

Test Coverage

All percentages indicate line coverage. All percentages are found by hand, so minor mistakes may be found.

Test Name:	Total coverage:	Method name:	Method coverage:	Covered by:	Notes:
AvatarController		Start MapBones checkExp UpdateAvatar OnAnimatorK			
AvatarView		HandModelType Reorientation InitHand UpdateHand			
BoneLastGroup		Awake HandFinish HandReset NonLinearInterpolation LerpToStart LerpBack			
CollisionCollision	100%	Collided Object OnCollisionEnter OnCollisionExit CollisionEnterSimulator CollisionExitSimulator	DetectCollisionTest 100% ExitBooleanTest_CollidedBooleanTest 100% ExitObjectTest_CollidedObjectTest 100% CollidedBooleanTest_CollidedObjectTest 100% ExitBooleanTest_ExitObjectTest 100% CollidedBooleanTest_CollidedObjectTest 100% ExitBooleanTest_ExitObjectTest	Simply calls private method OnCollisionEnter Simply calls private method OnCollisionExit	
FingerTapCollider	100%	Start AddCollider AddRigidbody AddCollisionDetection InitializeFingerCollider GetNextBone Initialize	100% StartFingersTest_StartThumbTest 100% AddColiderTest 100% AddRigidbodyTest 100% AddCollisionDetectionTest 100% StartFingersTest_StartThumbTest 100% StartFingersTest_StartThumbTest 100% StartFingersTest_StartThumbTest	Just invokes Initialize	
FixedJointGrab	<50%	GrabbedObject Initialize GetHandModel OnPinch OnRelease RecognizeGesture Hold UpdateGrab Start Update DetectGrab DetectPinch OnDrawGizmos	FixedJointGrabTest onPinchNoGrabbableItemTest, onPinchGrabbableItemTest 100% FixedJointGrabTest 100% FixedJointGrabTest onPinchNoGrabbableItemTest, onPinchGrabbableItemTest onReleasePinchingTest, onReleaseNoGrabbableItemTest, onReleaseGrabbableItemTest 0% holdPinchingTest, holdNoGrabbableItemTest, holdGrabbableItemNoFixedJointTest 100% 0% 0% 0% 0% 0%	Data set here is used throughout all tests Used in Initialize() Does only invoke Initialize(), easy to write a test for this? This method draws debugging info on the developers screen. It is not useful to test, and not possible as it is all visual.	
FixedJointMenuGrab		RecognizeGesture DetectGrab OnDrawGizmos	0% 0% 0%		
GrabBehaviour	Abstract Class	-	-	-	-
HeadCam	100%	Start Update	HeadCamTest 100% StartTest 100% UpdateTest_UpdateWithNullTest		
HightouchObject		DetectObject Clear FindNearest Check Highlight Update			
IJoint	100%	IKJoint Joint JointLength	IKJointTest NameTest_DistanceTest_ParentTest, ConstructJointTest 100% SetJointTest 100% SetLengthTest		
IKScript	89%	Start Update AngleSigned OnDrawGizmos PointChainRoot ReverseChirRotations BuildChain UpdatePolePositions ConstrainJoints Constrain SolveIK UpdateJoint	IKTestScript 100% IKTestScript 100% IKTestScript 100% IKTestScript 0% 100% IKTestScript 100% IKTestScript 100% IKTestScript 100% IKTestScript 100% IKTestScript 100% IKTestScript 100% IKTestScript 100% IKTestScript	Data set here is used throughout all tests Data set here is used throughout all tests Used from startupdate method, and thus tested throughout all tests This method draws debugging info on the developers screen. It is not useful to test, and not possible as it is all visual. Used from startupdate method, and thus tested throughout all tests Used from startupdate method, and thus tested throughout all tests Used from startupdate method, and thus tested throughout all tests Used from startupdate method, and thus tested throughout all tests Used from startupdate method, and thus tested throughout all tests Used from startupdate method, and thus tested throughout all tests Used from startupdate method, and thus tested throughout all tests Used from startupdate method, and thus tested throughout all tests Used from startupdate method, and thus tested throughout all tests	
IKScriptSettings		Awake HandFinish HandReset Update			
ManusVibrate	90%	VibrateFor VibrateForCoroutine VibrateForTest	ManusVibrateTest - 100% VibrateForTest	Testing methods that use a coroutine gives a NullPointerException in System code All this method does is call a coroutine. All of the coroutines code is tested.	

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[illegible]

