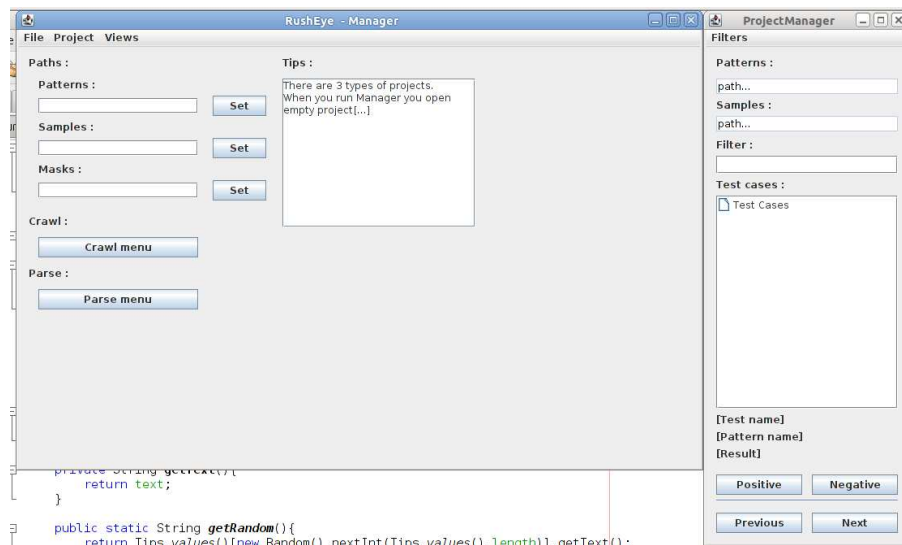


1 Automated Visual Verification

1.1 RushEye Manager

1.1.1 Brief view

RushEye Manager is graphical tool built to make using RushEye app easier.



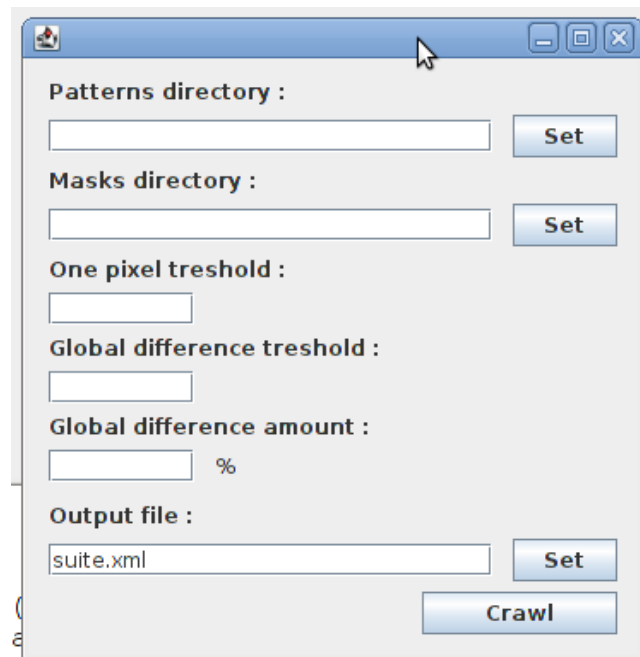
Rysunek 1: Initial view.

When we start the manager we see 2 frames, main interface frame and smaller project manager frame. Let's start with basic usage :

1.1.2 Crawl

Let's go to menu bar, then **Project - Generate Suite Descriptor**.

We should see new frame :

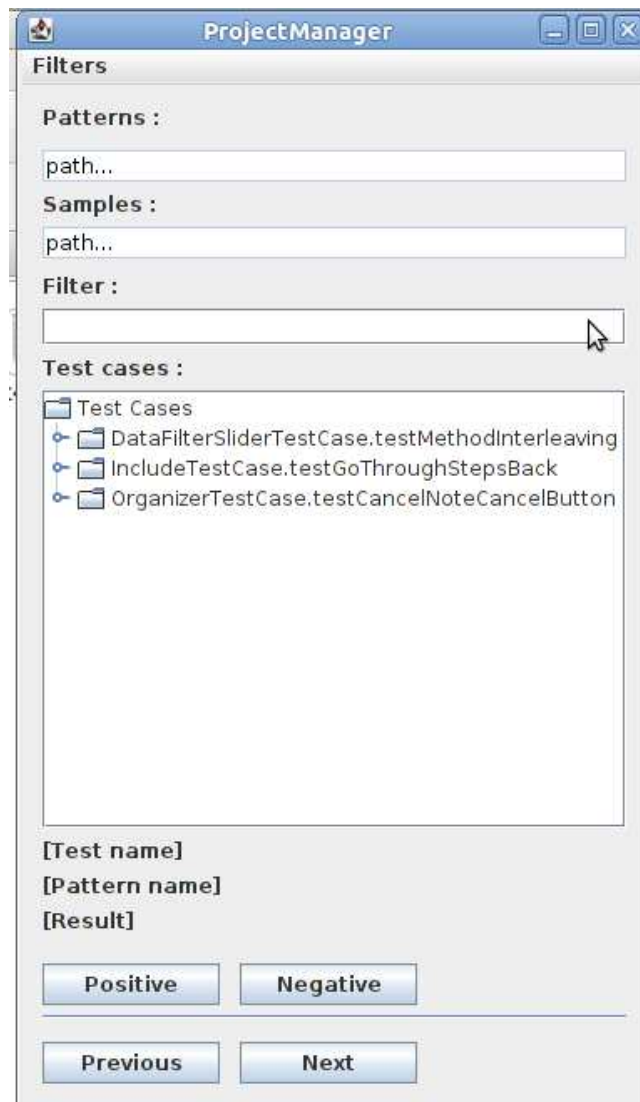


Rysunek 2: Crawl menu.

Here we can set all parameters like patterns/masks directory, perception, and output file. When we are ready we can click **Crawl** button. The xml was saved to file, we specified before, and now we can use it.

1.1.3 Loading project from xml file

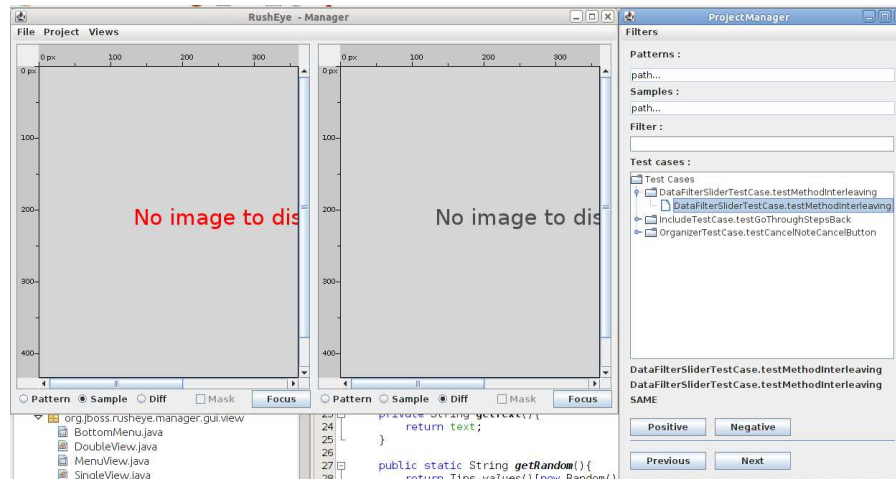
Again menu bar, then **File - New project - Project From Descriptor**. In file chooser dialog we should set our xml file. That should generated tree of tests in Project Manager :



Rysunek 3: Project manager.

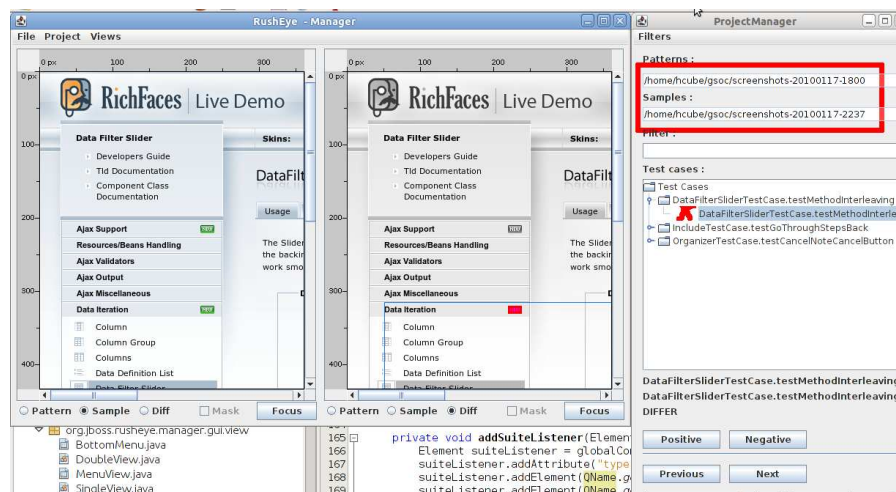
To see some images, we need to click on leaf in the tree (pattern of suite descriptor).

Something happened. What we see is some new view with a warning.



Rysunek 4: After clicking on test.

Why we don't see any images? Because we need to specify path to samples and patterns directories. We can do it thorough menu bar **Project - Set patterns path** and **Project - Set Samples path**



Rysunek 5: After setting paths.

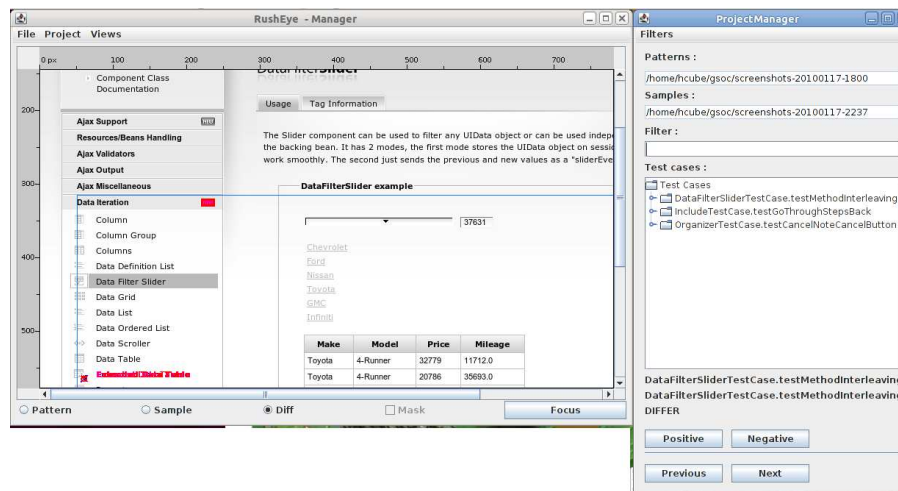
That should finally give us some images to view.

1.1.4 Double View

What we see is called **Double View**. Here we can compare 2 images, looking for changes. **Radio buttons** at the bottom of images allow us to change between sample, pattern and diff image. **Focus** button on diff image allows us to move to changed part of image. Scrollbars are synchronized - when we move one, the other moves automatically.

1.1.5 Single View

Using menu **Views - Single View** we can switch to another view. It is similar, but instead of 2 images we have one. Also we can zoom in/out image using mouse wheel.



Rysunek 6: After setting paths.

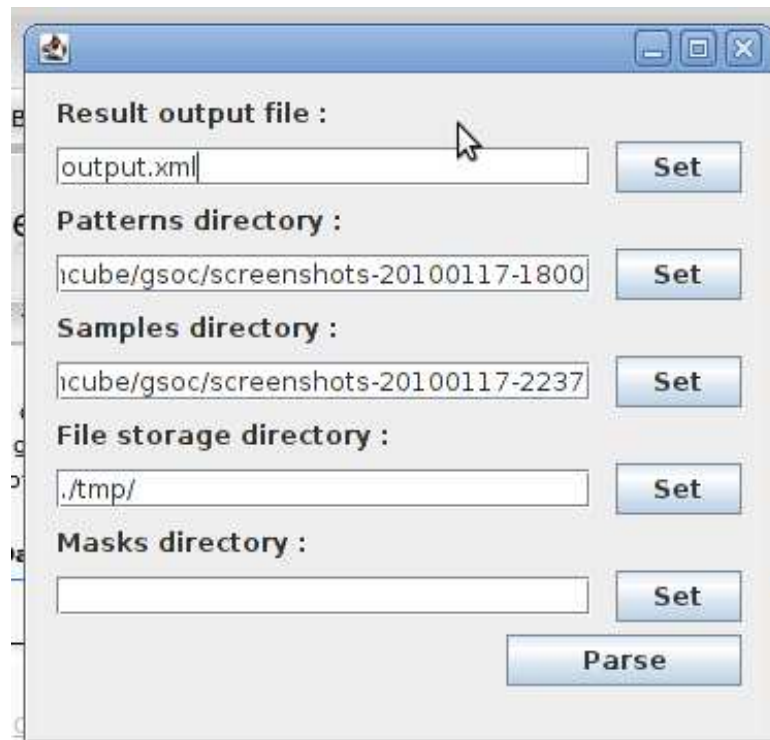
1.1.6 ProjectManager Frame

We already used this frame, when choosing test in tree. BUT it has some more functions that that :

- **Filter menu** - in menu bar we can choose **Filters - Show all/Not tested/Diff** to show particular tests.
- **Filter text field** - we can also enter part of test name to have others filtered out.
- **Ad-hoc comparison** - when we click on pattern (leaf), comparison will be automatically performed.
- **Manual comparison** - if we are not satisfied with comparison result we can overwrite it using buttons **Positive** and **Negative**
- **Navigation** - there are also buttons to navigate through tree - **Previous** and **Next**

1.1.7 Parse

Parse option is most important for Manager. We can run it through **Project - Generate Result descriptor**. We should then see new frame.



Rysunek 7: Parse frame.

Like with crawl button we need to set all parameters and then simply hit the button.

Parse functionality is strongly determined by configuration set in xml suite. Normally we use result collector *org.jboss.rusheye.result.collector.ResultCollectorImpl*. If that one is defined in our xml file, parsing will be done normally.

If we define there *org.jboss.rusheye.parser.ManagerResultCollector* we will run another collector, which takes our modifications in tree into account. When test case in tree is set to positive or negative - this result will overwrite result that would be set normally by parser.