

Web & TV Testing Task Force

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Testing Use Cases

1. Now: Verify W3C spec development
 - W3C WGs decide scope and extent
2. **New:** Improve consistency of web platform
 - W3C builds tests to resolve platform inconsistencies
3. **New:** Support external testing/certification organizations
 - W3C single access point for all W3C tests
4. **New:** Support testing devices
 - Ubiquitous testing for ubiquitous web

Web&TV IG Role:

- Requirements for test coverage and priorities
- Requirements for central test runner
- Requirements for devices
- Work together with W3C testing, mobile, broadcasting groups

Requirements for test coverage and priorities

- Examine tools (e.g. Modernizr)
- Surveys of major web sites for issues
- Workshops
- External organizations (DLNA, OIPF, DTG, ...)

Requirements for central test runner

1. One URL as home to all the tests
2. One click to run all tests
3. Clear results summarizing top-level pass/fail results
4. Test configuration options
5. Detailed pass/fail results for individual tests
6. Ability to download a test log of some sort

Central test runner model: WebGL Conformance Test Suite

WebGL Conformance Tests

WebGL Conformance Test Runner
Version 1.0.2 (beta)

run tests

Results:

- run [conformance/canvas/texture-bindings-unaffected-on-resize.html](#) (6 of 6 passed)
- run [conformance/canvas/viewport-unchanged-upon-resize.html](#) (4 of 4 passed)
- run context
 - run [conformance/context/constants.html](#) (2 of 5 passed)
 - failed: Property is defined and should not be: NUM_COMPRESSED_TEXTURE_FORMATS
 - failed: Property is defined and should not be: EXTENSIONS
 - failed: Property is defined and should not be: SHADER_COMPILER
 - run [conformance/context/context-attribute-preserve-drawing-buffer.html](#) (3 of 4 passed)
 - failed: Did not render ok with preserveDrawingBuffer false.
 - run [conformance/context/context-attributes-alpha-depth-stencil-antialias.html](#) (94 of 98 passed)
 - failed: gl.getParameter(gl.DEPTH_BITS) == 0 should be true. Was false.
 - failed: WebGL implementation provided a depth buffer when it should not have
 - failed: pixel should be 0,0,0,255. Was 255,0,0,255.
 - failed: pixel should be 0,0,0,255. Was 255,0,0,255.
 - run [conformance/context/context-creation-and-destruction.html](#)

Test that contexts are freed and garbage collected reasonably

On success, you will see a series of "PASS" messages, followed by "TEST COMPLETE".

```
test 1 of 500
PASS getError was expected value: NO_ERROR : Should be no errors
test 2 of 500
PASS getError was expected value: NO_ERROR : Should be no errors
test 3 of 500
PASS getError was expected value: NO_ERROR : Should be no errors
test 4 of 500
PASS getError was expected value: NO_ERROR : Should be no errors
test 5 of 500
PASS getError was expected value: NO_ERROR : Should be no errors
test 6 of 500
PASS getError was expected value: NO_ERROR : Should be no errors
test 7 of 500
PASS getError was expected value: NO_ERROR : Should be no errors
```

<http://www.khronos.org/webgl/wiki/Testing/Conformance>

Requirements for devices

- Remote testing
- Product vs. prototype