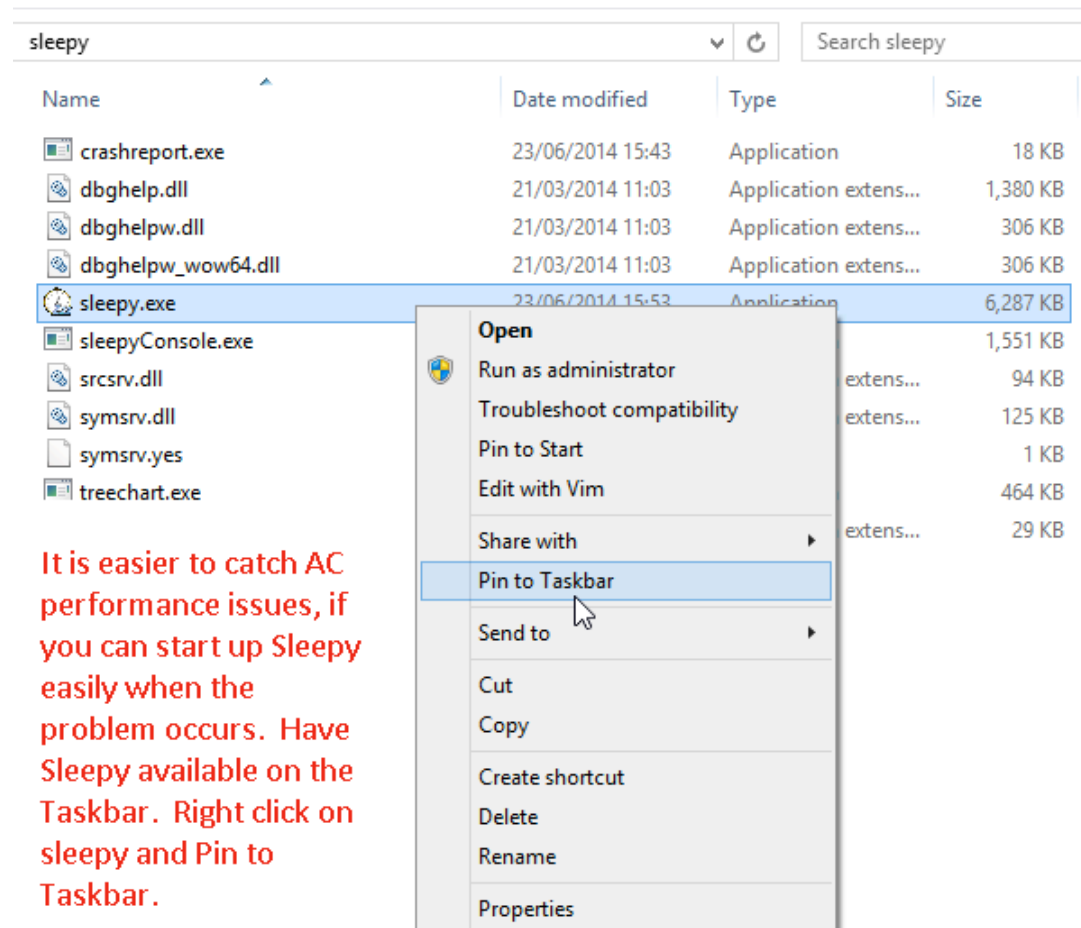


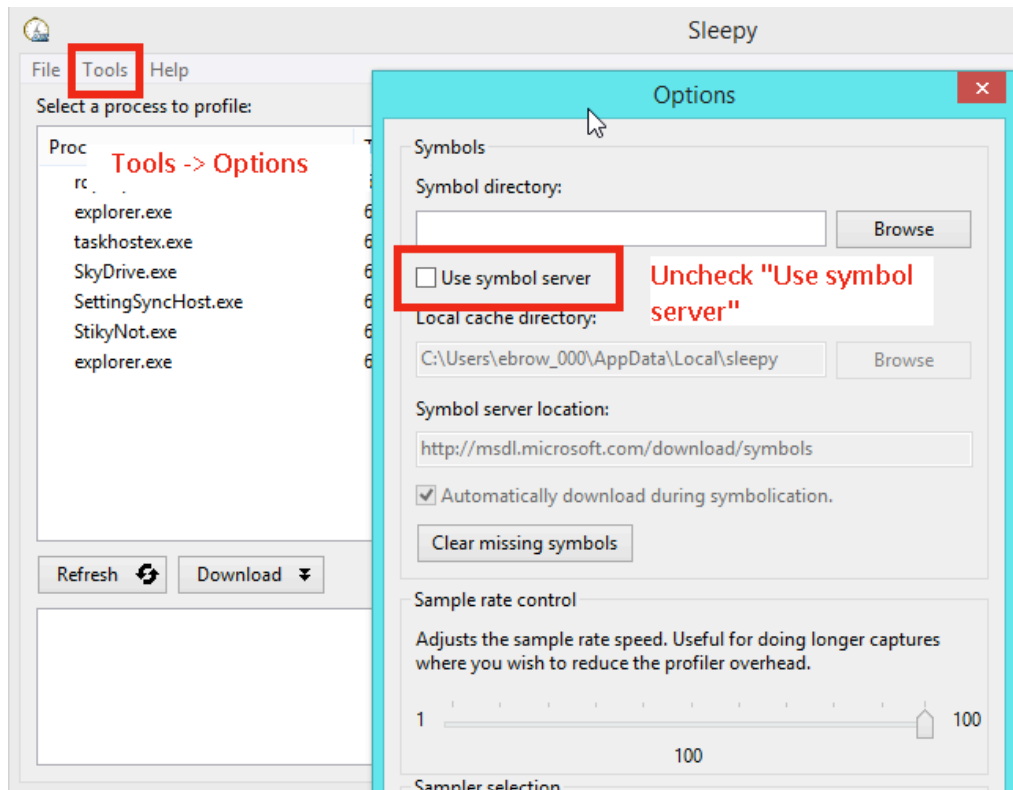
How to use Sleepy to profile performance problems in ArchiCAD.

Unzip sleepy.zip into a folder.

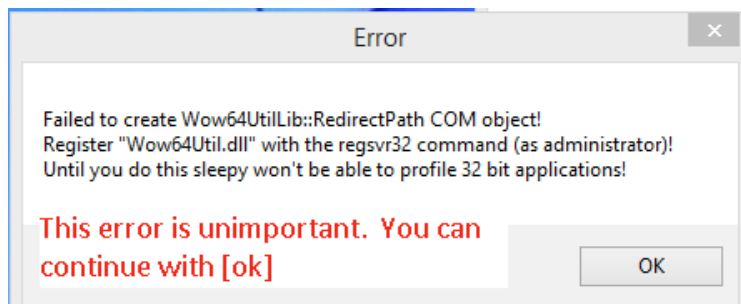
Add Sleepy to the TaskBar so it can be launched quickly to capture non robust ArchiCAD behavior.



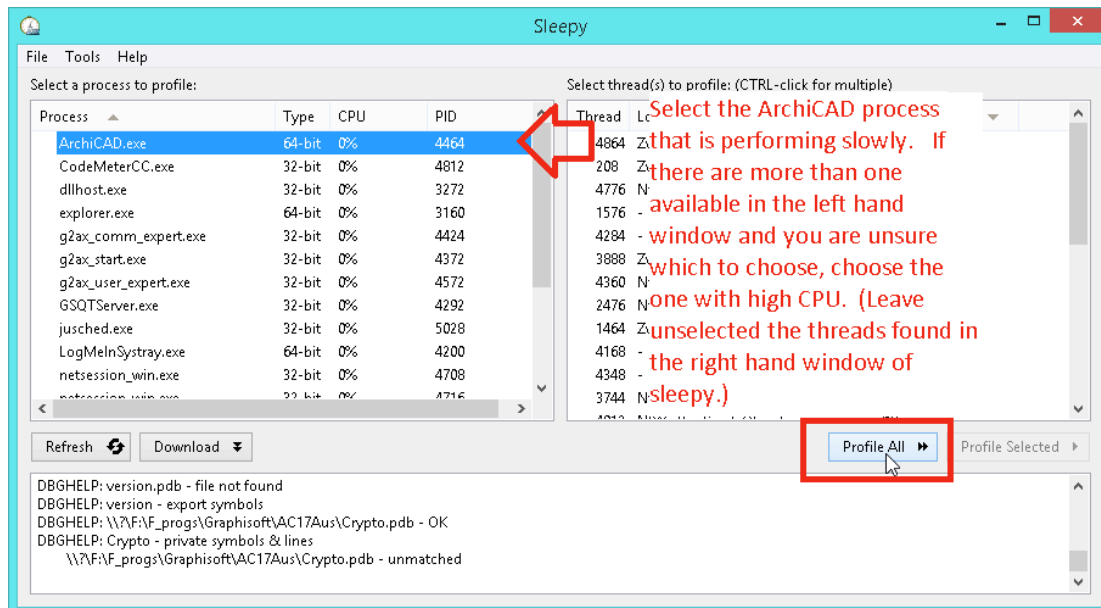
The sleepy tool will open faster if the symbol server is disabled. Uncheck it from the tools → options menu. Once unchecked it will default to this behavior the next time it is used.



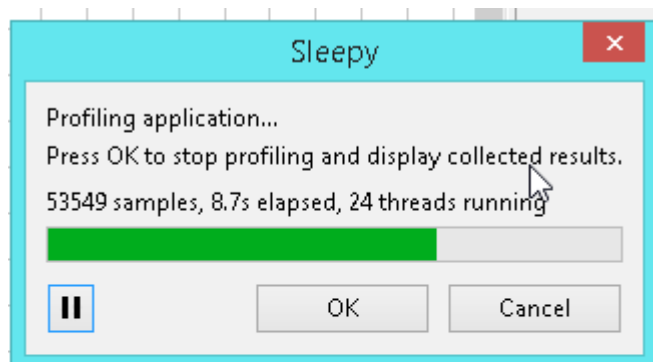
When ArchiCAD is frozen start up Sleepy. It may complain about 32 bit profiling. This can be ignored.



Select the ArchiCAD process that is performing poorly.

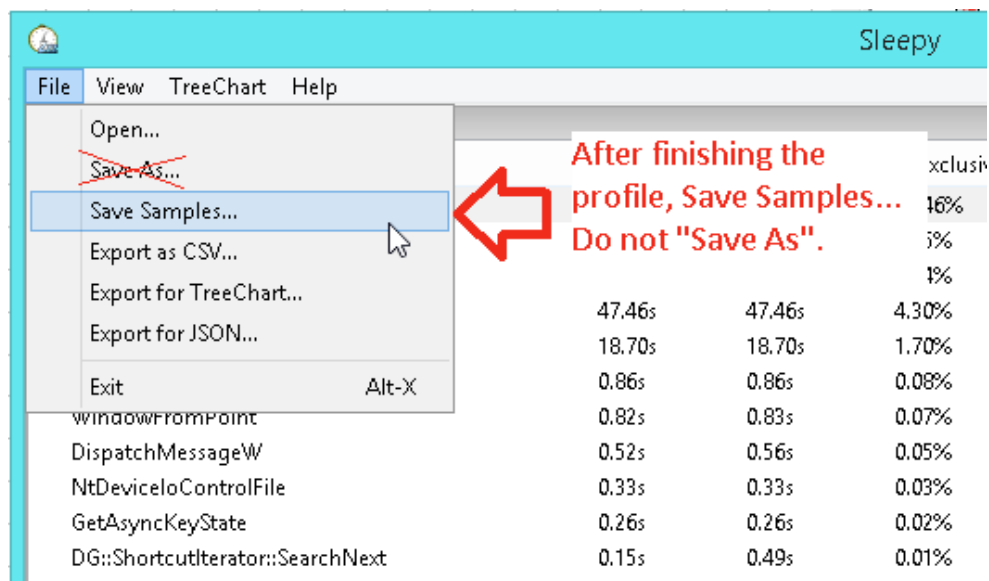


When the ArchiCAD process has been sampled for the time the process is frozen, or at least 30 seconds stop the sampling by choosing [OK]. The longer you sample a frozen process the more accurate a picture it will give to the developer, but in general you do not need to sample for more than a few minutes. In the case of excessively long non-responsive behavior it is important to note to the developer that the sleepy sample was only “X” minutes of a non-responsive behavior that took longer than “Y” minutes.



Only profile as long as ArchiCAD is frozen. You can stop the profile [ok] after 30 seconds, if ArchiCAD is still frozen.

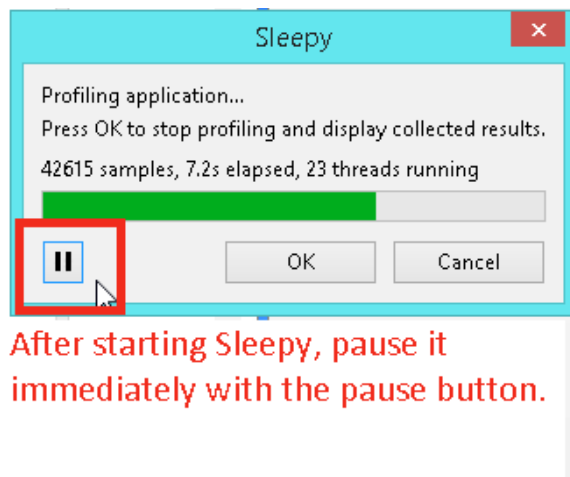
Then save the sample. The Graphisoft developer who examines the sample will need to know the build number of the sampled ArchiCAD.



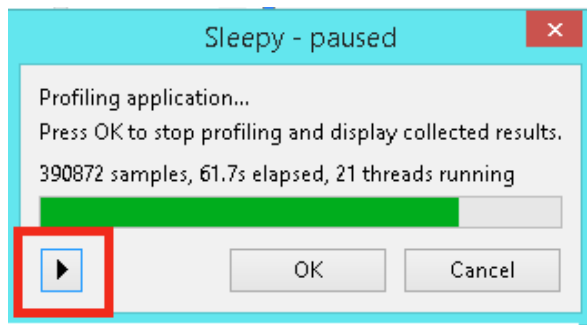
The steps to sample ArchiCAD are relatively simple, but it is helpful to have run through the steps before you encounter a real non-responsive behavior (freeze).

Sleepy can be used to sample relatively short, yet annoying, reproducible delays.

If the non-responsive behavior is under 30 seconds, it is necessary to start Sleepy prior to creating the sample. Once you have started the sample, immediately put Sleepy in a paused state.



When you are ready to reproduce the non-robust behavior, re-start the sampling with the play button.



From a paused state you can start a profile immediately with the play button. Then use [Ok] to finish/save.

Then use the [OK] button to finish and save the sample.