Textual Scenarios - Sketchup

Display Venue Scenario

User starts up Sketchup (Sketchup renders 3D model).
System requests complete list of devices from Visual C++ application via SKSocket class.
Visual C++ sends a list of devices to system.
System creates devices.
System requests Sketchup to display devices.

Nouns

- User

- Sketchup

- System

- Audio devices

- Visual C++ application

- SKSocket class

Update Display Scenario (Sketchup)

Moving Devices

User clicks on the 'Move' tool on the Sketchup toolbar.
User drags device to new location of the venue (Sketchup updates display).

Moving the camera - Scenario I

User selects a new room or area from the 'Cameras' submenu.
System creates new camera and switches view to new camera (Sketchup updates display).

Moving the camera - Scenario II

User moves camera with the mouse shortcuts and/or Sketchup tools.
Display is updated

Nouns

- Cameras submenu

- Sketchup tools

- Camera object

- Ruby API

Scenario 3 - Make Stream Connection

User selects the 'Make Connection' option from the 'Connections' submenu.
Sketchup prompts user to select a source device.
User selects a source device in the Sketchup model.
Sketchup prompts user to select a destination device.
User selects a destination device in the Sketchup model.
System sends connection request to Visual C++ application via SKSocket class.

Nouns

- Connections submenu

- Source device

- Destination device

Scenario 4 - Control Device

User selects device in Sketchup Model.
User selects 'Adjust gain' from 'Control' submenu.
Sketchup sends 'Device ID' to Visual C++ application via SKSocket class.

Nouns

- Device gain

List of nouns for Sketchup scenarios

- User

- Sketchup

- System

- Audio devices

- Visual C++ application

- SKSocket class

- Cameras submenu

- Sketchup tools

- Camera object

- Ruby API

- Connections submenu

- Source device

- Destination device

- Device gain

Textual Scenarios -Visual C++

Discover and Enumerate Devices Scenario

Request received from Sketchup requesting a complete list of audio devices.
Visual C++ uses IEEE1722.1 messages to discover all the audio devices on the network.
Visual C++ sends Sketchup application a full listing of audio devices.

Nouns

- Sketchup

- Audio devices

- Visual C++

- IEEE1722.1 Protocol

Create Stream Connection Scenario

Request received from Sketchup requesting a source and a sink device for streaming audio.
Visual C++ displays window with channels from the two devices.
User selects channels (1 for each device) to stream audio.
User clicks on 'Begin Stream' button.
Visual C++ uses IEEE1722.1 to stream audio between source and sink.

Nouns

- Audio source

- Audio sink

- Audio channels

- 'Begin Stream' button

Control device Scenario

Request is received from Sketchup to control a device.

Visual C++ displays window containing device's gain.

User adjusts gain on device.

Visual C++ sends IEEE1722.1 SET message to device to change gain.

Nouns

- Sketchup

- Visual C++

- Powered device

- Device gain

- User

- IEEE1722.1 Protocol

List of nouns for Visual C++ scenarios

- Sketchup

- Powered audio devices

- Visual C++

- Audio source

- Audio sink

- Audio channels

- 'Begin Stream' button

- Device gain

- User

- IEEE1722.1 Protocol