RPH Tools Testing Procedures

### Preparations

1. Install the latest RPH Tools.
2. Open up a private window browser (ensures no cookie or saved information is present)
3. Open up the browser’s Javascript Console.
4. Log into RPH and go to the chat.

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| --- | --- | --- | --- |
| Step | Action | Pass | Comments |
|  | After logging into the chat, verify that “More Settings” shows up next to “Settings” in the top right. |  |  |
|  | Verify each tab opens and closes |  |  |
|  | Enter a room that you can become the owner of (any new room should do). Use another name to enter that room as well. | | |
| **Chat Room Options Tests** | | | |
| **Text color** | | | |
|  | Enter “#333” in the text color field and press send. Verify the console says “RPH Tools – Text color check passed.” |  |  |
|  | Enter “#112233” in the text color field and press send. Verify the console says “RPH Tools – Text color check passed.” |  |  |
|  | Enter “#1234” in the text color field and press send. Verify the console says “RPH Tools – Bad text color.” and the text color input box’s background turns red. |  |  |
|  | Enter “#DDD” in the text color field and press send. Verify the console says “RPH Tools – Text color check passed.” and the text color input box’s background turns white |  |  |
|  | Enter “#FFF” in the text color field and press send. Verify the console says “RPH Tools – Text color check failed” “#FFF” 15 15 15 and the text color input box’s background turns red |  |  |
|  | Enter “#D2D2D2” in the text color field and press send. Verify the console says “RPH Tools – Text color check passed.” and the text color input box’s background turns white |  |  |
|  | Enter a known good username and use the text color “#D5A”. Verify the username background turns white and the console says “RPH Tools – Modified user props”. |  |  |
|  | Enter a known bad username and use the color “#111”. Verify the username background turns red |  |  |
|  | Enter something in the chat room. Verify the text is a pink color. |  |  |
| **Pings** | | | |
|  | Enter “Test” in the Ping names text box. Then type in **Test** in the chatroom and verify it highlights the word and plays a sound. |  |  |
|  | Change the audio URL to:  <https://clyp.it/jhbgnsxa.mp3>  Verify that the field background does not change to red after clicking elsewhere. |  |  |
|  | Type in **Test** in the chatroom and verify it highlights the word and plays a different sound. |  |  |
|  | Change the audio URL to:  Foobar  Verify the field background changes to red after clicking elsewhere |  |  |
|  | Change the audio URL to:  http://www.storiesinflight.com/html5/audio/flute\_c\_long\_01.wav  Verify that the field background does not change to red after clicking elsewhere. |  |  |
|  | Type in **Test** in the chatroom and verify it highlights the word and plays the sound from step 5. |  |  |
|  | Change the text color to #FAD (pink) and the background color to #000 (black) and verify by typing in **Test** into the chat, the text color is pink and the background is black. |  |  |
|  | Change the text color to #FADE and the background color to #000. Verify the background of both fields turns red after clicking elsewhere. |  |  |
|  | Change the text color to #FAD and the background color to #000. Verify the background of both fields turns white after clicking elsewhere. |  |  |
|  | Check the **Bold** check box. Type in **Test** into the chat and verify the text is bolded. |  |  |
|  | Check the *Itlaics* check box. Type in **Test** into the chat and verify the text is italicized. |  |  |
|  | Check the Exact Match check box. Type in **Tester** into the chat and verify that the ping **does not** trigger. |  |  |
|  | Uncheck the Exact Match check box. Type in **Tester** into the chat and verify that the ping **does** trigger. |  |  |
|  | Check the Case sensitive check box. Type in **test** into the chat and verify that the ping **does not** trigger. |  |  |
| **PM options** | | | |
|  | Check “Use text colors in PM”. Send a PM to a known user to test with and verify their text color and yours are correctly filled in. |  |  |
|  | Check “Turn on away message” and type in an away message. Verify upon receiving a PM that the away message automatically sends.  Also verify the “Turn on away message” does not uncheck. |  |  |
|  | PM a known user and verify “Turn on away message” unchecks. |  |  |
|  | Verify when receiving a PM, that the away message does not auto-send. |  |  |
| **Extra Options** | | | |
|  | Type in **OOC** into the chat and PMs and verify it does not produce a room link. |  |  |
|  | Uncheck the “No room links” check box. Type in **OOC** into the chat and PMs verify it does produce a room link |  |  |
| **Random Number Generator Tests** | | | |
|  | Click the “Flip it!” button. Verify all buttons disable for a few seconds. |  |  |
|  | Click the “Flip it!” button a few times. Verify it produces a heads or tails result in the chat. |  |  |
|  | In the Dice Roller section, verify the number of die range is between 1 and 10. |  |  |
|  | Enter a number higher than 10 in the number of die and click elsewhere. Verify that the number goes to 10. |  |  |
|  | Enter a number lower than 1 in the number of die and click elsewhere. Verify that the number goes to 1. |  |  |
|  | In the Dice Roller section, verify the number of sides is between 2 and 100. |  |  |
|  | Enter a number higher than 100 in the number of sides and click elsewhere. Verify that the number goes to 100. |  |  |
|  | Enter a number lower than 2 in the number of sides and click elsewhere. Verify that the number goes to 2. |  |  |
|  | Click the “Let’s Roll!” button a few times and verifies it produces a correct result (number of die and sides) |  |  |
|  | In the General RNG section, enter a number lower than -4294967297 in both fields and verify the number goes to -4294967297. |  |  |
|  | In the General RNG section, enter a number lower than -4294967295in both fields and verify the number goes to -4294967295. |  |  |
|  | Click the “Randomize!” button a few times and verifies it produces a valid result. |  |  |
| **Friends/Blocking tests** | | | |
|  | Enter a random text entry in the “User to block” field and press enter. Verify the background of the text field turns red. |  |  |
|  | Enter a known name in the text field and press enter. Verify the name appears in the “Blocked users” drop down menu.  For ease of testing this function, use one of your names. |  |  |
|  | Attempt to PM the blocked name. Verify that the PM window says that the user is blocked. |  |  |
|  | Enter another known name in the “User to block” text field and verify it populates the “Blocked users” drop down menu. |  |  |
|  | Select the first name you blocked in the “Blocked users” drop down menu and press the “Unblock” button, verify the user is no longer in the drop down menu. |  |  |
|  | Attempt to PM the blocked name. Verify the PM window does not say the user is blocked. |  |  |
| **Modding Functions** | | | |
|  | Enter the chat, your username that’s a mod, and the target name. Verify all actions work. |  |  |