Lights Update Routine

This routine was created in version 2.0.31 on machine with Basler 1 inch

The idea of this procedure is to verify all possible scenarios using all type of lights (updates, same conditions between the different (FFW and General)).

Conditions in the beginning of this procedure: the SW should be started in Measure Mode. Initial state is set to low mag. Default light value has only back light (SRL and Surface =0). Also BOOST VALUE should be set to 1

STEPS

1. Set Back light = 70
2. Press Enter button
3. Verify this value
4. Switch to FFW
5. Verify this value
6. Set Back light = 60
7. Press Enter button
8. Verify this value
9. Switch back to General mode
10. Verify this value
11. Set Surface light =50
12. Press Enter button
13. Verify this value
14. Switch to FFW
15. Verify if the Surface value = 50
16. Set Surface light = 30
17. Press Enter button
18. Verify if the Surface value = 30
19. Switch back to General mode
20. Verify if the Surface value = 30
21. Set SRL =70
22. Press Enter button
23. Verify if the SRL value = 70
24. Switch to FFW
25. Verify if the SRL value = 70
26. Set SRL =20
27. Press Enter button
28. Verify if the SRL value = 20
29. Switch back to General mode
30. Verify if the SRL value = 20
31. Turn the SRL off using the light slider
32. Verify if the SRL value = 0
33. Turn the Surface light off using the light slider
34. Verify if the Surface value = 0
35. Turn the Back light off using the light slider
36. Verify if the Back light value = 0
37. Switch to FFW
38. Verify if the SRL value = 0
39. Verify if the Surface value = 0
40. Verify if the Back light value = 0
41. Set Boost = 2
42. Verify if the Boost = 2
43. Switch back to General mode
44. Verify if the Boost = 2
45. Set Boost = 3
46. Verify if the Boost = 3
47. Switch to FFW
48. Verify if the Boost = 3
49. Switch back to General mode
50. Verify the SRL image
51. Verify the Surface image
52. Verify the Back light image
53. Switch to FFW
54. Verify the SRL image
55. Verify the Surface image
56. Verify the Back light image