TUnit Requirements

From TinyOS Wiki

TUnit has some basic requirements your system needs to meet before it will run on your build environment and hardware.

Requirements

- A computer to compile, install, and drive the tests, and collect results. At a minimum, this is the computer you develop on, but can also be an automated build server.

- Some embedded hardware to execute unit tests
  - The hardware must be programmable over the command line like most TinyOS platforms using "make myplatform reinstall.0"
  - The address of the node must be definable through the reinstall option, i.e. "reinstall.0" MUST make calls to TinyOS's ActiveMessageAddress.amAddress() return 0. TinyOS automatically does this for all public TinyOS platforms and compilers.
  - At least one hardware platform must be able to communicate with the computer, i.e. over a USB or serial port. This is standard for all off-the-shelf development hardware running TinyOS.
  - If you have hardware that does not provide serial / USB communications but can be programmed with "make myplatform reinstall.1", you can still run TUnit on it by not defining a "motecom" serial connection to it in your tunit.xml file. You will need to design your test to operate wirelessly through the driving node.

- Latest Java installed.

- Ability to completely run the apps/tests/TestSerial application - i.e. you can compile and install the embedded application to the node, and also run the TinyOS Serial Forwarder ("java net.tinyos.sf.SerialForwarder") to connect to the node and send packets back and forth over the serial/usb connection.

That's it! All public and off-the-shelf TinyOS platforms meet these requirements.

See Also

- TUnit

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