AE IV&V Test Case TO8_9001

Revision History

Rev. No.	Date	By	Description of Changes
0	4/18/08	Mike Rega	Initial version

1. TEST CASE IDENTIFIER

TO8_9001

2. NARRATIVE

Test the techniques typically used by forecasters in manipulating the WarnGen warning polygon on the CAVE graphics display.

3. REFERENCES (Optional)

None

4. FEATURES TO BE TESTED

Test the various ways that CAVE can be used to manipulate the WarnGen warning polygon.

5. SETUP INSTRUCTIONS

Step	Setup Procedure	Result
1.	Localization required for desired WFO	Local geography is available to WarnGen

6.   ACCEPTANCE CRITERIA

Step(s)	Criteria	Result
11.	Expected result required for success	
12.	Expected result required for success	
13.	Expected result required for success	
14.	Expected result required for success	
16.	Expected result required for success	
17.	Expected result required for success	
18.	Expected result required for success	
20.	Expected result required for success	
21.	Expected result required for success	
22.	Expected result required for success	
23.	Expected result required for success	

7.   TESTING PROCEDURE

Step	Procedure	Expected Result	Actual Result
1.	Start CAVE, zoom to CWA scale	County boundaries display	
2.	Start the text workstation (in TO8, use 'CAVE' menu, 'New' option, select 'Text Workstation')	Text workstation windows display	
3.	From the "maps" menu, plot CWA boundaries, use MB3 on the CWA product label to change color	CWA boundaries are displayed using the chosen color	
4.	From the 'maps' menu, plot the county names and cities	County names and cities are displayed on CAVE	
5.	Load a radar reflectivity image (optional)	The radar image appears on CAVE	
6.	Launch WarnGen	WarnGen GUI appears, 'drag me to storm' point appears on CAVE	
7.	Select the SVR product type, single storm cell	GUI indicates the SVR selection	
8.	Use MB1 to move 'drag me to storm' so that the storm path moves near at least two counties	'drag me to storm' moves to specified location and default warning polygon with four vertices appears	
9.	Move back in time by one or more frames, use MB1 to adjust the storm track so it passes through at least two counties	The storm track and polygon changes to the desired direction and speed	
10.	Return to the latest frame	'Drag me to storm' point moves to latest location	
11.	Use redraw box based on track	Polygon should retain four vertices and adjust to new storm track, hatching and 'W' should indicate correct counties	
12.	Use 'create text' to create the work version of the product (in TO8, WarnGen will reset and	The work version of the product should pop up in a	

Step	Procedure	Expected Result	Actual Result
	steps 6 thru 10 need to be repeated before proceeding to step 13). Verify that the product contains the correct county names and UGCs (UGCs are not implemented in TO8).	new text editor window	
13.	Use redraw box based on warned area	Polygon boundary should change to match boundaries of affected counties, hatching and 'W' should include correct counties	
14.	Use 'create text' to create the work version of the product (in TO8, WarnGen will reset and steps 6 thru 10 need to be repeated before proceeding to step 15). Verify that the product contains the correct county names and UGCs (UGCs are not implemented in TO8).	The work version of the product should pop up in a new text editor window	
15.	Use redraw box based on track	Polygon should return to original four vertex polygon	
16.	Use MB1 to move entire polygon so a new county is removed or added	Entire polygon should move intact, polygon hatching and ''W' should appear in correct counties	
17.	Use MB3 to remove or add counties within the polygon	Hatching and 'W" should change to indicate portions of desired counties	
18.	Use MB3 to remove or add counties outside of the polygon	Hatching and 'W" should change to indicate entire counties	
19.	Use redraw box based on track	Polygon should return to original four vertex polygon	
20.	Use MB2 to add one or more new vertices	Vertices should be added to polygon	
21.	Use MB2 to remove one or more vertices	Vertices should be removed from polygon	
22.	Use MB1 to adjust one or more polygon vertices to remove a county	Hatching and 'W" should change to indicate portions of desired counties	
23.	Use MB1 to adjust one or more polygon vertices to add a county	Hatching and 'W" should change to indicate portions of desired counties	
24.	Select the TOR product type, single storm cell	GUI indicates the TOR selection	
25.	Repeat steps 8 to 23 for the TOR product	Same results as for the SVR product	
	End of test		