to PL, display real sequence Duration	
	nager parameter: RegistertoOAfolder=1	
2, send to MPC co	Step actions:	Expected Results:
<u>#:</u> 1	1. Create Rundown1, Story1 and Event1, and inset blank material to Event1 in NRCS.	Creation successfuly.
	2.Synchronize Rundown1 to Sonaps.	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 successfuly.
3	3-1. D&D MV to Event1's placeholder, 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</objdur></objdur>	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.</objdur></objdur>
4	Message log. 4-1, Afer register successfuly, 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.</objdur></objdur>	successfully. 4-1_2、Transfer successfuly. 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</objdur>

		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)</objdur>
Execution type:	Manual	
Test times:		
Requirements	None	
Keywords:	None	

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

	Playout Server. 4-2.In NRCS, check Event Dur, and	4-1_1、Compile successfully. 4-1_2、Transfer successfully.
	check <objdur> in MOS object xml. 4-3, Check <objdur> in MOS Message log.</objdur></objdur>	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)</objdur>
		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)</objdur>
Execution type:	Manual	
Test times:		
Requirements	None	
Keywords:	None	

Test Case PC-13194: Local Render Valid Area sequence to PL		
Author:	wangxiuya	
Summary:		
Render sequence to	PL, display real sequence Duration	
Preconditions:		
1, Sonaps Net Mana	ger parameter: RegistertoOAfolder=	1
2, Local render		
<u>#:</u>	Step actions:	Expected Results:
1	1. Create Rundown1, Story1 and Event1, and inset blank material to Event1 in NRCS.	1, Creation successfuly.
	2.Synchronize Rundown1 to Sonaps.	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 successfuly.
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</objdur>

	check <objdur> in MOS object xml 3-3、Check <objdur> in MOS Message log.</objdur></objdur>	(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)</objdur>
4	 4-1, Afer register successfuly, execute local render automatically and transferring to Playout Server. 4-2.In NRCS, check Event Dur, and check <objdur> in MOS object xml.</objdur> 4-3, Check <objdur> in MOS Message log.</objdur> 	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 50i, is 6500; if material for 50p, is 3250)</objdur></objdur>
Execution type:	Manual	
Test times:		
Requirements	None	
Keywords:	None	

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

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

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

	Event1 in NRCS.	
	Eventi 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.	Creation and edit successfuly.
	2-3, D&D material2 with Dur is 00:01:00:00 from ML to TimeLine, intarvel 00:00:10:00 and material1.	
		Register successfully.
	3-1、D&D MV to Event1's placeholder, and choose "Compile region" for "Entire" in Registration Window.	3-1、In Sonaps, Event1 Duration for 00:02:20
3	3-2.In NRCS, check Event Dur, and check <objdur> in MOS object xml</objdur>	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)</objdur>
	3-3、Check <objdur> in MOS Message log.</objdur>	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)</objdur>
		4-1_1 Compile successfully.
		4-1_2、Transfer successfuly.
	4-1, Afer register successfuly, send the task to MPC compile automatically and transferring to Playout Server.	4-1_3. When interface receive startrender message, Event update Dur for 00:02:20.
4	4-2.In NRCS, check Event Dur, and check <objdur> in MOS object xml.</objdur>	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</objdur>
	4-3, Check <objdur> in MOS Message log.</objdur>	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)</objdur>
Execution type:	Manual	
Test times:		
Requirements	None	
Keywords:	None	

Test Case PC-13191: Render Valid Area 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 com	pile.	
<u>#:</u>	Step actions:	Expected Results:
1	1. Create Rundown1, Story1 and Event1, and inset blank material to Event1 in NRCS.	Creation successfuly. Synchronization successfully.
	2.Synchronize Rundown1 to Sonaps.	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 successfuly.
		Register successfully.
	3-1、Register Sequence to Event1, and choose "Compile region" for "Valid Area" in Registration Window.	3-1、In Sonaps, Event1 Duration for 00:02:10
3	3-2.In NRCS, check Event Dur, and check <objdur> in MOS object xml</objdur>	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)</objdur>
	3-3、Check <objdur> in MOS Message log.</objdur>	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)</objdur>
4	4-1, Afer register successfuly, 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.</objdur></objdur>	 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)</objdur> 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)</objdur>
Execution type:	Manual	
Test times:		
Requirements	None	
Keywords:	None	

Test Case PC-1319	0: Render Mark in/Out sequence to PL	
Author:	wangxiuya	
Summary:		
•	PL, display real sequence Duration	
Preconditions:		
1, Sonaps Net Mana	ger parameter: RegistertoOAfolder=1	
2, send to MPC com	pile.	
<u>#:</u>	Step actions:	Expected Results:
1	1. Create Rundown1, Story1 and Event1, and inset blank material to Event1 in NRCS.	1, Creation successfuly.
	2.Synchronize Rundown1 to Sonaps.	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 successfuly.
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.</objdur></objdur>	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)</objdur></objdur>
4	 4-1, Afer register successfuly, 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.</objdur> 4-3, Check <objdur> in MOS Message log.</objdur> 	successfully. 4-1_2、Transfer successfuly. 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)</objdur>

		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)</objdur>
Execution type:	Manual	
Test times:		
<u>Requirements</u>	None	
Keywords:	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				
Author:	wangxiuya			
Summary:				
	to Event from different studio, keep the			
	A clip to Event from different studio, wh	ether keep the MOS ID.		
Preconditions: Sonaps Net Manage	r parameter: RegistertoOAfolder=1			
<u>#:</u>	Step actions:	Expected Results:		
1	 Login NRCS, create Rundown-A1 to StudioA. Create Story-A1, Story-A2Story-A99, Story-A100, and inset blank material respectively. Synchronize Rundown1 to Sonaps. Creatd Rundown-B1 to StudioB, and create Story-B1, Story-B2Story-B99, Story-B100, and inset blank material respectively. Synchronize Rundown1 to Sonaps. 	 1,2 Creation successfuly. 3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA. 4. Creation successfuly 5.Synchronization successfully, display Rundown-B1 in Sonaps StudioB. 		
2	In ML public, D&D material to Story-A1-100 respectively.	D&D successfully. Story-A1-100's MOS ID for sony.studioA.mos Story info is correct		
3	In ML, D&D StuidoA's Story-A1-100 clip to Event of StudioB's Story-B1- 100	3-1.D&D successfully, and keep standard vertion logic: fill blank material. material transfer to StudioB, and generate a new material in OA folder. 3-2. In OA Folder of StudioB all of the 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 <mosltemrepalce>.</mosltemrepalce></mos>
Execution type:	Manual	
Test times:		
<u>Requirements</u>	None	
Keywords:	None	

Author	C-13633: D&D OA clip to Event from diffe	
<u>Author:</u>	wangxiuya	
Summary:		
1, Afer D&D O	OA clip to Event from different studio, keep	the MOS ID.
2,D&D OA clip	to blank material of different .	
Preconditions:		
Sonaps Net M	lanager parameter: RegistertoOAfolder=1	
<u>#:</u>	Step actions:	Expected Results:
	1, Login NRCS, create Rundown-	
	A1 to StudioA.e	1,2 Creation successfuly.
	2.Create Story-A1, Stroy-A2 and	·
	inset blank material respectively	3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA。
1	3.Synchronize Rundown1 to	
	Sonaps.	4.Creation successfuly.
	4.Creatd Rundown-B1 to StudioB, and create Story-B1, Story-B2 and	5.Synchronization successfully, display Rundown-B1 in Sonaps StudioB。
	inset blank material respectively.	Rundown-B1 in Sonaps Studios.
	5.Synchronize Rundown-B1 to	
	Sonaps.	
		D&D successfully.
2	In ML public, D&D material to	MOS ID of Story-A1 and Story-A2 for
	Story-A1 and Story-	sony.studioA.mos
	A2 respectively.	Story info is correct
		3-1.D&D successfully, and keep standard vertion logic: fill blank material. material
		transfer to StudioB, and generate a new material in OA folder.
3	In ML, D&D StuidoA's Story-A1 and Story-A2 clip to Event of StudioB's	
	Story-B1 and Story-B2 respectively.	3-2. 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 <mosltemrepalce>.</mosltemrepalce></mos>
Execution type:	Manual	
Test times:		
Requirements	None	
Keywords:	None	

Test Case PC-1340	68: D&D OA clip to Event from different s	tudio keep MOS ID-100Story
Author:	wangxiuya	
Summary:		
1, Afer D&D OA clip	o to Event from different studio, keep the MC	DS ID.
2, D&D different stu	idio clip to story in NRCS	
Preconditions:		
Sonaps Net Manag	er parameter: RegistertoOAfolder=1	
<u>#:</u>	Step actions:	Expected Results:
	1, Login NRCS, create Rundown-A1 to StudioA.	
	2. Create Story-A1,Story-A2Story-A99,Story-A100, and inset blank material respectively.	1,2 Creation successfuly.
1		3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA。
•	3.Synchronize Rundown1 to Sonaps.	4. Creation successfuly
	4.Creatd Rundown-B1 to StudioB, and create Story-B1, Story-B2Story-B99,Story-B100.	5.Synchronization successfully, display Rundown-B1 in Sonaps StudioB。
	5.Synchronize Rundown1 to Sonaps.	
		D&D successfully.
2	In ML public, D&D material to Story-A1-100 respectively.	Story-A1-100's MOS ID for sony.studioA.mos
		Story info is correct
		3-1.D&D successfully
3	In NRCS, D&D StuidoA's Story-A1-100	3-2.In NRCS, check MOS Object XML, the MOS ID for sony.studioA.mos
	clip to Story-B1-100 of StudioB.	3-4.In MOS message, <mos id=""> for "sony.studioA.mos" in <mosltemrepalce>.</mosltemrepalce></mos>

Test times:

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

Test Case PC-13466: D&D OA clip to event from different studio keep MOS ID-reconnection MOS comm

Author:	wangxiuya
Autioi.	wangxiuya

Summary:

- 1, Afer D&D OA clip to Event from different studio, keep the MOS ID.
- 2.reconnection MOS communication whether influence MOS ID message.

Preconditions:

Sonaps Net Manager parameter: RegistertoOAfolder=1

Conapo Not Managor parameter. Registerio Considera		
<u>#:</u>	Step actions:	Expected Results:
	1, Login NRCS, create Rundown-A1 to StudioA.	1,2 Creation successfuly.
	2. Create Story-A1 and Story-A2, and inset blank material respectively.	3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA。
1	3.Synchronize Rundown1 to Sonaps.	4. Creation successfuly
	4.Creatd Rundown-B1 to StudioB, and create Story-B1 and Story-B2 5.Synchronize Rundown1 to Sonaps.	5.Synchronization successfully, display Rundown-B1 in Sonaps StudioB。
		D&D successfully.
2	In ML public, D&D material to Story-A1 and Story-A1 respectively.	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. 	4-1.D&D successfully 4-2.In NRCS, check MOS Object XML, the MOS ID for sony.studioA.mos
	Check whether influence MOS ID.	4-3.In MOS message, <mos id=""> for "sony.studioA.mos" in <mosltemrepalce>.</mosltemrepalce></mos>
Execution type:	Manual	
Test times:		
Requirements	None	
Keywords:	None	

Test Case PC-13467: copy&paste Story from different studio keep MOSID			
Author:	wangxiuya		
Summary:			
In NRCS, copy&pa	aste Story from different studio keep the MOS	SID	
<u>#:</u>	Step actions:	Expected Results:	
1	 Login NRCS, create Rundown-A1 to StudioA. Create Story-A1 and Story-A2, and inset blank material respectively. Synchronize Rundown1 to Sonaps. Creatd Rundown-B1 to StudioB Synchronize Rundown-B1 to Sonaps. 	 1,2 Creation successfuly. 3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA. 4. Creation successfuly 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 <mosltemrepalce>.</mosltemrepalce></mos>	
Execution type:	Manual	Manual	
Test times:			
Requirements	None	None	
Keywords:	None		

Test Case PC-13636: D&D OA clip to Event from different studio keep MOS ID-3			
Author:	wangxiuya		
Summary:	Summary:		
1, Afer D&D OA clip	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			

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

Test Case PC-13632: D&D OA clip to Event from different studio keep MOS ID-2			
Author:	wangxiuya		
Summary:	Summary:		
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			
Preconditions:			
Sonaps Net Manager parameter: RegistertoOAfolder=1			

<u>#:</u>	Step actions:	Expected Results:
1	 Login NRCS, create Rundown-A1 to StudioA. Create Story-A1 and Story-A2, and inset blank material respectively. Synchronize Rundown-A1 to Sonaps. Creatd Rundown-B1 to StudioB, and create Story-B1 and Story-B2 Synchronize Rundown-B1 to Sonaps. 	 1,2 Creation successfuly. 3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA. 4. Creation successfuly 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 <mosltemrepalce>.</mosltemrepalce></mos>
Execution type:	Manual	
Test times:		
Requirements	None	
Keywords:	None	

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

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

Test Case PC-13637: Story inset different studio blank material			
Author:	wangxiuya		
Summary:	Summary:		
StudioB inset Studio	bB's blank material, StudioA fill blank mate	erial again, Check MOS ID whether change.	
Preconditions: Sonaps Net Manage	er parameter: RegistertoOAfolder=1		
<u>#:</u>	Step actions:	Expected Results:	
1	 Login NRCS, create Rundown-A1 to StudioA. Create Story-A1 and Story-A2, and inset StudioB's blank material respectively. Synchronize Rundown-A1 to Sonaps. Creatd Rundown-B1 to StudioB, and create Story-B1 and Story-B2 Synchronize Rundown-B1 to Sonaps. 	 1,2 Creation successfuly. 3.Synchronization successfully, display Rundown-A1 in Sonaps StudioA. 4. Creation successfuly 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.studioB.mos Story info is correct	

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