

DeviceAnywhere Studio 4.2



DeviceAnywhere Proof Center[™]

User Guide

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DeviceAnywhere Proof Center Version 4.2 SP1

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Table of Contents

List of Figures	4
Introduction.....	5
1 Access Proof Center	7
1.1 Setting Up Proof Center	8
1.2 Adding Applications	8
1.3 Proof Center Components	9
2 Execute Tests.....	11
2.1 Generating Proofs	12
2.1.1 Access a Device.....	12
2.1.2 Take Proofs.....	13
2.1.3 Mark a Step as Not Applicable	15
2.1.4 Delete Proofs	15
2.2 Running a Test Case	15
2.2.1 Execute a Test Run	16
2.2.2 Delete a Test Run	17
3 Save Test Results	18
3.1 Viewing Test Results.....	18
3.2 Exporting Results	19

List of Figures

Figure 1	Proof Center—Welcome	7
Figure 2	Add an Application	8
Figure 3	Proof Center Components	9
Figure 4	Program—Test Steps (right)	11
Figure 5	Certify on Device	12
Figure 6	Generate a Screenshot	13
Figure 7	Generate a Video	14
Figure 8	Test Case Window	15
Figure 9	Add New Run	16
Figure 10	Test Case Window	17
Figure 11	Step Window—Done	18
Figure 12	Proof Center Website	18
Figure 13	Export Results Dialog	19

Introduction

Welcome to the *DeviceAnywhere* Proof Center[™] User Guide. This guide is written to quickly help you get up to speed on self-testing mobile applications and content in Proof Center.

Proof Center enables mobile operators, app stores, and content aggregators to collaborate with application and content developers to effectively and efficiently test and qualify mobile products for the marketplace through one consistent interface. The mobile operator, aggregator or app store owner can define test and certification requirements; developers can test their applications or content against these requirements and submit the proof of their tests to the operators and aggregators.

Proof Center enables developers to do the following:

- Access detailed certification programs of operators or apps stores.
- Gain access to *DeviceAnywhere*[™] handsets that are required for content validation.
- Capture screenshots and video and submit results to prove compliance with the certification requirements.
- Participate in a collaborative environment that makes testing and certification requirements transparent, and speeds the time to market.

DeviceAnywhere Proof Center is built on the *DeviceAnywhere* platform and is accessed by clicking the Proof Center icon in *DeviceAnywhere Studio*[™].

In order to use *DeviceAnywhere* Proof Center, you must have a *DeviceAnywhere* account and authorization from at least one of our partner operators to access and use their certification programs within Proof Center. If you do not have either of these, contact us at DASales@deviceAnywhere.com.

Documentation Resources

For those who are new to *DeviceAnywhere*, basic knowledge of *DeviceAnywhere* is recommended before using Proof Center. An overview of document resources is given as follows:

- *DeviceAnywhere* QuickStart Guide—This guide is a quick reference describing how to log in, access a device, and perform remote testing on live *DeviceAnywhere* devices.
- *DeviceAnywhere* User Guide—This guide comprehensively describes *DeviceAnywhere* and all of its functionality.

Additional documents supporting *DeviceAnywhere* are listed as follows:

- *DeviceAnywhere* Release Notes
- *DeviceAnywhere* Troubleshooting Guide

To access documents online, click Help in *DeviceAnywhere Studio* or go to <http://www.deviceanywhere.com> and enter your username and password to log into the *MyDeviceAnywhere* website. Links to documentation can be found under Resources.

Contact Information

If you have any questions about how to use any of the *DeviceAnywhere* features, or have an issue to report, please contact us at DASupport@deviceanywhere.com directly, or by clicking on Report an issue in *DeviceAnywhere Studio* or the *MyDeviceAnywhere* website.

For questions about additional products, invoices, or pricing, please contact DASales@deviceanywhere.com.

Definitions

Before getting started, the following definitions are helpful in using this guide.

Partner—A mobile operator, app store provider, or content aggregator sponsoring a self-test program in Proof Center to enable content developers to certify applications and content for their mobile marketplace.

Program—A program defines the test steps, proof requirements, and required handsets for the certification of applications and content. The program is determined by the partner.

Application—An application is the name of the mobile application, campaign, or other content that is being tested against the program.

Proof—A proof is one or more screenshots or a video clip that provides evidence of a successfully completed test step.

Proof Set—The final results of testing one application against a program on one device.

Test Case—A test case is a test step that has multiple embedded (or nested) test steps. Test cases are used for commonly repeated tests, or for a series of steps that may require multiple iterations (i.e. loops).

Test Run—A test run is one test iteration of a Test Case.

Test Step—A test step is a sub-component of a program. It includes a name, a description of the test to be performed, and the proof required. One test step can include nested test steps within it.

1 Access Proof Center

When you have launched *DeviceAnywhere Studio*, click the Proof Center icon in the Icon bar (far left). The Proof Center Welcome page is displayed on your screen.

The Welcome page provides instructions on how to use Proof Center. The Partner, Program, and Application fields are displayed in the Explorer. The Partner is automatically selected when you log in. The other fields are used to select a test program and add applications.

Figure 1 illustrates the Proof Center Welcome page.

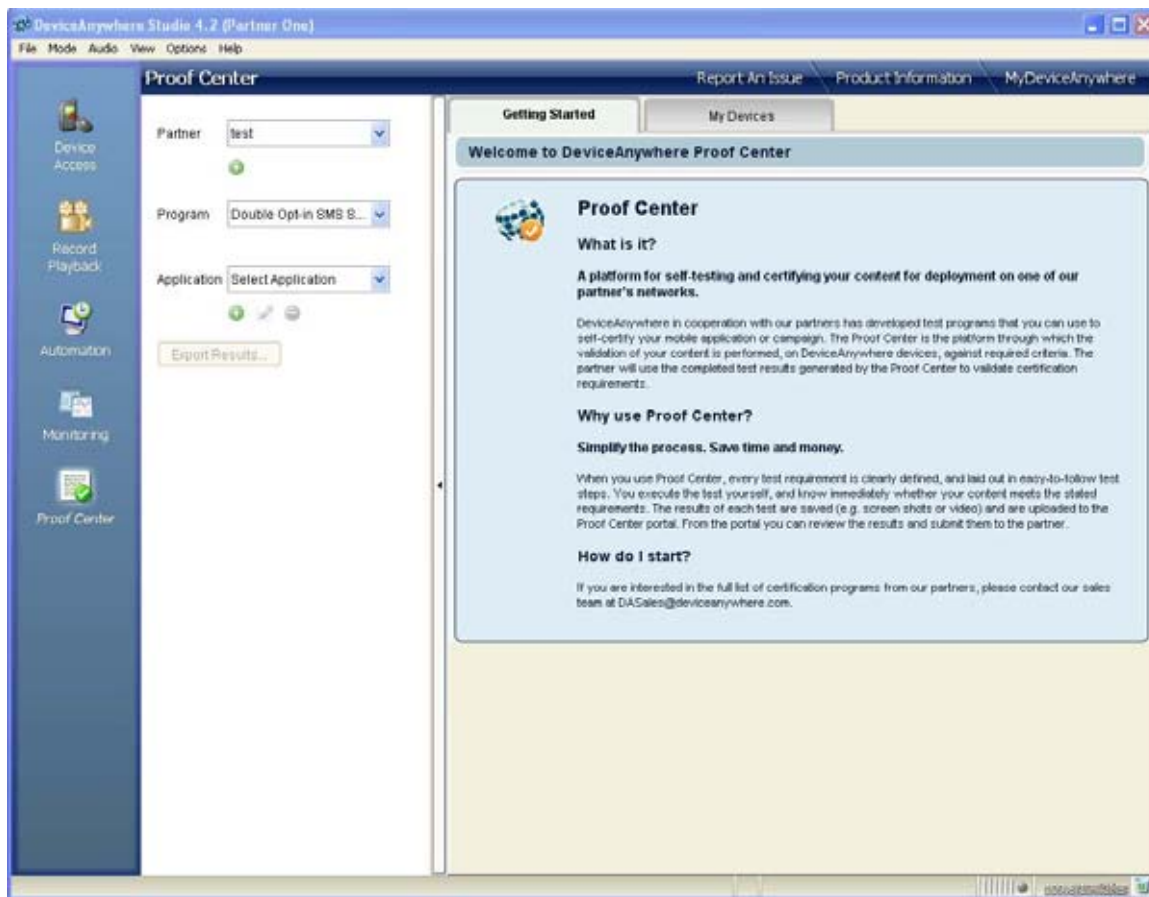


Figure 1 Proof Center—Welcome

1.1 Setting Up Proof Center

This procedure provides an overview of the steps needed to prepare for testing:

1. Verify your partner name is selected in the drop-down menu. Your partner name should be displayed automatically.
2. Select a program from the drop-down menu.
3. Add one or more applications.

Refer to the following section for more information on adding applications.

Note: If you are a developer that has signed up for Proof Center with a partner, but don't see your partner or program in the drop-down menus, contact DASupport@deviceanywhere.com for further information.

1.2 Adding Applications

In Proof Center, an application is the name that you give to your mobile application, campaign, or other content that you want to certify against a particular partner program.

For example, if you are testing a shortcode campaign called "Daily Joke" using the shortcode 99999, you can name the application 99999 or Daily Joke, depending on how you want to track your applications.

To manage your applications, use the Add, Edit, and Delete commands (Green button, Pencil, and Red button) under the Application field.

To add an application to the program, follow these steps:

1. Click the green Add button. The Application dialog is displayed.
2. Enter a name in the application field.
3. Click OK.

Figure 2 shows the Add Application dialog.

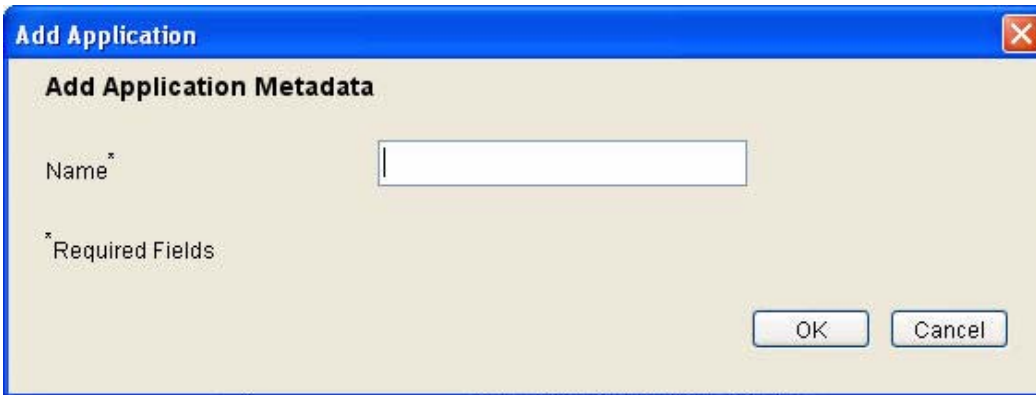


Figure 2 Add an Application

Note: The partner can request that you enter more information about your application here such as a shortcode, an app ID as used in the partner's submission process, company name, and so on. In this case, additional fields appear in the dialog box prompting you to supply this information.

1.3 Proof Center Components

Figure 3 illustrates the components of the Proof Center.

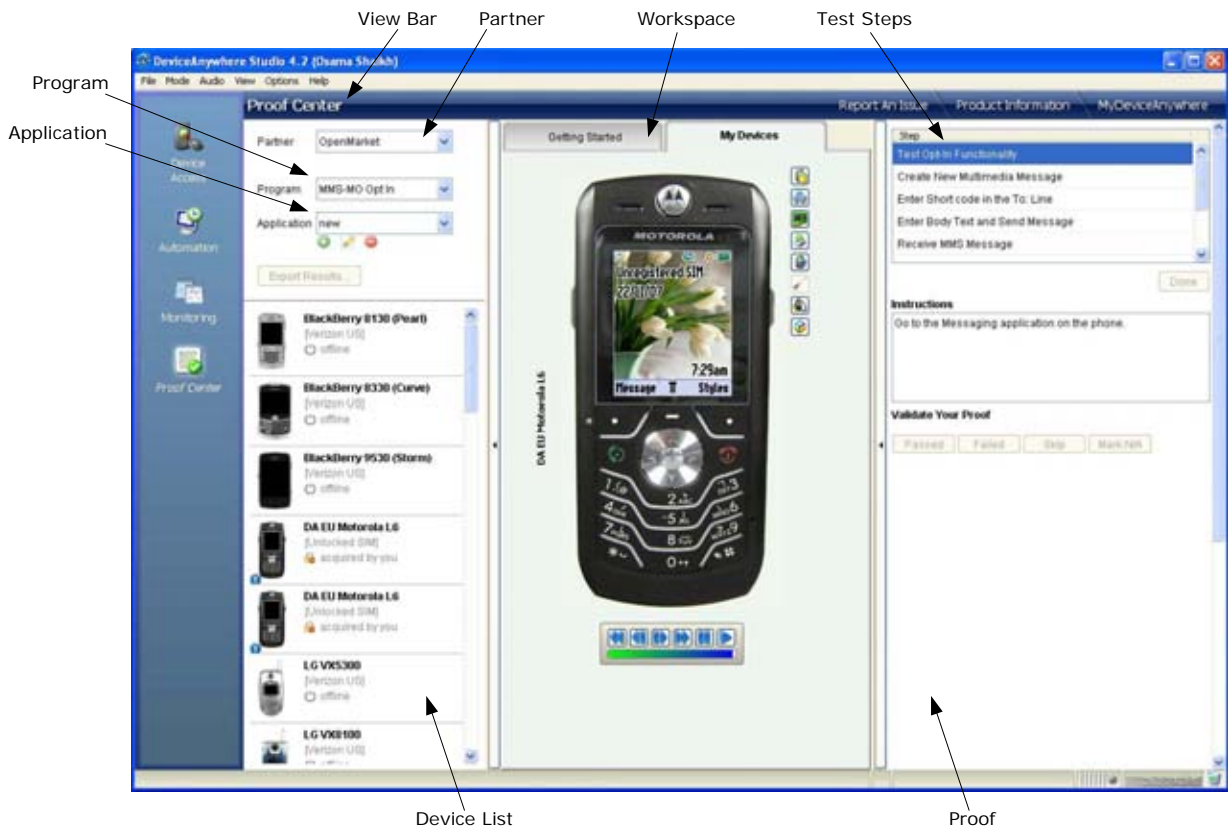


Figure 3 Proof Center Components

A brief description of the components of Proof Center is provided as follows:

View Bar—The View Bar shows the current working view in *DeviceAnywhere Studio*.

Partner—This field enables you to choose the partner for a certification program. You will sign up to a partner program before obtaining access to the Proof Center.

Program—A program defines the test steps, proof requirements, and required handsets for the certification of applications and content. The program is determined by the partner.

Application—An application is the name of the mobile application, campaign, or other content that is being tested against the program.

Device List—The Device list shows the devices assigned to the program. Icons in the Device list indicate the availability of devices and the status of the test steps executed on a given device. A green check indicates that a device is available. A lock indicates a device that is acquired by your or another team member. A yellow dot indicates the test steps in a program are partially completed for the device. A green dot indicates all the test steps in the program are complete, and you can save and upload your test results.

Workspace—The center panel of the screen is the primary workspace in Proof Center. In this space, you acquire a device and execute the test steps on a live *DeviceAnywhere* handset.

Test Steps—The Test Steps area shows the steps to certify your mobile application or content. The progress bar at the top of the window is updated to show your progress in the program.

Proof—A proof is one or more screenshots or a video clip that provides evidence of a successfully completed test step.

2 Execute Tests

When you are done adding an application, the program appears on the right of the screen. This area has three windows: 1) Step, 2) Instructions, and 3) Validate Your Proof.

Figure 4 illustrates the program test steps (right).

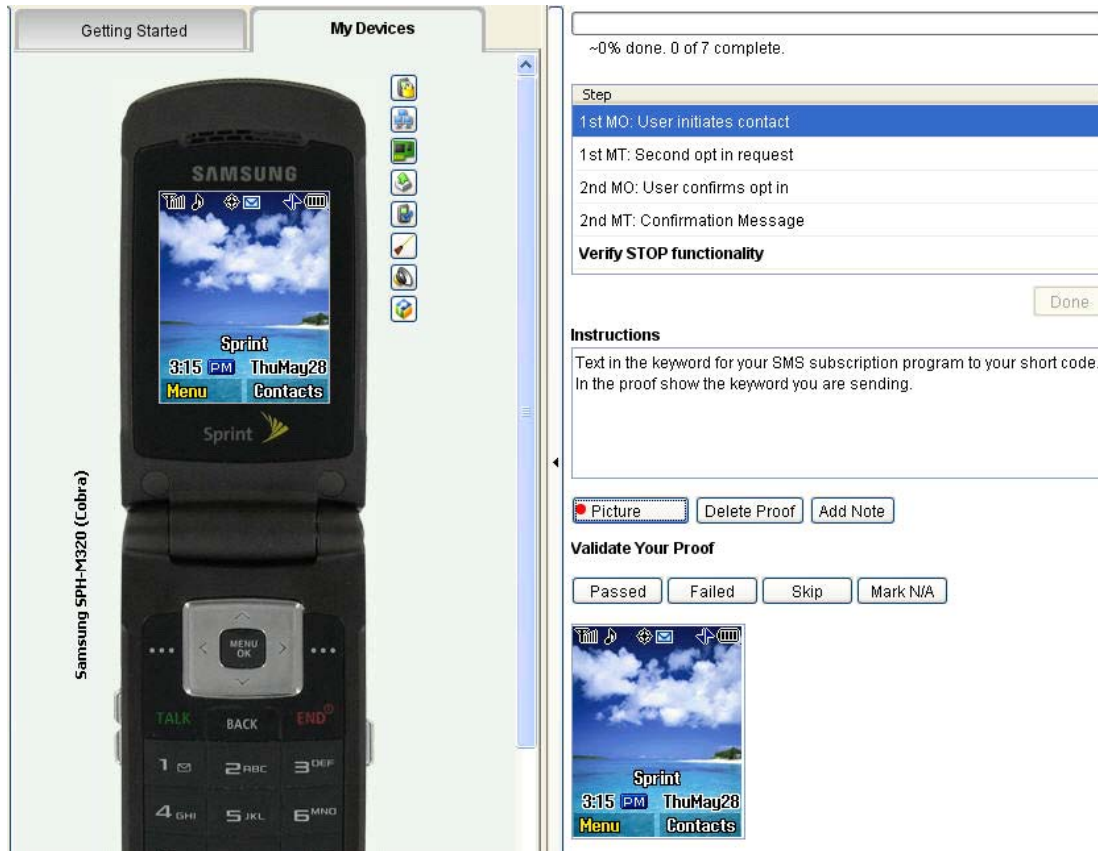


Figure 4 Program—Test Steps (right)

The windows are described as follows:

Step—The Step window shows the test steps to certify your application or content. The step that you are working on is highlighted in the window.

Instructions—The Instruction window displays detailed instructions that you need to follow for the corresponding step. These instructions describe one or more tests to be performed and the proof required. Prompts to capture your proof are provided at the bottom of this window.

Validate Your Proof—In this window you are prompted to self-validate the required proof that you captured as part of the instructions for the current step. You can also skip a step or mark a step as Not Applicable.

2.1 Generating Proofs

This section describes how to work through a program. It assumes you selected a partner and program. You have also added an application.

2.1.1 Access a Device

Click the My Device tab to display the workspace.

You must access and acquire a device to begin testing in the Proof Center.

To acquire a device, do the following:

1. Right click a device in the Device list.
2. Select Access Device.
3. Select Certify on Device. The device is displayed in the workspace.



Figure 5 Certify on Device

Device Status

Icons that indicate device and application test status appear under each device in the Device list. These icons are described as follows:

- Green check—The green check indicates a device is online and available.
- Lock—The Lock icon indicates a device that is acquired by you or another team member.
- Yellow dot—The yellow dot indicates the program test steps have been partially executed for the chosen application on this device.
- Green dot—The green dot indicates the test steps for the program have been completed for this device. You can save your test results to your desktop or view them on the web.

2.1.2 Take Proofs

You generate proofs based on your interaction with a device during a live session.

In the Proof Center, two kinds of proofs are generated:

- Screenshots
- Video of device activity

Generate a Screenshot

In [Figure 6](#) a send message is set up on the Samsung SPH-320. When the Picture button is selected, the proof is generated and displayed in the Validate window.



Figure 6 Generate a Screenshot

The Picture/Record button is context sensitive. It displays Picture or Record depending on the proof required for the step.

The procedure below describes how to take a screenshot:

1. Make sure your device is acquired and active.
2. Press keys or execute touchscreen commands to complete the test step instructions.
3. Click Picture to generate a screenshot of the device screen required as proof for the test step. Repeat as necessary if multiple screenshots are required.
4. Verify your proof to determine if it shows the results intended.
5. Click the Passed or Failed button to assess the proof. The Step is marked with the rating you give it in the Step window. You also see the progress bar being updated.
6. Click the Add Note button to annotate the proof if desired. This action opens a text box where you can insert notes for the partner that is reviewing your proofs.
7. When you are satisfied with the proof, click the Skip button to highlight the next step.

Generate a Video

The procedure to generate a video is similar to the one used to take a screenshot. In this example, when you reach a test step that requires a video the Record button is displayed.

Figure 7 illustrates the Record button when a video is required at the current test step. In this example, an application is installed on a device. Click the Play button to display the video proof in the Validate window.

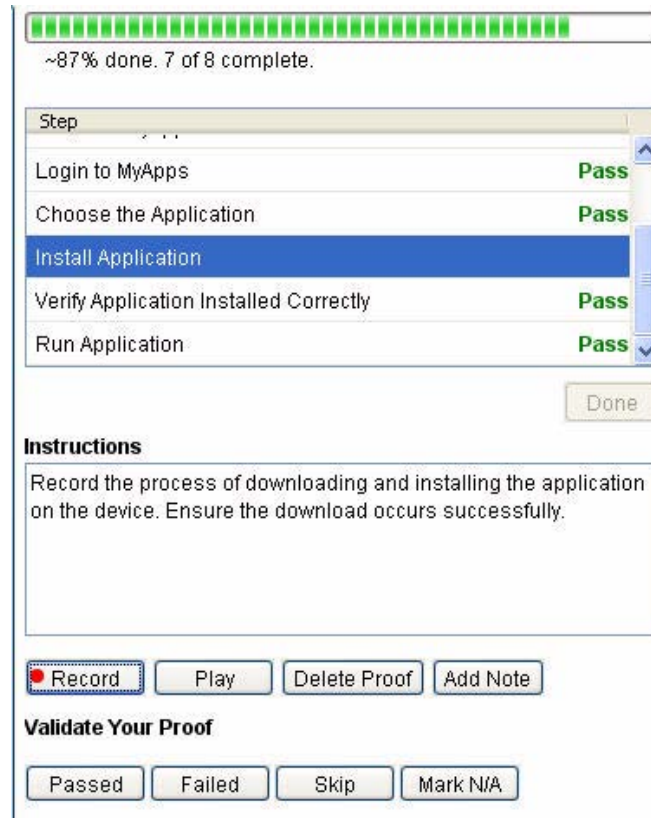


Figure 7 Generate a Video

The procedure to generate a video is described as follows:

1. Make sure your device is acquired and active.
2. Click the Record button when you are ready to start recording your device interaction.
3. Interact with the device to perform the required test as described in the current test step.
4. Click the Stop button when you are finished.
5. Click the Play button. This action displays the video recording in the Validate window.
6. Verify your proof to determine whether it shows the results intended.
7. Click the Passed or Failed button. The Step is marked with the rating you give it in the Step window. You also see the progress bar being updated.
8. Click the Add Note button to annotate the proof if desired. These actions open a text box where you can insert notes for the partner that is reviewing your proofs.
9. When you are satisfied with the proof, click the Skip button to highlight the next step.

2.1.3 Mark a Step as Not Applicable

A step in the program might not always apply to your application. The Mark N/A button gives you the option to mark a step as Not Applicable during testing.

How to mark a step as Not Applicable:

1. Make sure the step that is not applicable is highlighted in the step window.
2. Click the Mark N/A button to mark the step. This action opens a text window that enables you to enter an explanation of why the step is not applicable to your application.
3. Click Mark as Not Application to confirm.

It is important to mark all steps in the Proof Center with either a Pass/Fail rating or Not Applicable to complete testing on each device.

2.1.4 Delete Proofs

During testing, if you are not satisfied with a proof, use Delete to remove the proof from your test results.

2.2 Running a Test Case

Some Programs include Test Cases. These are test steps with multiple nested steps.

[Figure 8](#) shows the Test Case (Verify STOP functionality) highlighted in the Program window.

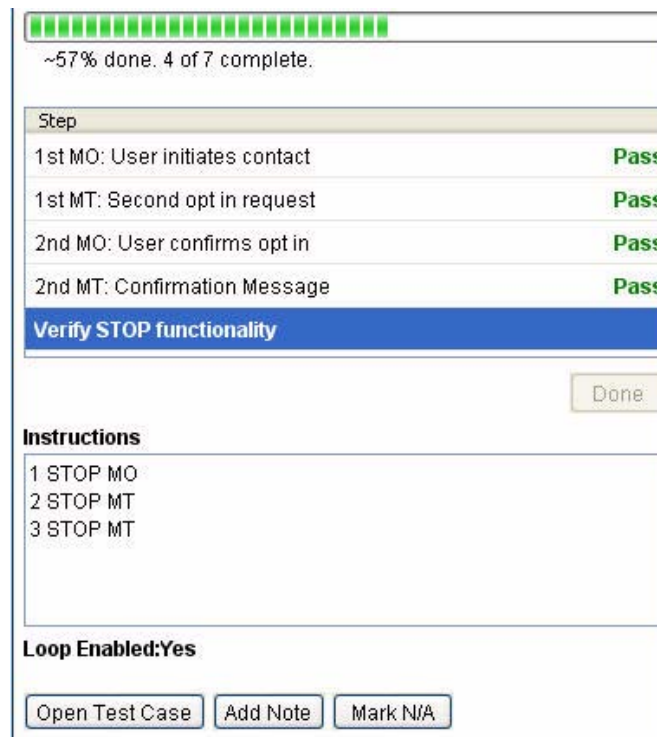


Figure 8 Test Case Window

The Test Case is a way to reuse a set of steps across programs, and it also enables running through a series of steps multiple times (loops). Each of these loops is called a “Run.” For example, if you want to test a shortcode that offers traffic, weather, and stock quotes, then each one of these functions could be exercised in one certification run by looping through a test case multiple times.

2.2.1 Execute a Test Run

You can enter as many test runs as needed to test your application or content. Click the New Run button when you want to add a New Run.

1. Click Open Test Case.
2. Click New Run. The Add New Run dialog appears.
3. Enter the name of the text run. For example, if this first run tests traffic, call it “Traffic.”
4. Click Save Run.

Figure 9 shows the Add New Run dialog.

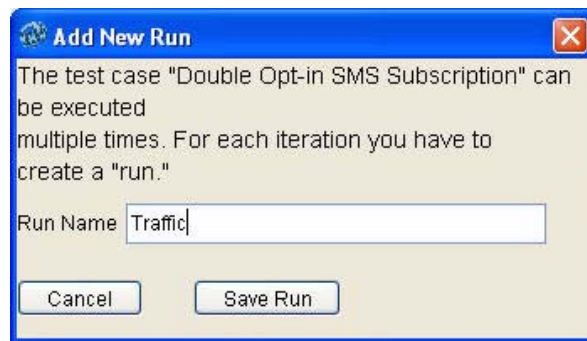


Figure 9 Add New Run

Once a new run is defined, you return to the Step list to generate proofs for each test step within the Test Case. Repeat the procedures in [Section 2.1.2](#) to work through the steps in the Test Case.

Figure 10 illustrates the Test Case window.

Test Case: Verify STOP functionality

100% done. 3 of 3 complete.

Step	
Traffic	
1.STOP MO	Pass
2.STOP MT	Pass
3.STOP MT	Pass

Instructions

If user is subscribed to a single service on your shortcode, the user should see a confirmation that his alerts have been stopped.

Validate Your Proof

Figure 10 Test Case Window

When you have completed each step, click Test Case Done. Once you have completed all the runs that you require on the Test Case, then continue with the rest of the Program steps.

2.2.2 Delete a Test Run

The Edit Run button under the progress bar enables you to Delete or Save a test run.

3 Save Test Results

When you have completed each step in the Program, click Done under the Step window. A prompt appears requesting if you want others to view your test results. Click Yes to confirm. This action saves the proof set and uploads it to the Proof Center website.

Figure 11 shows a program with all steps completed.

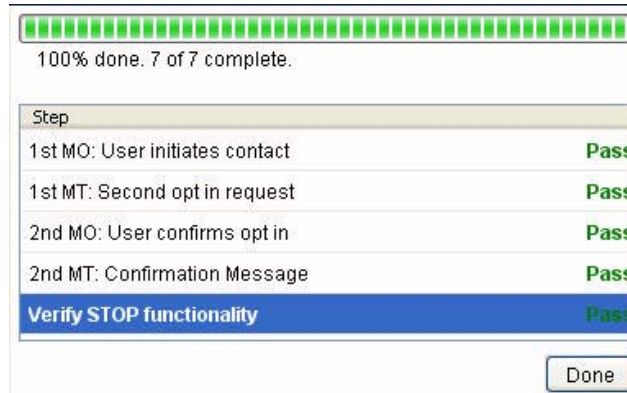


Figure 11 Step Window—Done

3.1 Viewing Test Results

The Proof Center website enables you to review and submit the proof sets that you have uploaded for each application.

Figure 12 illustrates the applications tested in the Proof Center. Click on Review to see your test results. When you are satisfied with the test results, click the Submit button to submit the results to your partner. Note: you must select Submit in order for the partner to be able to see your results.



Figure 12 Proof Center Website

3.2 Exporting Results

When you are done with the entire test program on at least one device, you can save and upload your results to your computer if desired.

The Export Results button is used to export the test results to your desktop.

Export results by following these steps:

1. Click Export Results in the Explorer.
2. Select the checkbox for a device in the Export dialog.
3. Click Export Results.
4. The Save File dialog is displayed.
5. Enter the name where the results are saved.
6. Navigate to the folder where the results should be saved on your computer.
7. Click Save.

Figure 13 illustrates the Export Results dialog.

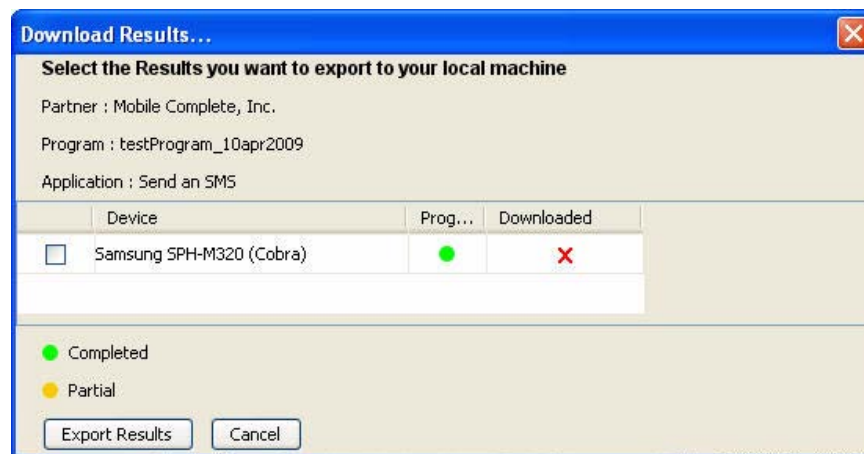


Figure 13 Export Results Dialog