

Exercise of the test version 4138 – 29/04/2020

So come on ... I installed the 64bit version. I did some quick tests with the test version and as the results were not as expected, we will do them with methodology:

I) ASCOM.Simulator.Teslescope

I.1) Operating In the "ASCOM telescope interface" window:

- I selected the "Refresh Rate" at 250 (the lowest value) because the arrow commands respond faster.

- In "ASCOM Advanced Setting", "Force EqSys" and "Local" are selected.

I didn't take the screenshot because it is exactly the same as yours. I will inform only the displayed values.

Connecting the telescope, results:

1- "Sideral x" is 32. Even changing this value before connecting, when connecting it assumes 32. In "Observer tools" the reported speed is 0.0083.

2- With "Park" in green and "Tracking" in red: RA keeps running. DEC is stopped. All 4 arrows work normally.

3- With both "Park" and "Tracking" in green: RA and DEC are stopped. All 4 arrows operate properly.

II) ASCOM.MeadeGeneric.Telescope

II.1) Operating In the "ASCOM telescope interface" window:

- The Meade LX90 ACF telescope is on and in "Terrestrial" target mode, that is, it is not tracking by itself.

- "Sideral x" is at 239 (Allows to go up to 314 despite always showing "239 ... 239"). When connecting the telescope the value is always 239 and in the "Observer tools" window it reports 1.000

- In "ASCOM Advanced Setting", "Force EqSys" and "Local" are selected.

Connecting the telescope, results:

1- With "Park" in red and not allowing to change it, and "Tracking" in green: RA runs slowly (remember that the telescope is not tracking by itself). DEC is stopped. None of the 4 arrows work.

2- Changing "Tracking" to red, nothing changes.

PROBLEMS:

II.2) Operating In the "Observer tools" window:

1- all 4 arrows trigger the movements when clicked and do not stop until the "Stop" is clicked. Should they?

2- however, the behavior of the left / right arrows is not the same as the arrows above / below:

- when the up / down arrows are clicked, the "Stop" responds immediately, regardless of the waiting time to activate it. This was already the case in the previous version.

- when the left / right arrows are clicked, sometimes "Stop" does not respond immediately, sometimes it does. There has been an improvement here, but it is not perfect. It seems that when you wait a few seconds to trigger the "Stop" it works immediately.

I will make a "trace" and attach the file for you to analyze.