

Lab Exercise – Troubleshoot a Non-Performant Script (Optional)

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This module supports **TotalPlant** Solution (TPS) system network.

TPS is the evolution of TDC 3000^X.

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Lab Exercise

Introduction

The following lab exercise has you assess the performance problem of a display. Scripting techniques, which are syntactically correct, can cause a display to be non-performant if the Authoring Tutorial guidelines are not followed, or if there is some misunderstanding of the display architectural model. In this lab exercise, you diagnose a display's script(s), based upon a real world example, that were determined to cause performance problems.

Objectives

At the end of this lab exercise, you will be able to:

- Identify a non-performant script.
- Recommend changes to improve display performance

Design Criteria

In this lab exercise, you can run the display, but you may not be able to tell there is a performance problem because (hint) you are only running one instance of the display. Therefore, this lab will have you examine the code for a display that is already determined to be non-performant. The display symptoms are slow display response. (Note: You may also have some very positive things to say about scripting techniques you observe in this example.)

Lab Prerequisites

- GUS Display Builder

Lab Procedure

Step	Action
1.	From the GUS Display Builder, open the file DEBUG1.pct from your perform folder.
2.	Examine the scripts for the various display objects.
3.	Provide your assessment of what you think caused the performance hit.
4.	Provide any other observations (positive, negative) that you may have had about the scripts you reviewed.
5.	Give a recommendation of what you think would improve performance.
6.	Note any comments from in-class discussion.

Last Page