

BurnInTest

Version 1.0

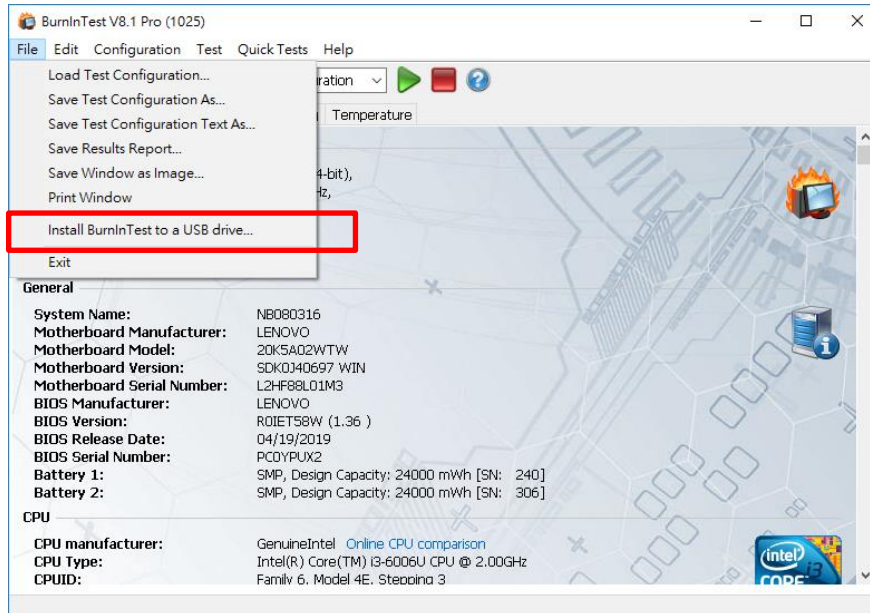
Version History

Version	Date	Handled by	Comments
V1.0	18-Dec-2019	ZL Chen	First version release.

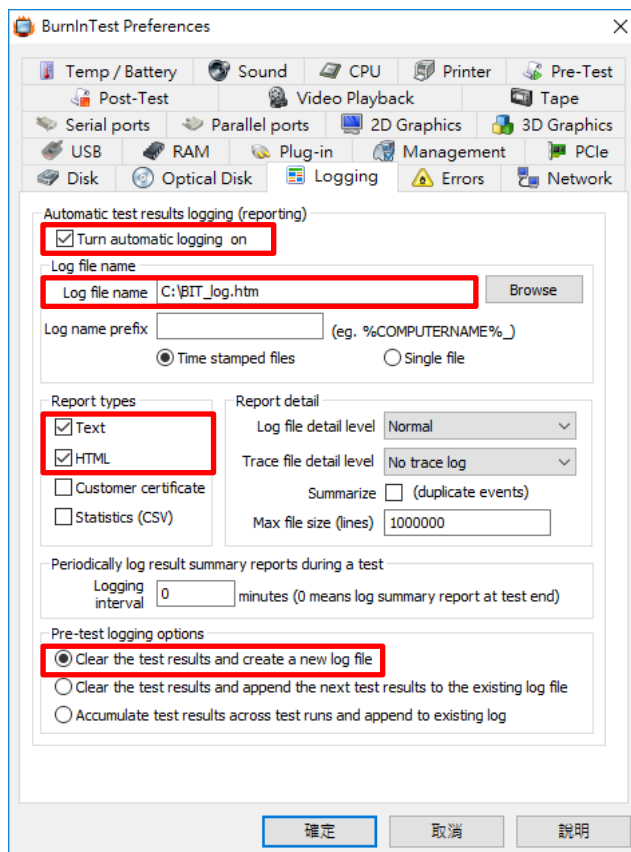
Precondition Setting:

Prepare the DUT machine, and make sure the USB port can be work, then insert it.

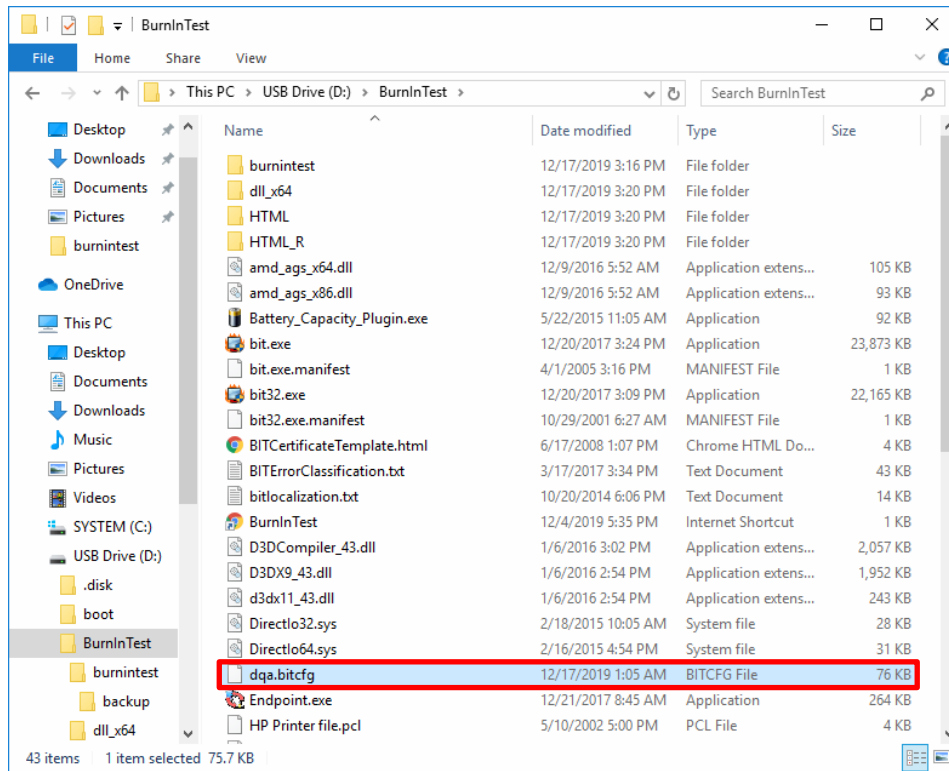
- Setting the User Account Control Setting.
 - ✓ Please refer to the “[User Account Control Setting.pdf](#)” attachment
(\automation\sop\other\User Account Control Setting)
- Install BurnInTest to a USB drive.



- Set the logging. (Log file name: C:\BIT_log.htm)



- Copy the dqa.bitcfg to the BurnInTest folder. That is parameter setting data.



Step 1:

Insert the USB driver to the DUT machine, then copy the burnintest folder to the BurnInTest folder with USB drive.

Step 2:

Open the burnintest folder, and tap the delete.exe. The older report is deleted.

Step 3:

Open the burnintest folder, and tap the execute_720_min.exe. The program is running.

The screenshot displays the BurnInTest application interface with several active windows:

- BurnInTest - CPU:** Shows a table of test results for CPU operations.
- BurnInTest - 3D Test:** Displays a 3D graphics test window with a game engine interface.
- BurnInTest - GPGPU:** Shows a table of test results for GPU operations.
- BurnInTest - Memory (RAM) - Standard:** Shows a progress bar for the memory test cycle.
- BurnInTest - Video Memory Test:** Shows available and test video memory.

The main window displays the following test results:

Test Name	Cycle	Operations	Errors	Last Error Description
2D Graphics	2	576	0	No errors
3D Graphics	0	2531	0	No errors
CPU	2	13.471 Billion	0	No errors
Disk (C:)	0	16.081 Billion	0	No errors
GPGPU	1	2.452 Trillion	0	No errors
Memory (RAM)	0	2.782 Billion	0	No errors

The status bar at the bottom indicates the test is running, with a remaining time of 01h 59m 21s.

Step 4:

Wait for 12 hours, the program is stop, please tap the “OK” and close the windows. The log will be archive under the backup folder.

