

X Test Cases

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

1. Testing direct rendering

- (a) Push $Ctrl + Alt + F1$
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) Get back with pushing $Ctrl + Alt + F7$
Observe that X doesn't crash.
- (d) Type commands "glxgears" and then "gleaxgears -fullscreen".
Observe that they run without any problem.

2. DPI testing

Run open office writer and open a A4 paper with 100% zoom. Take also a real A4 papper.

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

3. Resolution testing

- (a) Open system settings \rightarrow Display
Observe that the default resolution of the computer is selected for the current resolution.
- (b) You can observe it from also, typing command "xrandr".
The example output of the command is like:
1440x900 50.0*+
This information means:

1440x900	\rightarrow	resolution
50.0	\rightarrow	refresh rate
*	\rightarrow	selected resolution is current resolution
+	\rightarrow	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 apparition is problem-free.