X Server Test Cases

Semen Cirit

June 20, 2009

Note: For all X errors you can look the below file /var/log/Xorg.0.log

1. Testing direct rendering

   (a) Hit $Ctrl + Alt + F1$
   Observe that X doesn't crash.

   (b) Then execute this command:

   ```
   xinit -- :2
   ```

   Observe a Grey desktop, and X for the mouse cursor and a term window.

   (c) Hit $Ctrl + Alt + F7$ to get back to the graphical environment:
   Observe that X doesn't crash.

   (d) Type commands "glxgears" and then "glxgears -fullscreen".
   Observe that they run without any problem.

2. DPI testing

   Run openoffice writer and open an A4 paper with 100% zoom. Take also a real A4 paper.

   Observe that the width and the height of the real A4 are same with the open office writer's one.

3. Resolution testing

   (a) Open systemsettings → Display
   Observe that the default resolution of the computer is selected for the current resolution.

   (b) You can also observe it from the output of the "xrandr" command
   The example output of the command is like:
   1440x900 50.0*+
   This information means:

$1440x900$	→	resolution
50.0	→	refresh rate
*	→	selected resolution is current resolution
+	→	selected resolution is default resolution

4. Run a media player and open in full screen mode.

   Observe that X doesn't crash.

5. Open desktop effects from system settings → desktop

   Observe that X doesn't crash

6. 2D testing

   Run a window, (for example dolphin, firefox) then swing it to right and left rapidly. Observe that it can swing without any problem.

7. 3D testing

   Run from kmenu education → science → marble

   Observe that the application is working flawlessly in terms of graphical rendering.