

User Interface - Feature #4028

coalesce multiple STATUS updates sent in rapid succession to reduce DAP work

04/01/2019 10:08 PM - Eric Faulhaber

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		version:	
billable:	No		
vendor_id:	GCD		
Description			

History

#2 - 04/01/2019 10:18 PM - Eric Faulhaber

We recently encountered a situation in an application where the status messages meant to update the user on the progress of a report being written actually contributed to the report taking considerably longer to finish.

It is not uncommon in Progress code to update the UI with STATUS messages for a time consuming task. Since the main work of the time consuming task and the UI are all running on the client in this architecture, there is not a major penalty for this luxury. However, with client and server split in FWD, potentially across a network, updating the STATUS area too frequently can be costly.

At some point, I believe we were coalescing multiple status messages (sending 1 in 100) to reduce this impact. Does this optimization still exist, or was it lost along the way? If so, we need to re-enable it and/or improve upon it.