

DRC-1 /

Checking Multi-Voice Hold Response to 'PANIC' Button After Previous Single-Voice Activity and Subsequent 'PANIC' On Virtual Keyboard

Priority	Severity	Behavior	Type
Low	-	Positive	Functional
Layer	Is Flaky	Is Muted	Automation
E2E	Yes	No	To be automated
Status	Milestone		
Actual	Release 2.13.10		

Preconditions

The main screen of the app is open and keys are visible, default settings are set

Postconditions

The keys are returned to their rest position, the sound output is ceased.

Custom fields

Module

Voice

Steps to reproduce

# Step	Action	Expected Result
1 Press and hold any key on the virtual keyboard.		The key is visually pressed, the triggered voice is heard while the key is pressed.
2 Press the 'PANIC' button.		The 'PANIC' button is visually pressed and reset back to its rest position, the voice is ceased, the key is returned to its rest position.
3 Press and hold any two keys on the virtual keyboard.		The keys are visually pressed, the triggered voices are heard while the keys are pressed.
4 Press the 'PANIC' button.		The 'PANIC' button is visually pressed and reset back to its rest position, the voices are ceased, the keys are returned to their rest positions.

DRC-2 /

Checking Single-Voice Hold Response to 'PANIC' Button After Previous Multi-Key Activity and Subsequent 'PANIC' On Virtual Keyboard

Priority	Severity	Behavior	Type
Low	-	Positive	Functional
Layer	Is Flaky	Is Muted	Automation
E2E	Yes	No	To be automated

Status	Milestone
Actual	Release 2.13.10

Preconditions

The main screen of the app is open and keys are visible, default settings are set, the DRC-1 test steps are complete.

Postconditions

The key is returned to its rest position, the sound output is ceased.

Custom fields

Module

Voice

Steps to reproduce

#	Step	Action	Expected Result
1	Press and hold any key on the virtual keyboard.		The key is visually pressed, the triggered voice is heard while the key is pressed.
2	Press the 'PANIC' button.		The 'PANIC' button is visually pressed and reset back to its rest position, the voice is ceased, the key returned is to its rest position.