



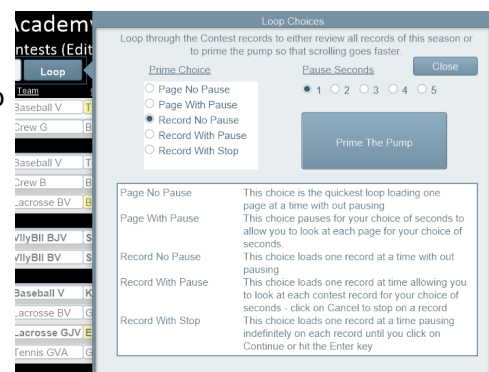
Athletic Scheduler Pro 2023 Claris Cloud Latency

Network latency is the delay in network communication. In network terminology, a client device and a server communicate by using a computer network. The client sends data requests, and the server sends data responses. A series of devices, such as routers, switches, or firewalls and links such as cables or wireless transmission, make up the computer network. In the form of small data packets, data requests and responses hop from one device to another through links until they reach their destination. Network devices, such as routers, modems, and switches, continuously process and route data packets over different network paths made of wires, optical fiber cables, or wireless transmission media. As a result, network operations are complex, and various factors affect the speed of data packet travel. The nearest Claris Cloud is approximately 500 miles away in northern Virginia. As you can imagine, it takes much more time for information packets to transfer than a server on your campus which is less than a mile away from your computer.


On your end, you should make sure that your computer is connected to the fastest internet connection that your school has to offer. You should have a download speed of several hundred Mbps (mine is 368 Mbps). Here is a link to a speed test you can use. [Speed Test](#) A hardwired connection is faster than WiFi, if that is possible. On my end, I have done everything I can think of to reduce latency by streamlining my code to eliminate bottlenecks. I have also given you six (6) different Contest layouts that have varying degrees of functionality and therefore speed for you to choose from. That being said, there are certain functions that are time consuming such as calculating logistics, rolling over seasons, emailing a large batch of contracts/notifications/reminders or saving contest changes on the Schedule Grid layouts. If you are doing any of these things you just have to be patient.

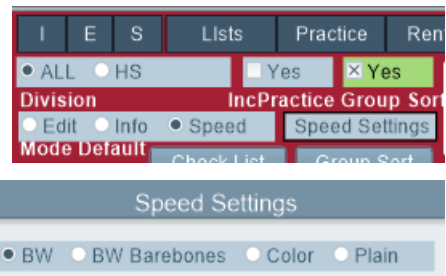
The Schedule Grid layouts are more complicated than the Contest layouts and as a result processes a changed contest slower. Each contest cell is a complicated calculation and you have between 100 and 200 contests on the layout. When returning to the Schedule Grid from the Contest layout, use the Jump button in the Navigation Menu. This button will take you to the Schedule Grid layout without any processing. If your athletic scheduler runs slowly when saving an edited contest on the Schedule Grid, consider making changes one of the faster Contest layouts. Also, if you are only changing a date or time, you don't have to click on the Save button as they are not related to any other information that is affected by a change such as the team or opponent. All you have to do is click on the X in the upper left corner of the pop-up.

If scrolling through contests on a contest layout is slow, consider Priming the Pump before scrolling through the records. Priming the Pump loads the contest records from the cloud to your computer so that the records are in your computer's memory and quickly accessed. You can set Priming the Pump to automatically run when you select Contests on the welcome screen.



If you are still unhappy with the speed of your actions use one of the Speed layouts. The Contest Speed choice (S) has 4 options. All of them run faster than Info (I) and Edit (E) and so can be used if I and E are too slow for you. Plain is BW Barebones without any drop-down menus.

This is the fastest contest layout. BW Barebones is the second fastest as it has no warning conditionals but does show canceled (Strikeout) and confirmed (bold). BW is medium speed as while it doesn't show selected color for Home and Away, it does have warning conditionals and show canceled (Strikeout) and confirmed (bold). Color is the slowest of the Speed layouts as it has selected colors for Home and Away contests and warnings for conflicts, etc. After the Speed layouts, Info is faster than Edit because it has no drop-down lists attached to the contest fields. Since clicking on a contest field in the Info layout produces an information pop-up instead of letting you edit it, there is an edit button  on the far left end of the record which will provide you with editing fields. Also keep in mind that the number of records will affect latency. Be sure to find just the season you are working with and only include practices if you must.



Please let me know of any bottlenecks you are experiencing so I can examine them and see if I can speed them up. Thanks.