

# Complete Test Procedure

From MOD Wiki

This page describes a complete test procedure for the MOD Duo. This includes testing both hardware and software, as much as possible.

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## mod-ui

### Loading initial contents

- `http://192.168.51.1` web page loads
- Page redirects to have `'/?v={{version}}'` suffix
- "Loading pedalboard..." animation appears and stops
- There are plugins showing up in the plugin bar
- There are pedalboards in the pedalboards section
- The pedalboards section includes a 'Default' pedalboard, which cannot be deleted
- There are banks in the banks area (if there's none please create one and add the default pedalboard, then re-open the banks section)
- There are plugins in the store area

### Install all plugins

Preparations needed (delete all plugins):

- Delete `~/lv2/` folder
- Reboot or restart mod-host and mod-ui services

Test can now begin:

- Open the mod web interface
- Make sure there are 0 plugins installed
- Enable Dev mode
- Go to the store and click to install all plugins

NOTE: Do not uncheck the stable filter. We don't care if unstable plugins are not installable.

## Update all plugins

Preparations needed:

- Install all plugins (see previous step)
- Make all plugins releaseVersion 0, by running:

```
sed -i '/mod#releaseNumber/d' .lv2/*/manifest.ttl
```

- Restart mod-ui service

Note: Current pedalboard must not include any plugins.

Test can now begin:

- Open the mod web interface
- Make sure there are all plugins installed (compare local number to store number)
- Make sure all plugins are outdated (store says 'new-version')
- Click the button to update all plugins

## Load all plugins

Preparations needed:

- Install all plugins
- Put some audio on the inputs

Load a plugin one by one, with the following tests:

- The plugin loads and appears in the pedalboard area
- The appearance of the plugin modgui matches the plugin thumbnail
- Make sure the plugin can produce sound by connecting its outputs and watching the peakmeter leds

- if the plugin is a generator, connect straight away - if the plugin is a synth, use midi-generator as source of midi - if the plugin is an effect, connect inputs (and outputs too of course) - for non-standard plugins do at your own discretion

## mod-os

### automatic upgrade

Preparations needed to force an update:

- Edit /etc/mod-release/release and replace its contents with "v1.0.0" (without quotes)
- Delete /etc/mod-release/system file
- Reboot or restart mod-ui service

Test can now begin:

- Open the mod web interface
- A small popup on the bottom-right appears saying a required update is available
- A small notification on the top-right appears saying there's an update available
- Click download and wait
- A browser confirmation window appears asking if you want to update now

## Test branch #1

- Click yes, update starts immediately

## Test branch #2

- Click no, update does not start
- Load a random pedalboard, still works
- Open the update popup and click to upgrade now. it starts immediately

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