# Mandelbrot Metal — Beta Test Checklist

Quick one-page checklist for TestFlight testers. Use this while exploring the app and send feedback via TestFlight or support@mandelbrot-metal.com.

## Navigation & Zooming

- Pinch, pan, and rotate across shallow → deep zooms.
- Image fills the screen (no borders/warping).
- No jitter or unexpected pixelation while zooming.

## Iteration Controls

- Manual vs Auto iteration updates image immediately.
- Max Iteration Cap is respected in Auto and Manual modes.
- Iteration value persists after relaunch.

## Rendering Performance

- GPU vs CPU responsiveness (stalls, freezes, long frames).
- No crashes during fast interaction or deep zooms.
- Note energy impact after 5–10 minutes of use.

## Palettes & Color

- Switch palettes; favorites appear correctly.
- Import a gradient or photo; result looks expected.
- HDR looks right (if device supports HDR).

## Capture & Export

- Capture at Canvas / 4K / 6K / 8K / Custom.
- Saved images are sharp and correct aspect ratio.
- Photos export works; file size seems reasonable.

## HUD & Overlays

- HUD elements align in portrait and landscape.
- No overlap/clipping on iPhone mini and iPad Pro.
- Deep mode overlay shows only when busy and fades out.

## Bookmarks & Persistence

- Create / load / delete bookmarks at various zooms.
- Favorites and last-used settings persist on relaunch.
- No duplicates or missing items after edits.

## Launch & Transitions

- LaunchFlow fade-out/in is smooth with no flashing.
- Canvas doesn't need a manual tap to redraw.
- No post-launch resize 'jump' or flicker.

## Report Each Issue With

- Device + iOS version; App version (Settings → About).
- Exact steps to reproduce + expected vs actual.
- Screenshot or short screen recording.

Tip: If something looks wrong, try again after rotating the device; note any differences.