

Oracle® Rdb Connectivity Manager Oracle Trace Player User Guide

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Oracle Rdb Connectivity Manager Oracle Trace Player User Guide, Release 7.3.4.0.0

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Preface

Purpose of This Manual

The Oracle Rdb Connectivity Manager Oracle Trace Player User Guide describes concepts, features and usage of the Oracle Rdb Connectivity Manager Oracle Trace Player tool.

Intended Audience

This document is intended for users responsible for:

- System management
- Database administration
- Application programming

Document Structure

This document consists of the following chapters:

Chapter 1	Overview of Oracle Trace and the ORCM Oracle Trace Player user interface
Chapter 2	Describes the Oracle Trace Player user interface
Chapter 3	Lists the Oracle Trace Player displays
Chapter 4	Describes how to create an Oracle Trace Player display
Chapter 5	Describes how to create an Oracle Trace Player threshold

Conventions

Oracle Rdb Connectivity Manager is often referred to as ORCM.

Oracle Rdb Connectivity Manager Oracle Trace Player tool is often referred to as the Trace Player or simply as the Player.

Oracle Rdb is often referred to as Rdb.

Hewlett-Packard Company is often referred to as HP.

The following conventions are used in this document:

word	A lowercase word in a format example indicates a syntax element that you supply.
[]	Brackets enclose optional clauses from which you can choose one or none.
{ }	Braces enclose clauses from which you must choose one alternative.
...	A horizontal ellipsis means you can repeat the previous item.
· · ·	A vertical ellipsis in an example means that information not directly related to the example has been omitted.

Conventions in Code Examples

Code examples illustrate SQL or other command-line statements. They are displayed in a monospace (fixed-width) font and separated from normal text as shown in this example:

```
SELECT last_name FROM employees WHERE last_name = 'TOLIVER';
```

[Contents](#)

Chapter 1

Overview of Oracle Trace and the ORCM Oracle Trace Player user interface

The following sections provide an overview of Oracle Trace and describe the invocation, layout and operation of the ORCM **Oracle Trace Player** user interface:

- [Oracle Trace](#)
- [ORCM Oracle Trace Player](#)
- [Invoking ORCM Oracle Trace Player](#)
- [Display Definitions](#)

1.1 Oracle Trace

Oracle Trace for OpenVMS is a layered product that gathers and reports event-based data from any combination of OpenVMS layered products and application programs containing Oracle Trace service routine calls. The Oracle Trace documentation refers to application programs that contain Oracle Trace service routines as **facilities**.

You can collect event-based data from products that contain Oracle Trace service routine call. You can also add Oracle Trace service routines to your own applications to collect data from them. The process of adding Oracle Trace service routine calls to an application is called **instrumenting** an application.

The Oracle products that are instrumented for Oracle Trace provide documentation that describes details of their instrumentation.

1.1.1 Oracle Trace Components

Oracle Trace has Monitor, Collector and Reporter components. These components perform the following functions:

- **Monitor** — The Oracle Trace Monitor is a windows application (based on the Motif interface) that displays charts showing resource use for the processes running on your system. You can monitor resource use interactively either as it takes place or after the fact.

- **Collector** — Gathers event-based data from instrumented layered products and applications. With the Oracle Trace Collector, you can schedule, control, track, and cancel collections. You can also instrument your own applications using the Oracle Trace service routines.
- **Reporter** — The Reporter provides hardcopy reports from a formatted Oracle Trace database. These reports help you to gain an in-depth understanding of the resources your application uses.

The Oracle Trace components are interrelated, as shown in Figure 1.

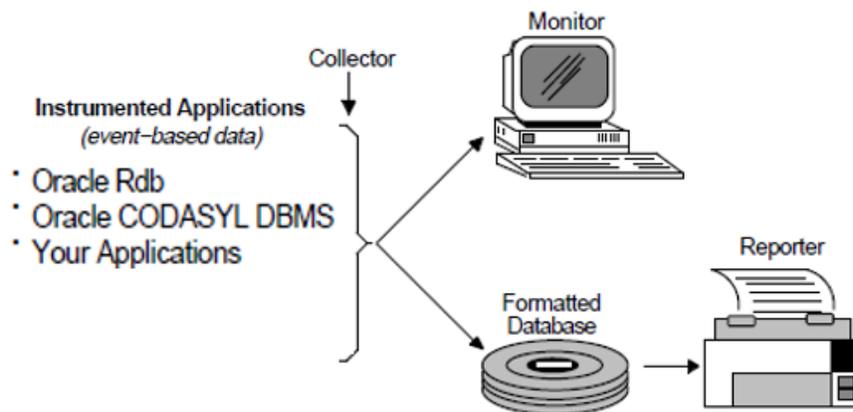


Figure 1 - Oracle Trace Components

1.1.2 Events Based collector

The Oracle Trace collector is an event-based collector that gathers data at predefined locations in your program code when that code is executed.

Note that this is different to a Timer-based collector that perform data collection at specified time intervals, at random places within your code.

1.1.3 Events and Facilities

To provide better information about the context in which some events are being executed, Oracle Trace users may relate items from one application or layered product to items associated with events in other applications or layered products.

The [Facilities display](#) is helpful in showing these relationships.

For further information about the Monitor, Collector and Reporter, refer to *Oracle Trace Monitor User's Guide Oracle Trace, Oracle Trace Collector User's Guide* and *Oracle Trace Reporter User's Guide*.

1.2 ORCM Oracle Trace Player

Once trace data has been collected and stored in a formatted Oracle Trace database, this data may be viewed using the [ORCM Oracle Trace Player](#) feature.

The **Oracle Trace Player** feature of ORCM provides similar functionality to that provided by the **Oracle Trace Monitor**, however it does not display live data, this feature only works with the data previously saved to a formatted Oracle Trace database.

The **ORCM Oracle Trace Player**, referred to in this document as the trace player or more simply as the player, connects to Oracle Trace databases using Oracle JDBC for Rdb servers.

1.3 Invoking ORCM Oracle Trace Player

Note:

- ✓ **Oracle Trace Player is an optional feature of ORCM and is disabled by default. To enable this feature please see the *Optional ORCM Features* section of the *Oracle Rdb Connection Management User guide* for more details.**
-

The trace player feature may be invoked by selecting the **Oracle Trace Player** menu option from the **Oracle Trace** submenu of the ORCM main menu:

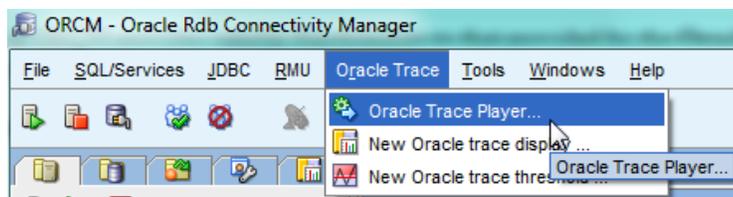


Figure 2 - Invoking Oracle Trace Player

When the **Oracle Trace Player** menu option is selected a connection dialog will be shown allowing you to enter connection information to connect to the JDBC server you wish to use to access the formatted Oracle Trace database.

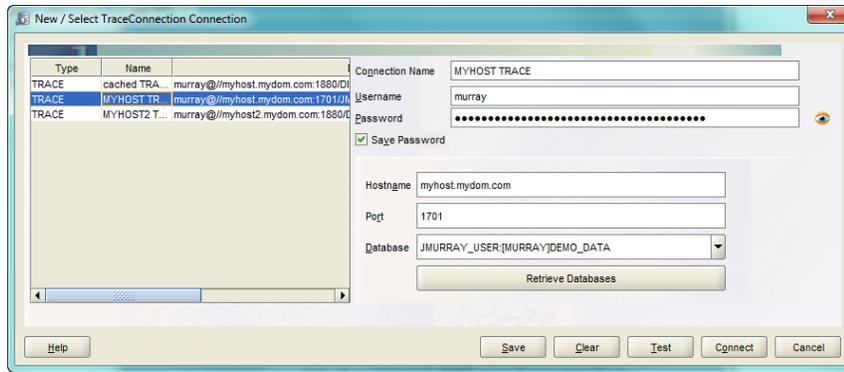


Figure 3 - Oracle Trace formatted database Connection

The trace player uses JDBC servers to obtain the formatted trace data, thus before you connect you should ensure that the Oracle JDBC for Rdb server is running on the node you wish to access.

The username and password must be correct for the OpenVMS system you will be connecting to and valid for access to the JDBC Server and the specified database.

Once correct connection information has been entered, press the **Connect** key to connect. If successful the [ORCM Oracle Trace Player](#) window will appear:

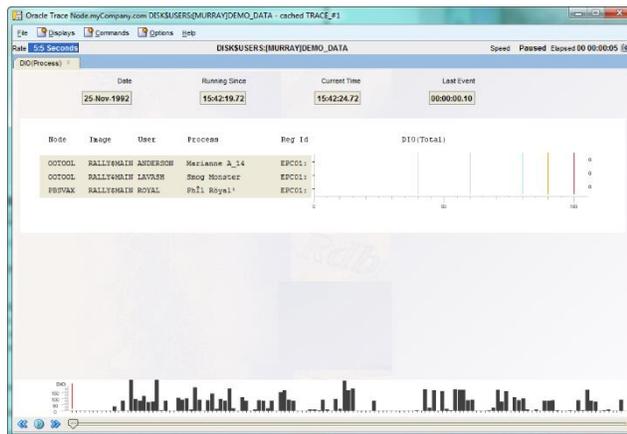


Figure 4 - Oracle Trace Player

1.4 Display Definitions

Although ORCM provides some default trace displays, it is up to you to create displays that may describe interesting statistical displays tailored for your applications and database usage.

A display definition may be created using the *Oracle Trace Display* menu option in the **Oracle Trace** menu.

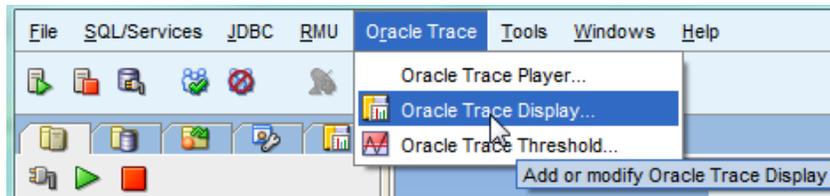


Figure 5 - Oracle Trace Display option

The [Display Definition panel](#) that is invoked may be used to define the different display characteristics. Once created, a user defined display may be invoked within the trace player.

In addition you may also wish to create global threshold definitions to provide highlighting within your displays. This is discussed further in [Trace Player](#) .

You can create a global threshold definition by using the *Oracle Trace Threshold* menu option in the **Oracle Trace** menu.

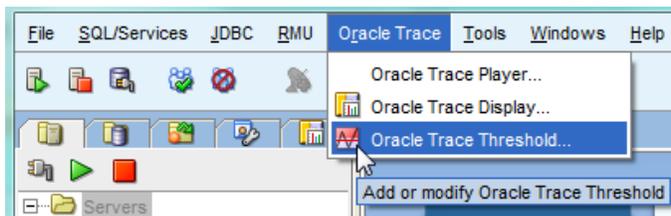


Figure 6 - Oracle trace threshold menu option

The [Threshold Definition panel](#) that is invoked may be used to define the threshold values that should be used when displaying resources in a trace display.

You can also create global and custom thresholds from the **Display Definition** panel, see [Display Definition Panel](#) for more details.

In addition, you may also use menu options within [the trace player](#) itself to create and modify displays and thresholds.

1.5 More Information

For more information on the Oracle Trace, see the *Oracle Trace Monitor User's Guide*, *Oracle Trace, Oracle Trace Collector User's Guide* and *Oracle Trace Reporter User's Guide*.

Chapter 2

ORCM Oracle Trace Player user interface

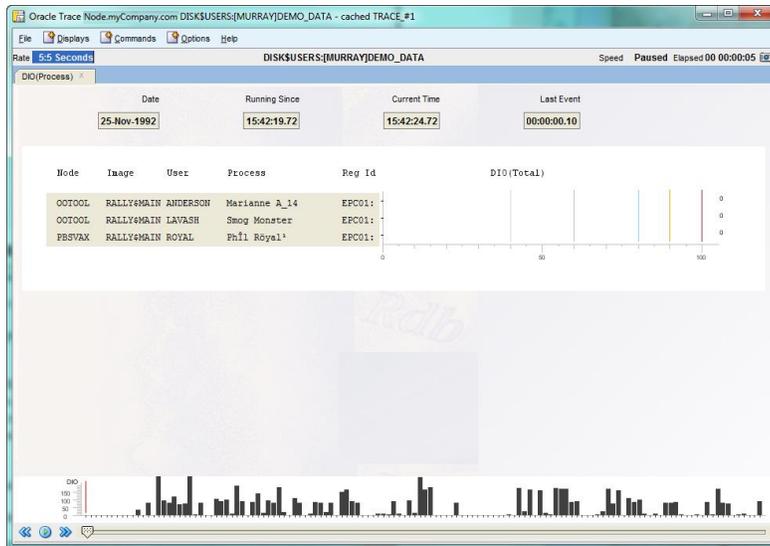


Figure 7 - ORCM Oracle Trace Player

The trace player provides a GUI-based interface for presentation of formatted Oracle Trace data.

The interface is comprised of three main display areas:

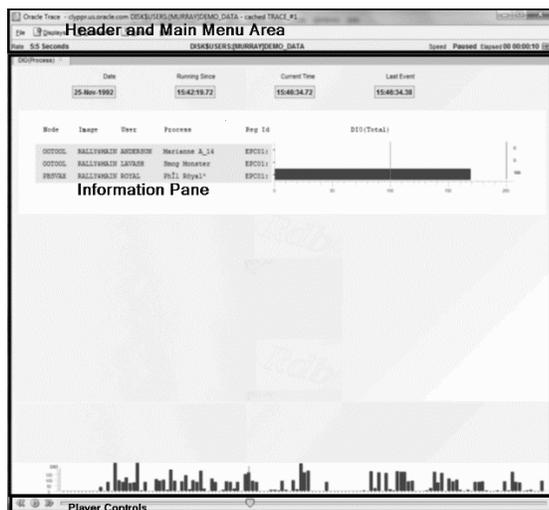


Figure 8 - layout

- [The header and main menu area](#)
- [The Display pane](#)
- [The Overview and Control area](#)

2.1.1 The Header and Main Menu area



Figure 9 - ORCM Oracle Trace Player header area

The frame header displays the connection string used for invocation. Under this is the [main trace player menu](#) followed by the trace player header. The trace player header shows:

- The refresh timer rate and accumulation period used. See [Setting timer rate](#) for more details.
- The file specification of the database the statistics pertain to.
- The current replay speed.
- The elapsed time since this session began.

2.1.2 The Display pane

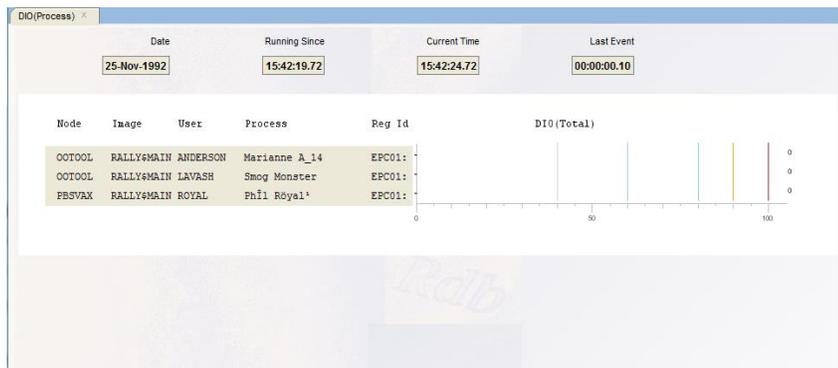


Figure 10 - ORCM Oracle Trace Player display pane

The display pane is where the data will be displayed. Each selected display will have its own separate tab within this area.

Displays are generally formatted as tables with embedded graphics, the column headers and contents depending on the specific display being displayed. Details about the data displayed can be found in the specific panel descriptions.

2.1.3 The Overview graph and player controls area

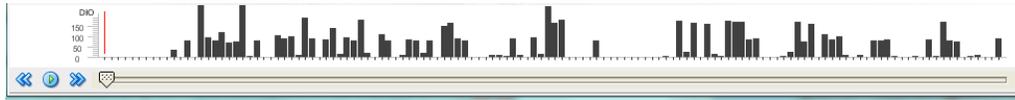


Figure 11 - Overview and player controls

The overview graph shows an overview of the trace data for the period requested providing an indication of the level of activity through the duration of the trace collection period.

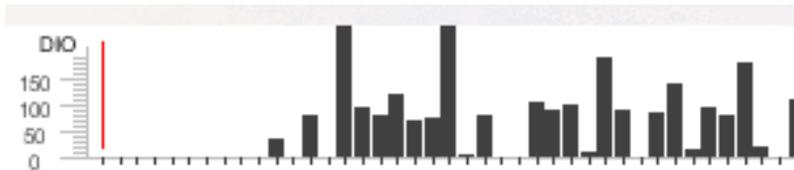


Figure 12 - Overview graph

Under this graph are the [player controls](#).

Refer to [Setting event speed and granularity](#) for more details.

See [Default Displays](#) for details of the default displays installed with the trace player.

2.2 Oracle Trace Player main menu

The ORCM Oracle Trace Player main menu allows you to invoke the various options and features of the tool.



Figure 13 - Main Menu

The following sections detail the various sub menus found within the main menu:

- [File menu](#)
- [Displays menu](#)
- [Commands menu](#)
- [Options menu](#)
- [Help menu](#)

2.2.1 File menu

This menu allows you exit the application and capture screen data.

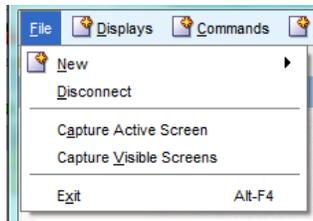


Figure 14 - File Menu options

The menu allows the following menu options:

Table 1 – Trace Player Menu options

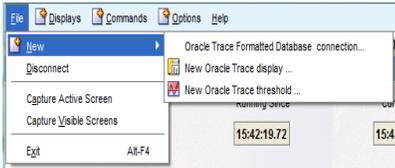
Menu Option	Submenu Option	Description
New 	Oracle Trace Formatted Database connection...	Maintains connection definitions for JDBC connections allow you to attach to formatted databases created by Oracle Trace.
	New Oracle Trace display...	Maintains Oracle Trace displays.
	New Oracle Trace threshold...	Maintains Oracle Trace displays.
Disconnect		Disconnects the current formatted database connection.
Capture active Screen		Captures the current active display. See Capture Screen options .
Capture Visible Screen		Captures all displays currently active. See Capture Screen options .
Exit		Exits the trace player.

Figure 15 - New options

2.2.2 Displays menu

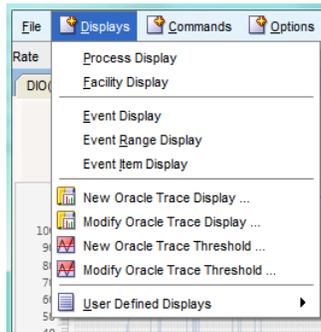


Figure 16 - Displays Menu options

The menu allows the following menu options:

Table 2 – Displays Menu options

Menu Option	Description
Process Display	Invokes the default Process Display.
Facility Display	Invokes the default Facility Display.
Event Display	Invokes the default Event Display for the last selected process or facility.
Event Range Display	Invokes the default Event Range Display for the last selected process or facility.
Event Item Display	Invokes the DIO Event Item Display for the last selected event.
New Oracle Trace display...	Creates a new Oracle Trace display.
Modify Oracle Trace display...	Modifies an existing Oracle Trace display.
New Oracle Trace threshold...	Creates a new Oracle Trace threshold.
Modify Oracle Trace threshold...	Modifies an existing Oracle Trace threshold.
User Defined Displays...	Display a sub-menu of available user-defined displays to invoke.

2.2.3 Commands menu

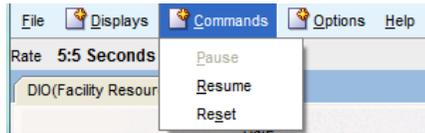


Figure 17 - Commands Menu options

The menu allows the following menu options:

Table 3 – Commands Menu options

Menu Option	Description
Pause	Pauses a running Display.
Resume	Resumes a paused Display.
Reset	Pauses the replay and sets the time slider back to the start.

2.2.4 Options menu

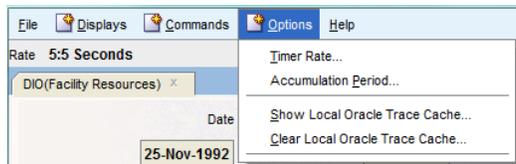


Figure 18 - Options Menu options

The menu allows the following menu options:

Table 4 – Options Menu options

Menu Option	Description
Timer Rate ...	Sets the time rate. See Setting timer rate .
Accumulation Period ...	Sets the accumulation period. See Setting accumulation period .
Show Local Oracle Trace Cache...	Displays the local cache. See Caching Trace Data locally .
Clear Local Oracle Trace Cache...	Clears the local cache. See Caching Trace Data locally .

2.2.5 Help menu

Invokes the help menu:

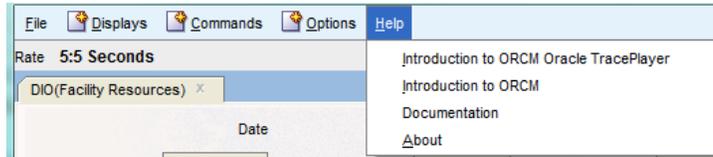


Figure 19 - Help menu

This menu allows you to display help on various ORCM Oracle Trace player topics and to display ORCM documentation.

2.3 Setting timer rate

When replay is chosen the trace data will be refreshed, by default, every 5 seconds. This may be changed by selecting the **Timer Rate** menu option from the **Options** menu:

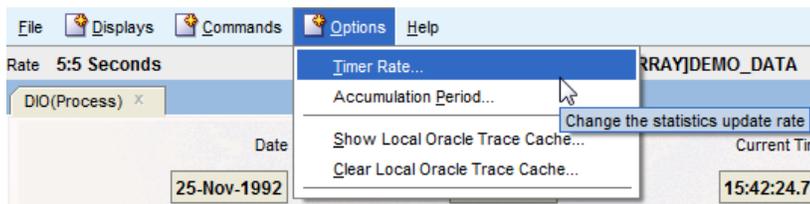


Figure 20 - Timer Rate

When selected a dialog will be displayed allowing you to change the frequency of trace data refreshes.

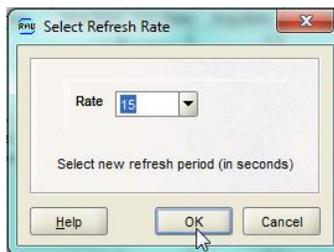


Figure 21 - Timer Rate Selection

2.4 Setting accumulation period

Events recorded in the trace data are accumulated by their timestamp into period groups. The duration of the accumulation period is set by using the *Accumulation Period* menu option from the Options menu.

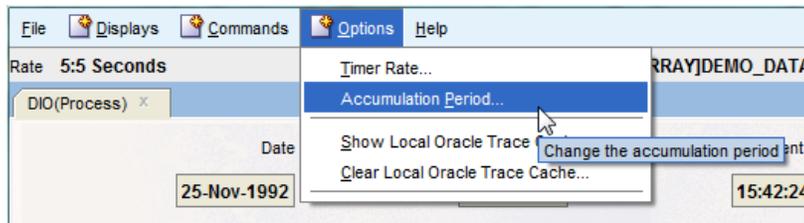


Figure 22 - Accumulation period

When selected a dialog will be displayed allowing you to change how long each accumulation period should be.

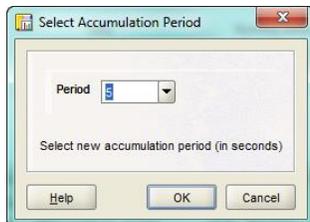


Figure 23 - Accumulation period Selection

2.5 Setting event speed and granularity

The replay speed is the rate ORCM will refresh the display during replay and is set by using the Timer Rate menu option or by using the *FastForward* or *Rewind* controls.

By using the combination of the [Timer rates](#) and the [Accumulation period](#) you can control how quickly the data is displayed when replayed and the granularity of the event statistics.

The current rate/accumulation period combination is displayed as a combined **rate:period** value at the left of the header area:



Figure 24 - Replay in Real time

In the above example, the value “5:5” indicates that events will be accumulated into 5 second periods and the results displayed every 5 seconds, i.e. in real time.

If you wish to display the results in compressed time, reduce the **Timer Rate** value or increase the **Accumulation Period**.

For example, setting **Timer Rate** to 1 and **Accumulation Period** to 5 will show 5 seconds of events every 1 second of real time. In this case the rate display would look like:

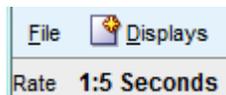


Figure 25 - Replay with Compressed time

2.6 Reset and Pause

The player main menu has a [Commands submenu](#) that allows you to reset, pause and resume the presentation of trace data:

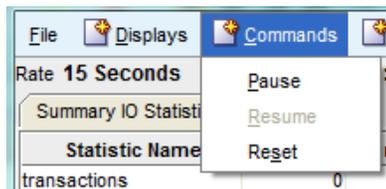


Figure 26 - Commands menu options

Selecting the **Reset** menu Pauses the replay and sets the time slider back to the start.

You can pause the presentation by using the **Pause** menu option.

The **Resume** menu option will resume a paused session.

2.7 Player Controls

At the bottom of the player display area are the player controls:



Figure 27 - Player controls

These control the replay of the trace data,

The following sections describe the layout and operation of the ORCM user interface:

- Rewind – replay the collection backwards
- Play/Pause – pause or play the collection replay
- FastForward – increase the speed of the replay

- Time Slider – set or show the current event time

When you first bring up the trace data the display will be paused with the time slider at the start of the collection period. The Speed value at the top of the display will indicate that the display is **“Paused”**



Figure 28 - Paused

Pressing the play button will start the replay of the trace collection. When the player is in play mode the time slider will progress across the screen at the rate you have selected and the “activity” indicator will be seen under the elapsed time at the top right of the display.

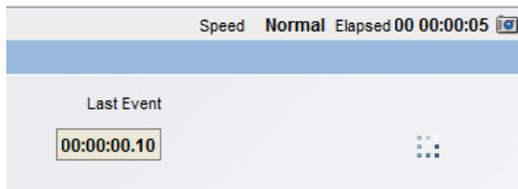


Figure 29 - Activity indicator

At the same time the “play” button will be changed to the “pause” button which may be used to pause the replay.

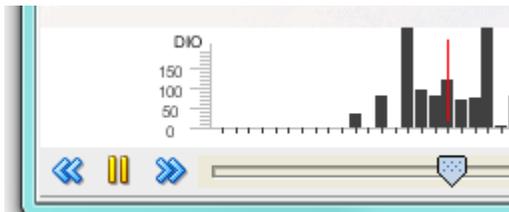


Figure 30 - Replaying with pause button enabled

If you have used the FastForward or Rewind the speed value at the top of the display will indicate the current speed multiplier.

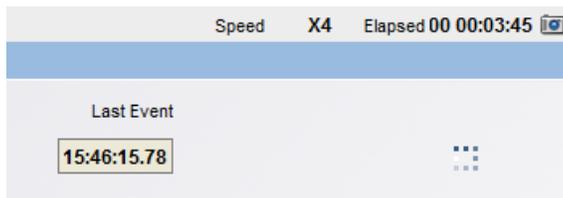


Figure 31 - Fast Forward by 4 times.

The time slider may be used at any time to set the current replay position.

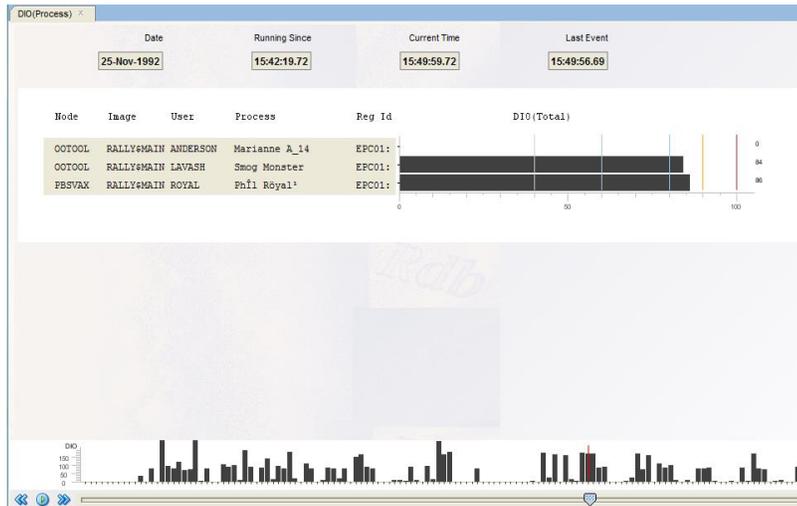


Figure 32 - Use time slider to select a display time.

2.8 Caching Trace Data locally

To build a display the trace player has to extract out the appropriate data from the formatted database and then carry out the required accumulation of event data into accumulation period clumps.

To improve performance, the trace player will cache the data retrieved from the remote database into a cache on your local machine.

The player only caches the specific dataset required to accumulate statistics for the display that has been invoked, so for example if you have displayed the DIO for a specific process then only that data will be requested from the database and stored in cache. If you choose a different process name or resource type then the player will have to carry out another remote data retrieval to get that data.

The cache is held a directory on your local machine and comprises formatted data files that are specific to the display that requested the data and the resources selected.

Note:

- ✓ If you have updated the Oracle Trace formatted database since you last played a trace replay you must [clear your local cache](#) otherwise the player may be using stale data.
-

2.8.1 Oracle Trace Cache directory

You specify where the trace player should cache the local data by providing a valid directory specification in the **Oracle Trace Cache** field of the **OracleTrace** section of **ORCM Preferences**. See your *ORCM User Guide* for more details.

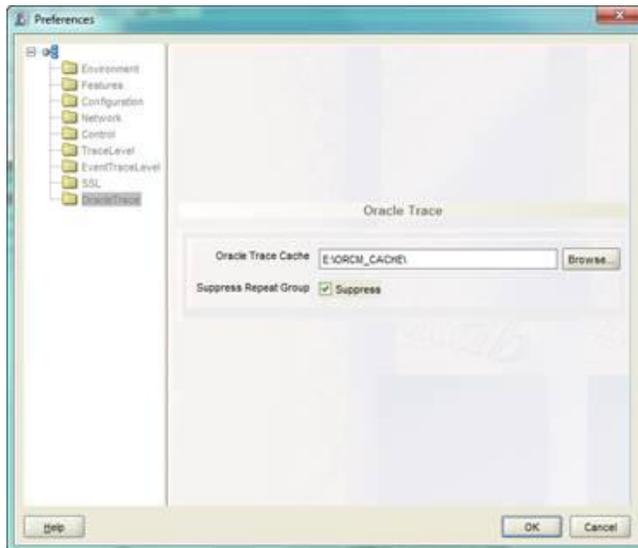


Figure 33 - Preferences / OracleTrace

A list of files held in the cache directory may view by selecting the **Show Local Oracle Trace Cache** option of the player's main menu.

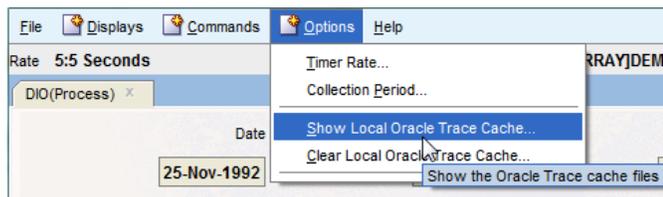


Figure 34 - Show cache.

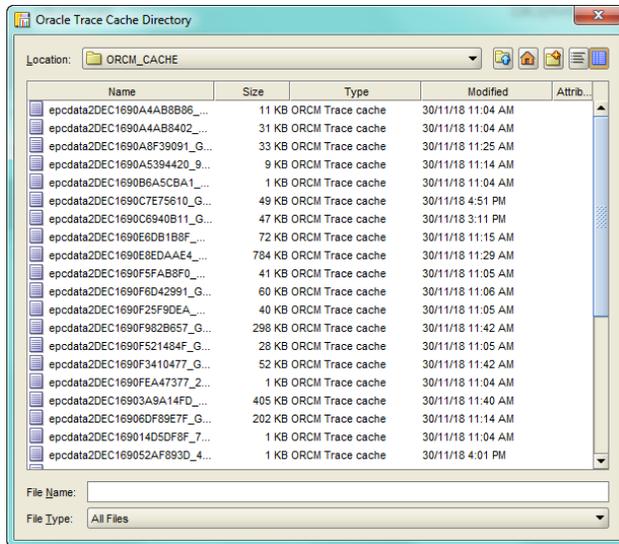


Figure 35 - Example of using Show cache.

2.8.2 Clearing the Oracle Trace Cache directory

To clear the cache in order to ensure that the trace player is working with the most recent version of data from the formatted database you can use the **Clear Local Oracle Trace Cache** menu option of the player's main menu.

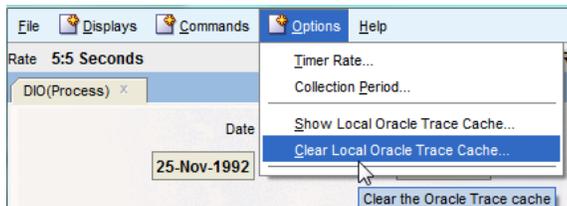


Figure 36 - Clear cache.

You will be prompted to confirm the deletion of the existing cached data.

2.9 Data Capture

There are several ways to capture trace data displays for inclusion in documents or web pages:

- [Snapshot](#)
- Player's main menu [Capture Screen options](#)

2.9.1 Snapshot

Press the camera icon on the top right of the player display to take a snapshot of graphs currently displayed on the current panel.

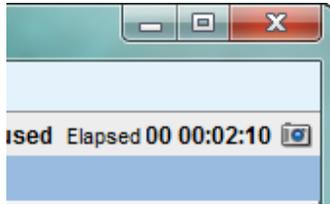


Figure 37 - Snapshot

When pressed an image of each graph currently displayed on the panel will be captured and then displayed as a series of snapshot windows

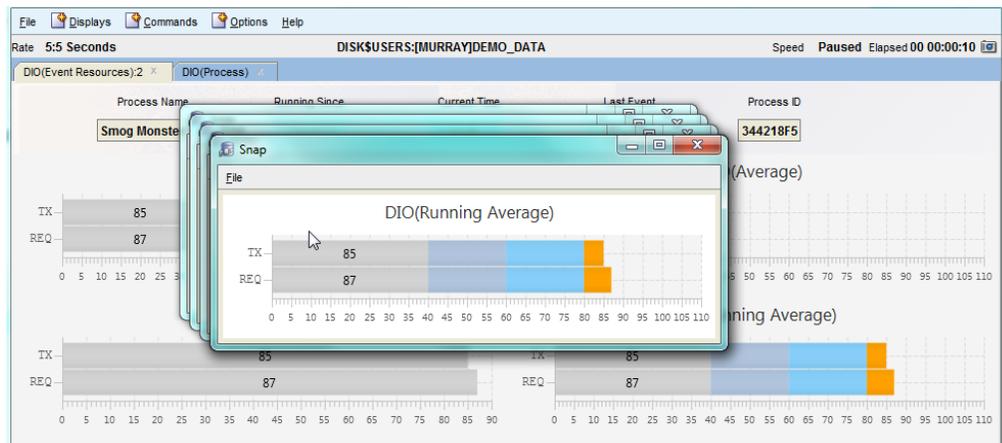


Figure 38 - Snapshot windows

When the Snapshot feature is used only the graphs are captured. Any other fields present in the same window are omitted.

You may use the **File** option of the pop-up windows to save the graphics to other applications. See [Capture and Snapshot window File menu](#) for more information.

2.9.2 Capture Screen options

Trace Data may be captured by selecting one of the capture options on the File submenu of the player's main menu:

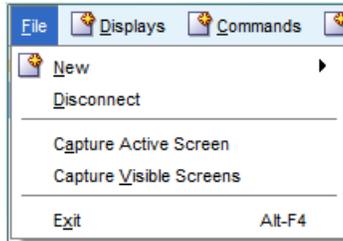


Figure 39 - Capture menu options

When selected the specified screen is captured and displayed in a pop-up window.

The Capture menu options are:

- **Capture Active Screen** – capture the data from the top-most (active tab) display currently selected in the player display area.
- **Capture Visible Screens** – captures the data from all the displays currently displayed in the player display area.

When you select a Capture option, the trace display information will be captured and displayed in a separate pop-up window.

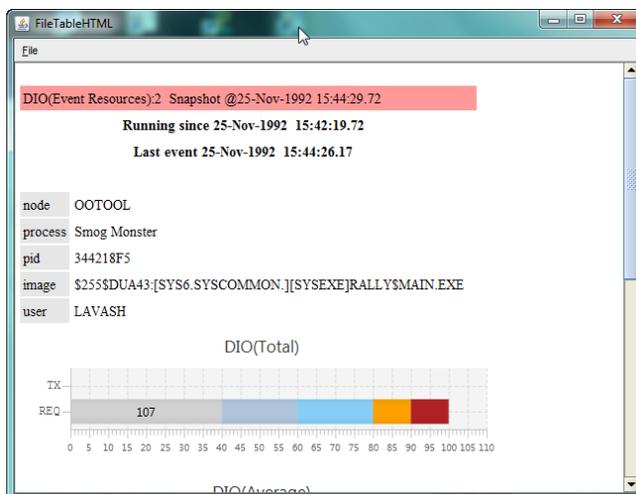


Figure 40 - Data Capture buffer

You may use the **File** option of the pop-up window to save the contents to other applications. See [Capture and Snapshot window File menu](#) for more information.

2.9.3 Capture and Snapshot window File menu

The **File** menu option of the snapshot or capture windows allows you to either save the contents as a file on your local machine or to copy the contents to the system clipboard for later inclusion in documents or web pages etc.

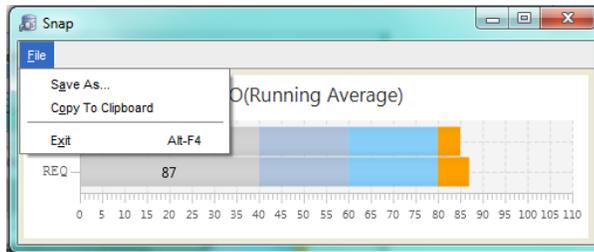


Figure 41 - Snapshot window file options

The File menu within the pop-up window displayed when you use the **Snapshot** or **Capture** features has the following options:

- **Save As...** – allows you to select the file specification of the file the buffer will be saved to.
- **Copy to Clipboard...** – places a copy of the buffer contents into the system clipboard that may be pasted into other applications.
- **Exit** – exits the pop-up window.

[Contents](#)

Chapter 3

ORCM Oracle Trace Player displays

Trace Player displays are the mechanism the player uses to show the trace information you have captured.

Oracle provides some default displays for you to use with the player, but it is really up to you to define displays that make sense to your own Oracle Rdb application environment.

When first invoked, the player will use the installed default displays, but you may also choose to change these to suit your own preferences. See [Default Displays](#) for more details.

In addition, you may also create new displays based on existing displays or build your own displays from scratch. The [Defining Trace Player Displays](#) section describes how to add or modify displays.

There are several standard displays that you may find useful in exploring your Oracle Trace captured data. All of the standard displays have default display definitions installed.

See the following sections for more details on these displays:

- [Process Display](#)
- [Facility Display](#)
- [Event Range Display](#)
- [Event Display](#)
- [Event Item Display](#)
- [Default Displays](#)

3.1 Process Display

When you have successfully connected to an Oracle Trace formatted database or cache, the Oracle Trace player will display the standard Process display.

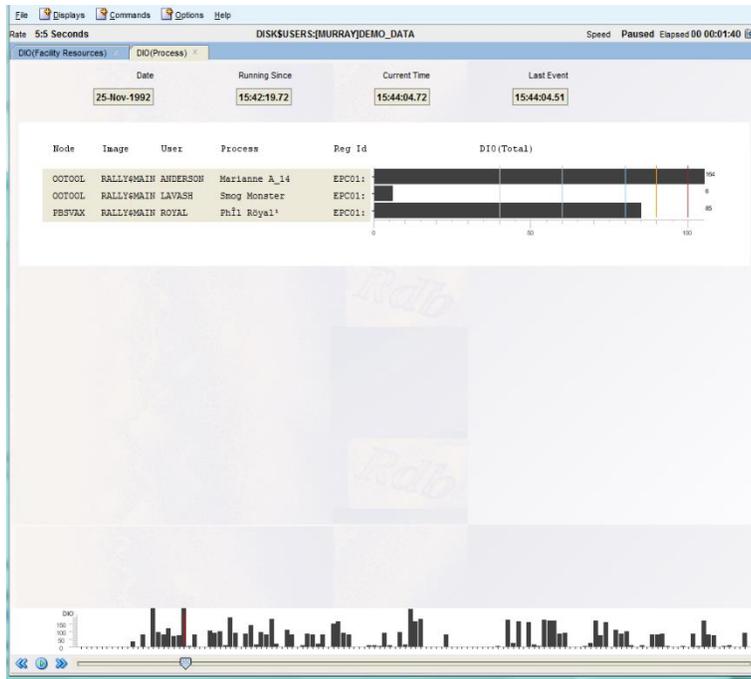


Figure 42 - Standard Process Display

By default, the **Process** window displays total DIO for currently running processes.

To change the default resource displayed, modify the display EPC\$PROCESS. See [Default Process Display](#) for more details.

Each process found during the period of the collection is displayed along with a simple bar graph of a resource statistics.

Hover over a row in the process table to see more details of that process.

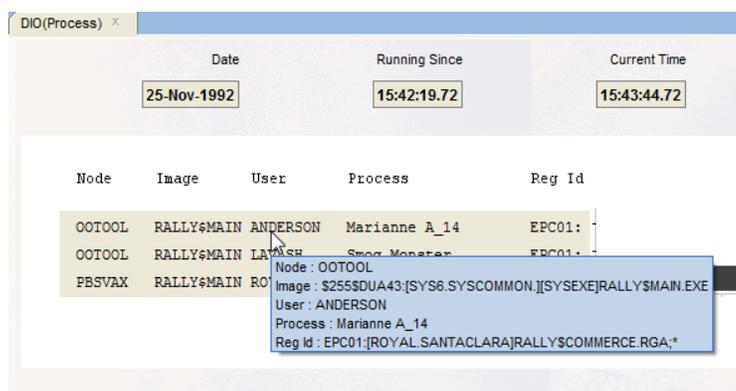


Figure 43 - Process information tip

Use the [player controls](#) to replay the collection data or select the point where the replay should start.

3.1.1 Drill Down

Clicking on any process in the table will bring up the [Facility display](#) which will show the same processes but with statistics for each of the facility each process is using.

3.1.2 Process Display Timestamps

The player displays the following timestamps at the top of the display:

- Current Time —the Current Time reflects the time at which the data was originally collected. By default the player updates the Current Time in 5-second intervals.
- Running Since — the time that the original collection of data was started.
- Last Event — the time at which the last event occurred that affected the display.

3.2 Facility Display

The **Facility** display shows process information grouped by the facility involved.

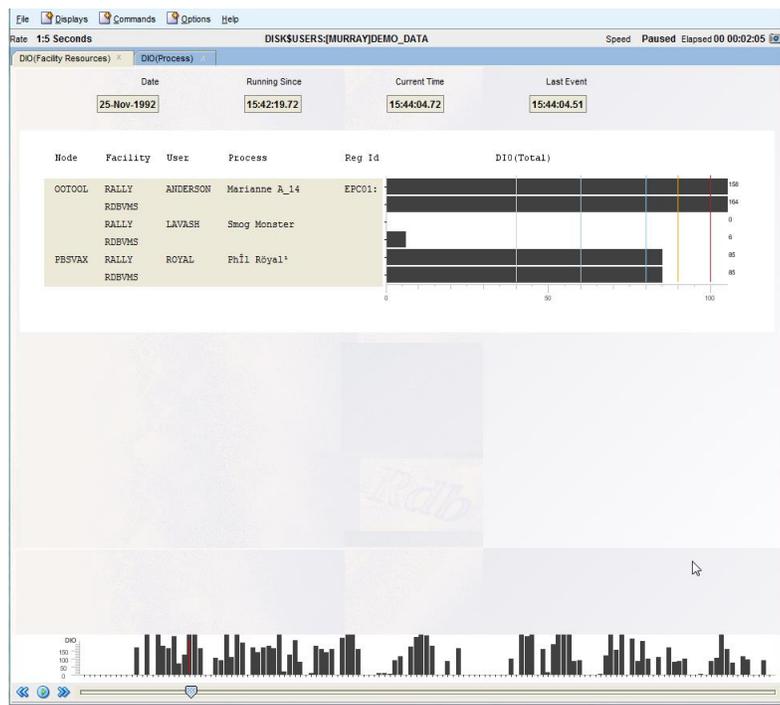


Figure 44 - Standard Facility Display

By default, the **Facility** window displays total DIO for currently running processes.

To change the default resource displayed, modify the display "EPC\$FACILITY". See [Default Facility Display](#) for more details.

Each process found during the period of the collection is grouped into the facilities it is using and each process/facility entry is displayed along with a simple bar graph of a resource statistics, which is by default DIO.

To reduce clutter the facility display will suppress redundant grouping information, the grouping information is implied by the position of the record in the display table.

Node	Facility	User	Process	Reg Id
OOTOOL	RALLY	ANDERSON	Marianne A_14	EPC01:
	RDBVMS	ANDERSON	Marianne A_14	EPC01:
	RALLY	LAVASH	Smog Monster	EPC01:
PBSVAX	RALLY	ROYAL	Phíl Röyal¹	EPC01:
	RDBVMS	ROYAL	Phíl Röyal¹	EPC01:

Figure 45 - Process details display when Suppress Repeat Group checked

If you wish to change this to display all the grouping information you must uncheck the **Suppress Repeat Group** check box in the **OracleTrace** section of the **Preferences** option in the main ORCM menu.

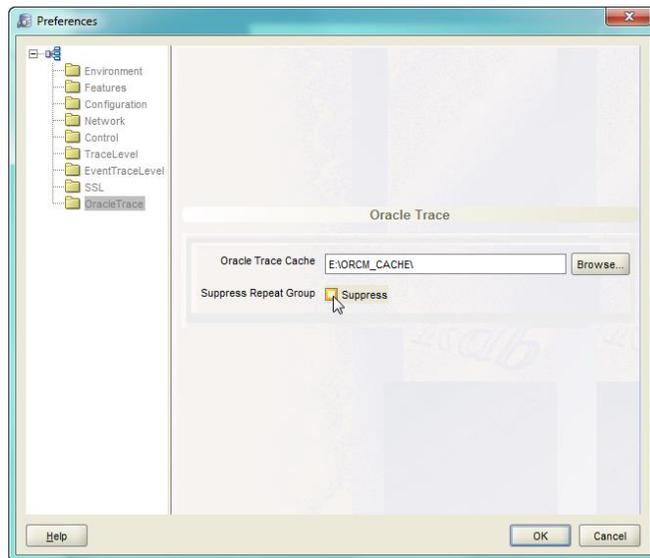


Figure 46 - Uncheck Suppress Repeat Group

The next time you invoked a facility display the full grouping data will be shown:

Node	Facility	User	Process	Reg Id	DIO(Total)
OOTOOL	RALLY	ANDERSON	Marianne A_14	EPC01:	158
OOTOOL	RDBVMS	ANDERSON	Marianne A_14	EPC01:	154
OOTOOL	RALLY	LAVASH	Smog Monster	EPC01:	0
OOTOOL	RDBVMS	LAVASH	Smog Monster	EPC01:	6
PBSVAX	RALLY	ROYAL	Phíl Röyal¹	EPC01:	85
PBSVAX	RDBVMS	ROYAL	Phíl Röyal¹	EPC01:	85

Figure 47 - Full grouping display

Hover over a facility or process to see more details of the process involved.

Node	Facility	User	Process	Reg Id
OOTOOL	RALLY	ANDERSON	Marianne A_14	EPC01:
	RDBVMS			
	RALLY	LAUREN	Spag_Monster	
	RDBV			
PBSVAX	RALLY			
	RDBV			

Node : OOTOOL
Image : \$255SDUA43:[SYS6.SYSCOMMON.][SYSEXE]RALLY\$MAIN.EXE
User : ANDERSON
Process : Marianne A_14
Reg Id : EPC01:[ROYAL.SANTACLARA]RALLY\$COMMERCE.RGA;*

Figure 48 - Hover over facility or process

Use the [player controls](#) to replay the collection data or select the point where the replay should start.

Note:

The resource displayed in the **Facility** display will depend on how the **Facility** display was invoked.

If invoked directly from the player's main menu, then the resource displayed will be that specified in the **EPC\$FACILITY** display definition, which by default is total DIO.

If however, the facility display is invoked by [drilling down from a Process display](#), the resource used will be the same resource as displayed in that **Process** display.

3.2.1 Drill Down

Clicking on any row in the table will bring up the [Event display](#) which will show the event level statistics for the facility chosen.

3.2.2 Facility Display timestamps

The player displays the following timestamps at the top of the display:

- Current Time —the Current Time reflects the time at which the data was originally collected. By default the player updates the Current Time in 5-second intervals.

- Running Since — the time that the original collection of data was started.
- Last Event — the time at which the last event occurred that affected the display.

3.3 Event Display

The **Event** display shows event information for the facility selected from the Facility Display when invoking drilldown.

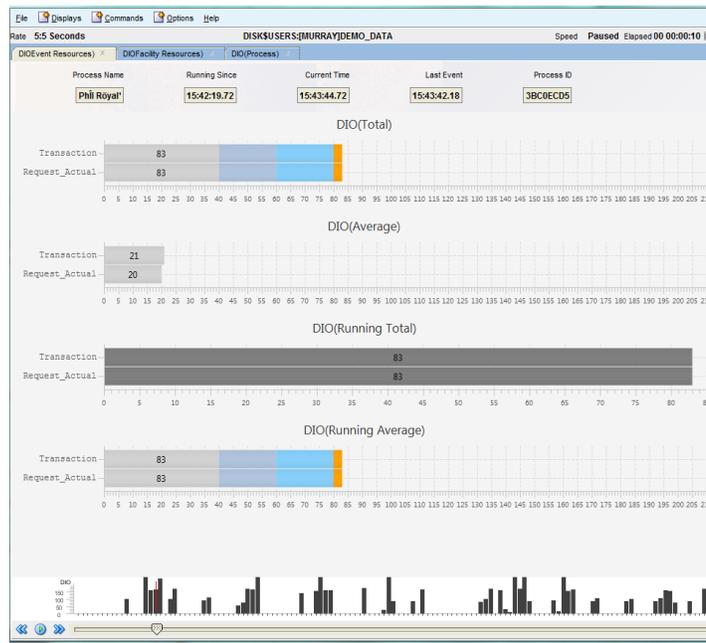


Figure 49 - Event Display

The **Event** window displays more information about the resource statistics broken into the events collected.

Use the [player controls](#) to replay the collection data or select the point where the replay should start.

3.3.1 Drill Down

Click on a bar in any of the bar charts to drill down on that event to invoke the [Event Items](#) display.

3.3.2 Event Display timestamps

The player displays the following timestamps at the top of the display:

- Current Time —the Current Time reflects the time at which the data was originally collected. By default the player updates the Current Time in 5-second intervals.
- Running Since — the time that the original collection of data was started.
- Last Event — the time at which the last event occurred that affected the display.

3.4 Event Range Display

The **Event Range** window displays information about the resource statistics for the full time range of the collection.

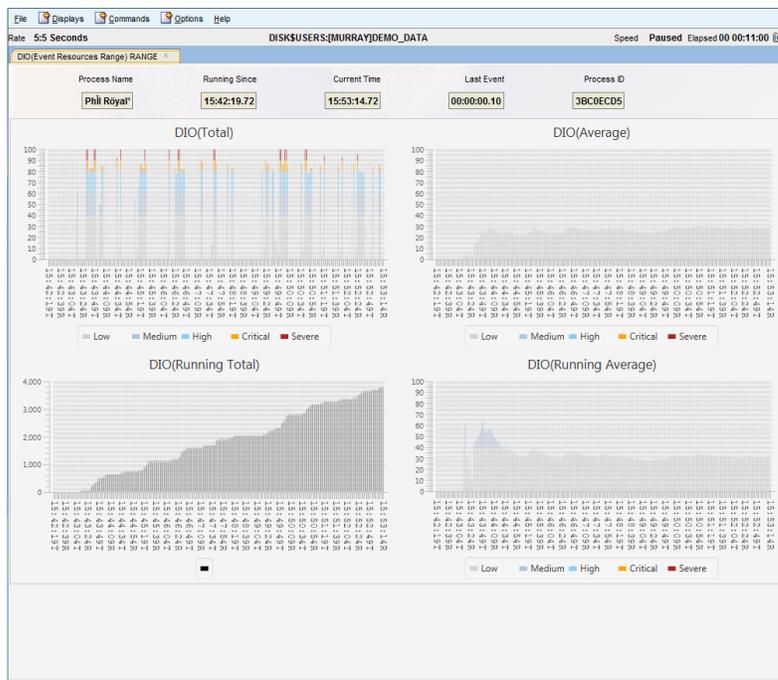


Figure 50 - Event Range Display

3.4.1 Event Range Display timestamps

The player displays the following timestamps at the top of the display:

- **Current Time** —the Current Time reflects the time at which the data was originally collected. By default the player updates the Current Time in 5-second intervals.
- **Running Since** — the time that the original collection of data was started.
- **Last Event** — the time at which the last event occurred that affected the display.

Use the [player controls](#) to replay the collection data or select the point where the replay should start.

3.5 Event Item Display

The **EventItem** display shows event item information for the event selected from the [Event Display](#) when invoking drilldown.

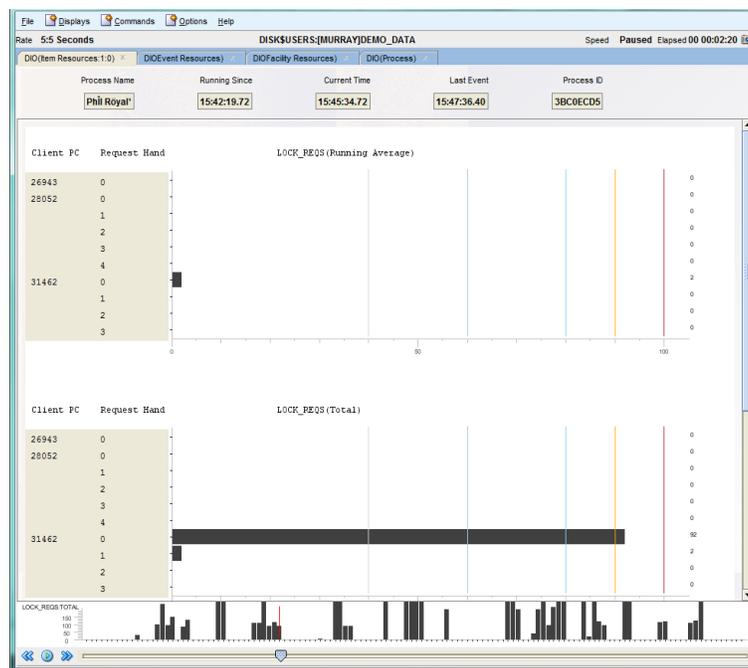


Figure 51 - Event Item Display

The **Event Item** window displays more information about the resources for that event broken into **Request Handle** within **Client PC**.

Use the [player controls](#) to replay the collection data or select the point where the replay should start.

3.5.1 Event Item Display timestamps

The player displays the following timestamps at the top of the display:

- Current Time —the Current Time reflects the time at which the data was originally collected. By default the player updates the Current Time in 5-second intervals.
- Running Since — the time that the original collection of data was started.
- Last Event — the time at which the last event occurred that affected the display.

3.6 Default Displays

The Oracle Trace Player is installed with several default displays defined. These displays may be used as templates for other displays you may wish to define. You may also reconfigure the player to change the resources these default displays will show in the display area.

The default displays include:

- [Default Process Display](#)
- [Default Facility Display](#)
- [Default Event Display](#)
- [Default Event Range Display](#)

3.6.1 Default Process Display

When you have successfully connected to an Oracle Trace formatted database or cache, the Oracle Trace player will show the default **Process Display**.

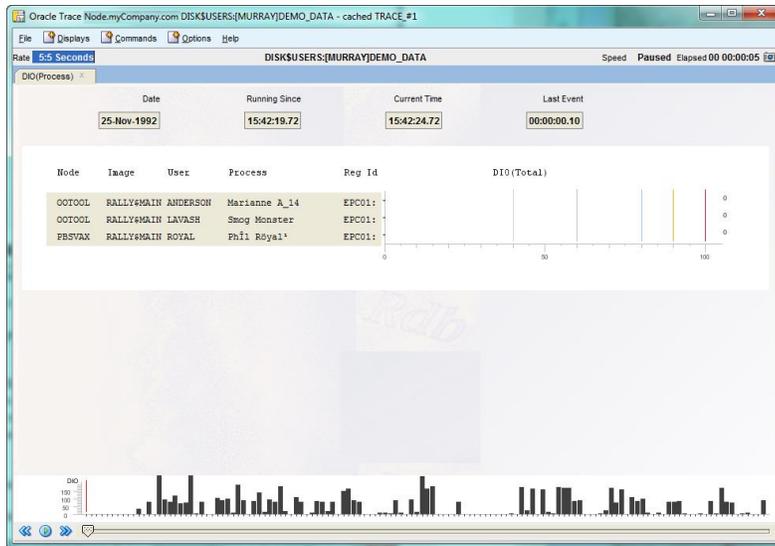


Figure 52 - Default Process Display

By default the **Process Display** will show all processes gathered in the trace collection along with a basic bar graph of the total DIO used by each process in the last accumulation period.

See [Process Display](#) for more details.

You may change some aspects of this default display, details of which are covered in the following section.

3.6.2 Changing the Default Process Display

By default, the Process window displays total DIO for currently running processes.

To change the default resource shown in this display, modify the trace display called **EPC\$PROCESS** by selecting the *Oracle Trace Display* menu option from the ORCM main menu to bring up the Trace Display panel and selecting the display named “EPC\$PROCESS” from the display name dropdown.

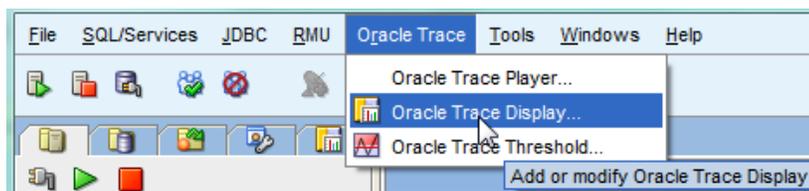


Figure 53 - Oracle Trace Display option

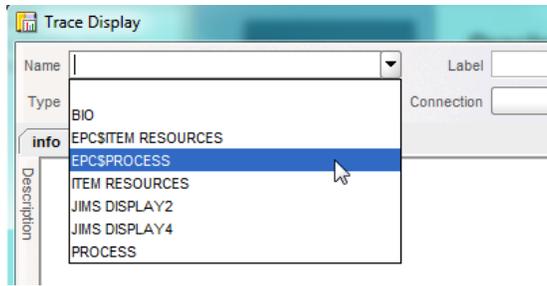


Figure 54 - Select EPC\$PROCESS

The [Display Definition panel](#) will be displayed. You may choose to change the resource displayed from here. Remember also to change the label and description to match your other changes.

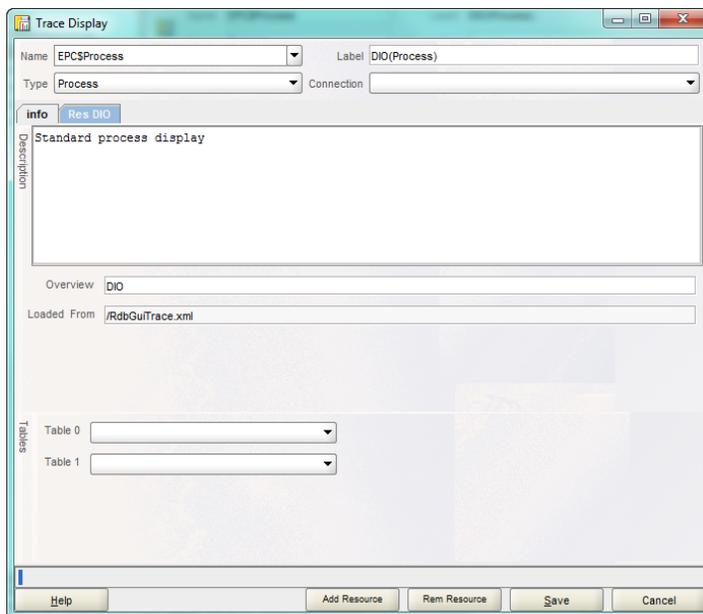


Figure 55 - Default EPC\$PROCESS display panel information

Note that **EPC\$PROCESS** is a display loaded from the internal ORCM Oracle Trace configuration definitions which will not be altered when you save any changes made to this panel.

Instead ORCM will create a new display called “EPC\$PROCESS” in your ORCM Oracle Trace configuration file which is by default, ORCM_TRACE.XML in the same directory that your main configuration file was loaded from. This definition will override the system definition.

If you wish to return the default display back to the original DIO trace display, you can either modify **EPC\$PROCESS** again or remove it from the **Displays** explorer.

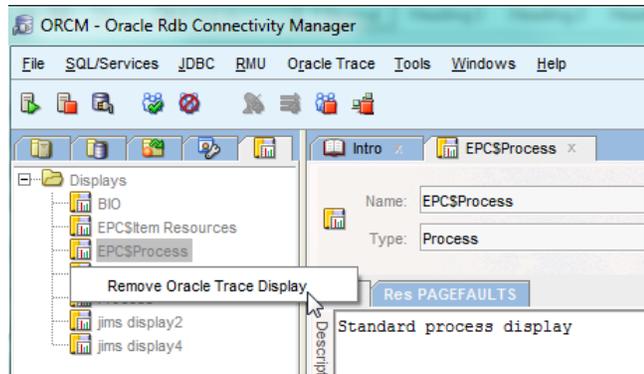


Figure 56 - Removing EPC\$PROCESS

Alternatively you can delete the **EPC\$PROCESS** display entry directly your ORCM Oracle Trace configuration file.

Note:

Removing the default Process Display only removes the display from your ORCM configuration file but does not affect the ORCM internal definition for this display.

Invoking the Process display after removing it from your configuration will display the original ORCM default Process display.

3.6.3 Default Facility Display

When you [drill down](#) from the Process display or invoke the **Facility Display** menu option from the trace player's main menu the Facility display will be invoked.

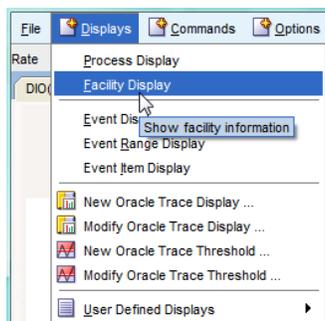


Figure 57 - Invoke Facility Display

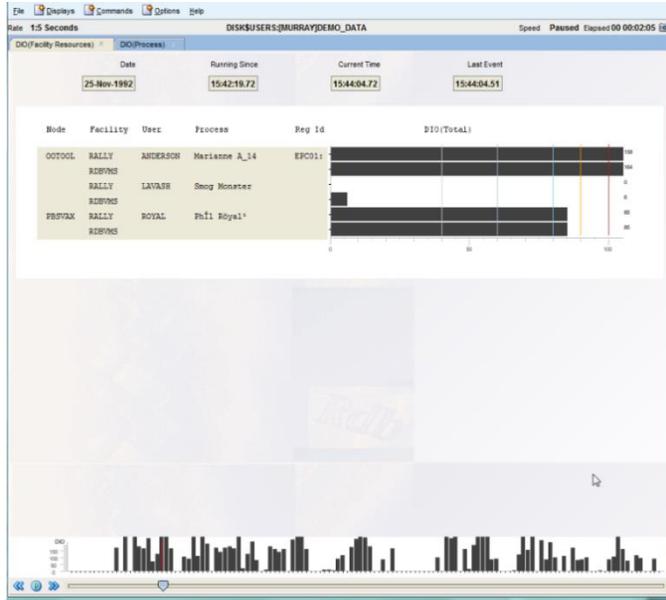


Figure 58 - Default Facility Display

See [Facility Display](#) for more details.

You may change some aspects of this default display, details of which are covered in the following section.

3.6.4 Changing the Default Facility Display

By default, the Facility window displays total DIO for currently running processes broken into facility groups.

To change the default resource shown in this display, modify the display called **EPC\$FACILITY** by selecting the *Oracle Trace Display* menu option from the ORCM main menu to bring up the **Trace Display** panel and selecting the display named “EPC\$FACILITY” from the display name dropdown.

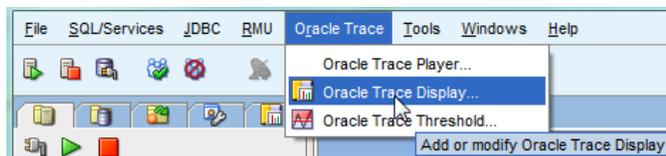


Figure 59 - Oracle Trace Display option

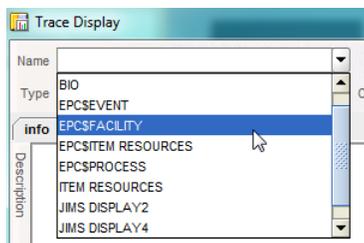


Figure 60 - Select EPC\$FACILITY

The [Display Definition panel](#) will be displayed. You may choose to change the resource reported on from here. Remember also to change the label to match your other changes.

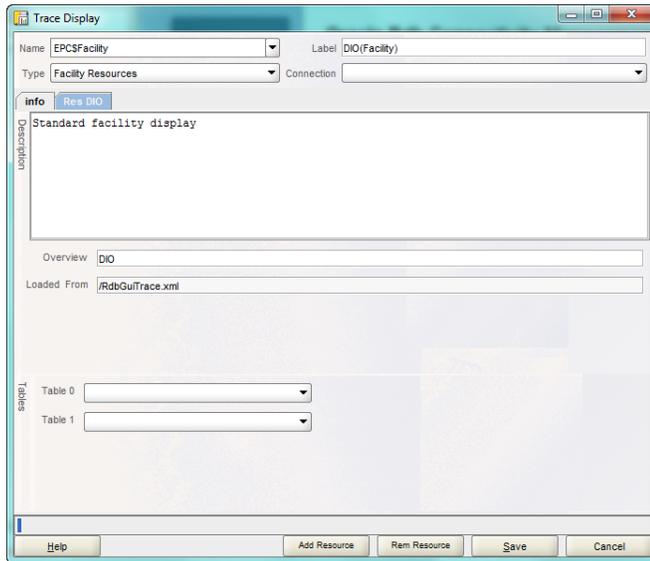


Figure 61 - Default EPC\$FACILITY display panel information

Note:

Changing the resource displayed by the default Facility Display only affects displays invoked when using the **Facility Display** menu option from the trace player's main menu. When the display is invoked by [drill down](#) the resource displayed for the facilities will be the same resource displayed in the **Process Display** you executed the drill-down from.

EPC\$FACILITY is a display loaded from the internal ORCM Oracle Trace configuration definitions which will not be altered when you save any changes made to this panel.

Instead ORCM will create a new display called "EPC\$FACILITY" in your ORCM Oracle Trace configuration file which is by default, ORCM_TRACE.XML in the same directory that your main configuration file was loaded from. This definition will override the system definition.

If you wish to return the default display back to the original DIO trace display, you can either modify **EPC\$FACILITY** again or remove it from the **Displays** explorer.

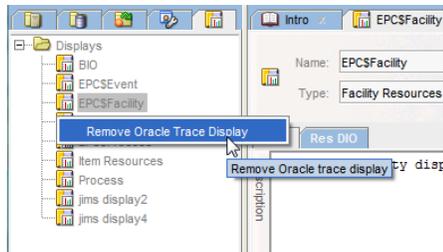


Figure 62 - Removing EPC\$FACILITY

Alternatively you can delete the **EPC\$FACILITY** display entry directly your ORCM Oracle Trace configuration file.

Note:

Removing the default Facility Display only removes the display from your ORCM configuration file but does not affect the ORCM internal definition for this display.

Invoking the Facility display after removing it from your configuration will display the original ORCM default Facility display.

3.6.5 Default Event Display

When you invoke the *Event Display* menu option from the trace player's main menu the Event display will be invoked.

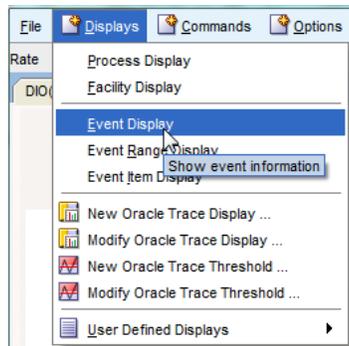


Figure 63 - Invoke Event Range Display

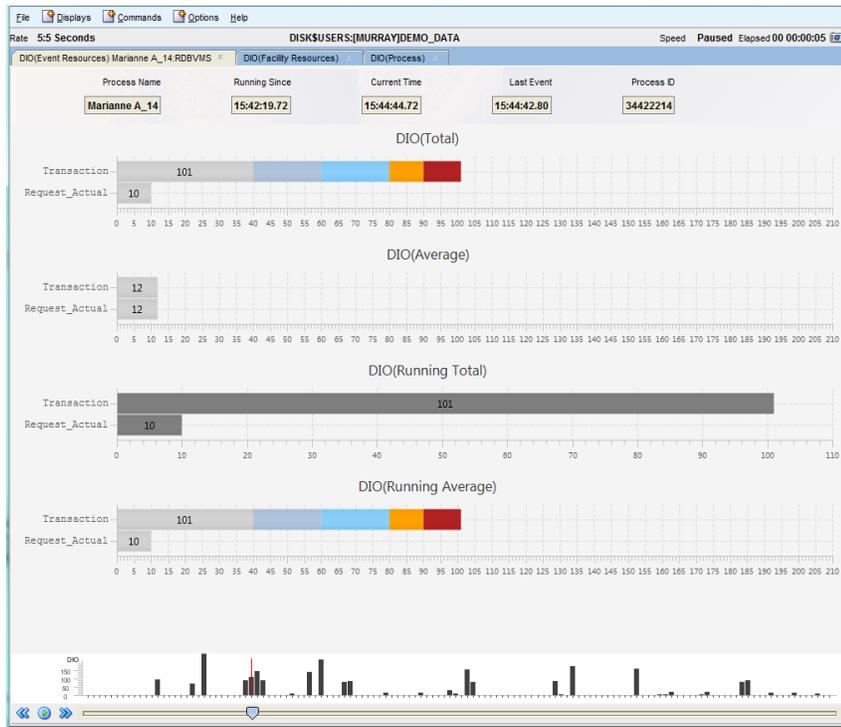


Figure 64 - Default Event Display

See [Event Display](#) for more details.

You may change some aspects of this default display, details of which are covered in the following section.

3.6.6 Changing the Default Event Display

By default, the Event window displays DIO for the currently selected process.

To change the default resource shown in this display, modify the display called **EPC\$EVENT** by selecting the *Oracle Trace Display* menu option from the ORCM main menu to bring up the **Trace Display** panel and selecting the display named “EPC\$EVENT” from the display name dropdown.

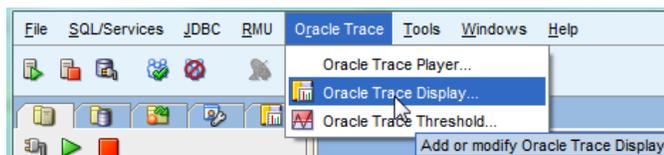


Figure 65 - Oracle Trace Display option

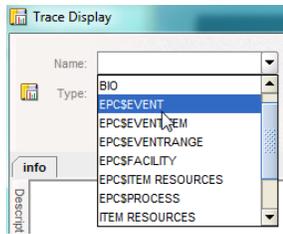


Figure 66 - Select EPC\$EVENT

The [Display Definition panel](#) will be displayed. You may choose to change the resource reported on from here. Remember also to change the label to match your other changes.

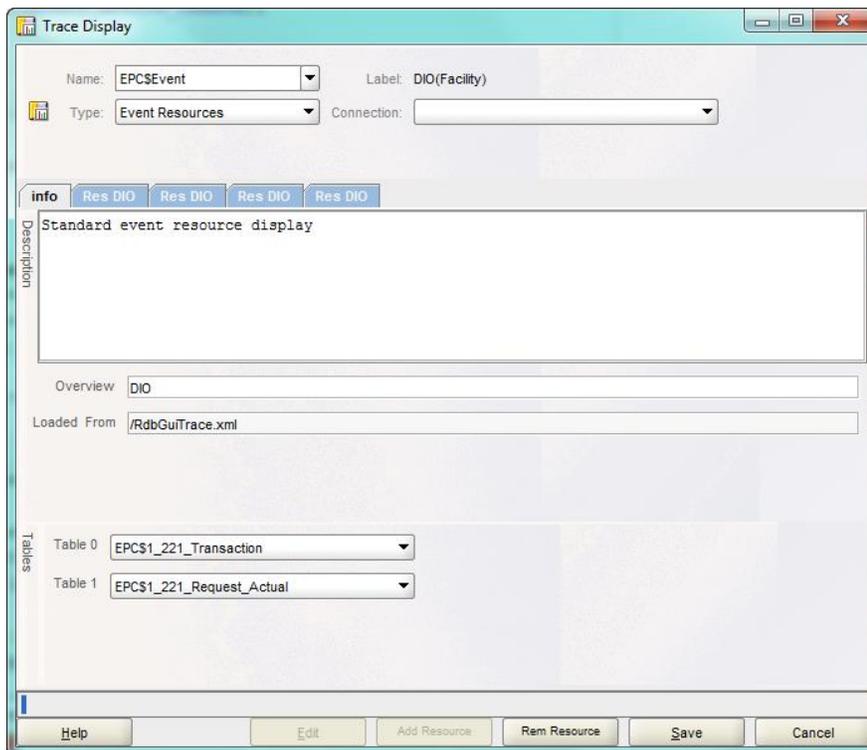


Figure 67 - Default EPC\$EVENT display panel information

Note:

Changing the resource displayed by the default Event Display only affects displays invoked when using the *Event Display* menu option from the trace player's main menu. When the display is invoked by [drill down](#) the resource displayed for the facilities will be the same resource displayed in the **Process Display** you executed the drill-down from.

EPC\$EVENT is a display loaded from the internal ORCM Oracle Trace configuration definitions which will not be altered when you save any changes made to this panel.

Instead ORCM will create a new display called “EPC\$EVENT” in your ORCM Oracle Trace configuration file which is by default, ORCM_TRACE.XML in the same directory that your main configuration file was loaded from. This definition will override the system definition.

If you wish to return the default display back to the original DIO trace display, you can either modify **EPC\$EVENT** again or remove it from the **Displays** explorer.

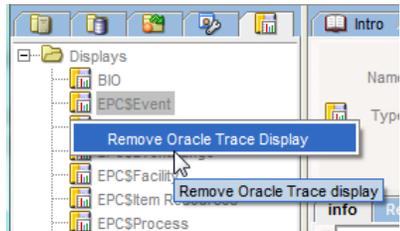


Figure 68 - Removing EPC\$EVENT

Alternatively you can delete the **EPC\$EVENT** display entry directly your ORCM Oracle Trace configuration file.

Note:

Removing the default Event Display only removes the display from your ORCM configuration file but does not affect the ORCM internal definition for this display.

Invoking the Event display after removing it from your configuration will display the original ORCM default Event display for the currently selected process.

3.6.7 Default Event Range Display

When you invoke the **Event Range Display** menu option from the trace player’s main menu the Event Range display will be invoked.

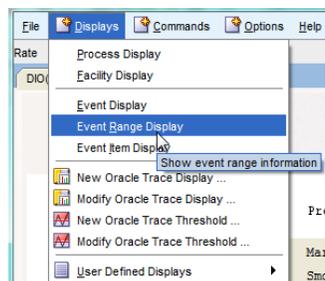


Figure 69 - Invoke Event Range Display



Figure 70 - Default Event Range Display

See [Event Range Display](#) for more details.

You may change some aspects of this default display, details of which are covered in the following section.

3.6.8 Changing the Default Event Range Display

By default, the Event Range window displays total DIO for currently selected process for the entire collection period.

To change the default resource shown in this display, modify the display called **EPC\$EVENTRANGE** by selecting the *Oracle Trace Display* menu option from the ORCM main menu to bring up the **Trace Display** panel and selecting the display named “EPC\$EVENTRANGE” from the display name dropdown.

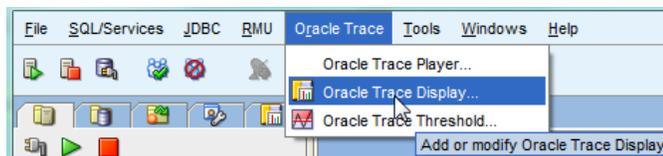


Figure 71 - Oracle Trace Display option

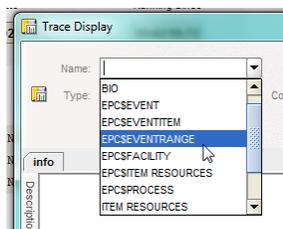


Figure 72 - Select EPC\$EVENTRANGE

The [Display Definition panel](#) will be displayed. You may choose to change the resource reported on from here. Remember also to change the label to match your other changes.

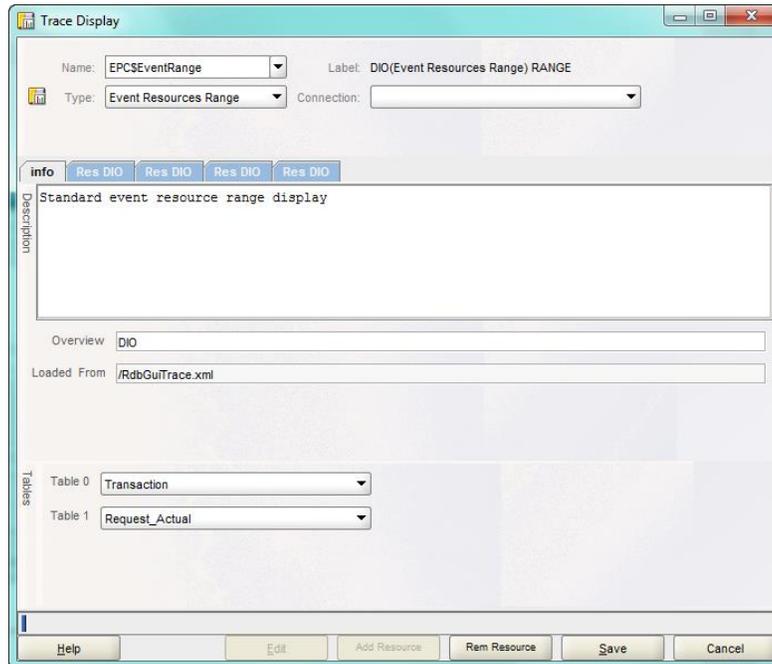


Figure 73 - Default EPC\$EVENTRANGE display panel information

EPC\$EVENTRANGE is a display loaded from the internal ORCM Oracle Trace configuration definitions which will not be altered when you save any changes made to this panel.

Instead ORCM will create a new display called “EPC\$EVENTRANGE” in your ORCM Oracle Trace configuration file which is by default, ORCM_TRACE.XML in the same directory that your main configuration file was loaded from. This definition will override the system definition.

If you wish to return the default display back to the original DIO trace display, you can either modify **EPC\$EVENTRANGE** again or remove it from the **Displays** explorer.

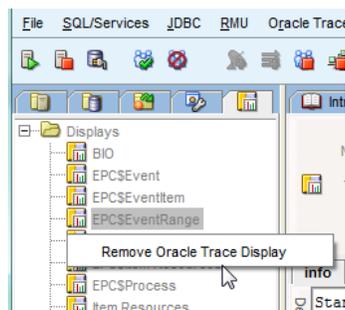


Figure 74 - Removing EPC\$EVENTRANGE

Alternatively you can delete the **EPC\$EVENTRANGE** display entry directly your ORCM Oracle Trace configuration file.

Note:

Removing the default Event Range Display only removes the display from your ORCM configuration file but does not affect the ORCM internal definition for this display.

Invoking the Event Range display after removing it from your configuration will display the original ORCM default Event Range display for the currently selected process.

[Contents](#)

Chapter 4

Defining Trace Player Displays

To create a new Trace Player display or modify an existing one you must invoke the Display Definition panel and enter the required display information.

The display definition panel may be invoked by either:

1. Selecting the **Oracle Trace Display** menu option from the ORCM main menu to bring up the Trace Display panel



Figure 75 - Defining Oracle Trace Display option 1

Or

2. Starting an Oracle Trace Player session and select **File/New/Oracle Trace Display...** from the player main menu

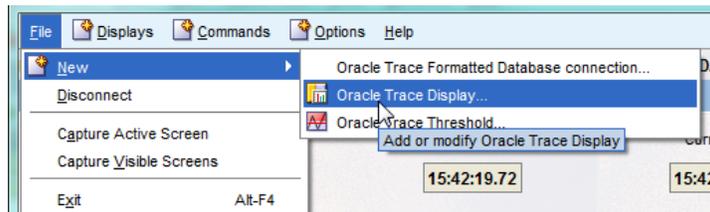


Figure 76 - Defining Oracle Trace Display option 2

Or

3. Starting an Oracle Trace Player session and select **Displays/New Oracle Trace Display...** from the player main menu

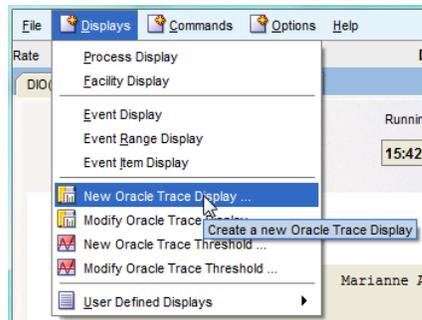


Figure 77 - Define Oracle Trace Display option 3

The [Display definition panel](#) will be displayed.

You can create a new display by entering a unique display name in the **Name** field or alternatively, select an existing display from the drop-down list provided and then change the name to a new unique value.

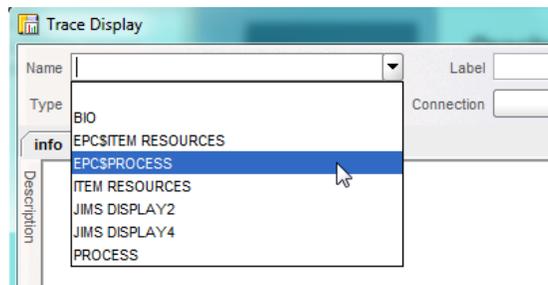


Figure 78 - Selecting an existing display

You can alter an existing display by selecting its name from the **Name** field drop-down list and then making the appropriate changes. If you change the display name a new display will be created when you press the **Save** button, otherwise the characteristics of the existing display will be changed in your configuration file.

4.1 Display Definition

You may create a new Oracle Trace display or modify existing displays using the Display Definition panel.

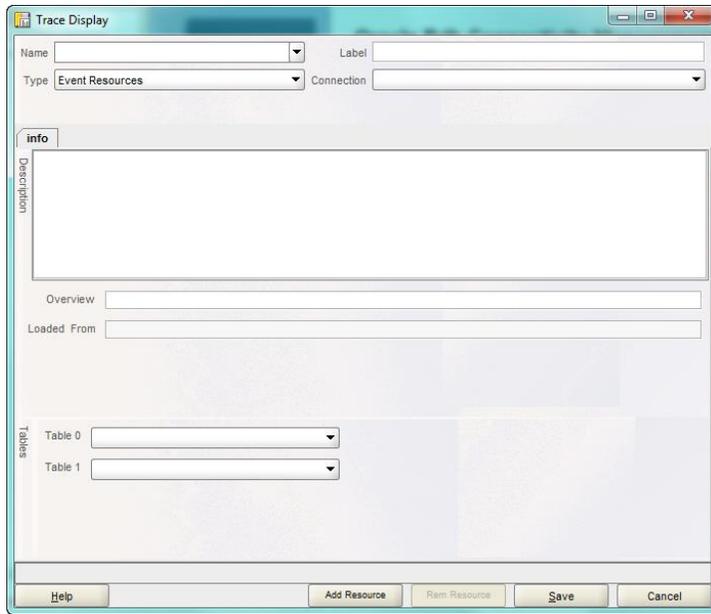


Figure 79 - Oracle Trace Display definition panel

The Trace Display definition panel contains the following fields:

- [Name](#)
- [Label](#)
- [Type](#)
- [Connection](#)

In addition the following sub-panels may be displayed:

- [Info Subpanel](#) – main display characteristics
- [Resource Subpanel](#) – one or more subpanels describing the resources to be displayed

At the bottom of the panel is the [Buttons Area](#).

4.1.1 Name

The unique name for this display. This field must not be blank. The drop-down list may be used to choose an existing display to either modify or to use as a template for a new display.

4.1.2 Label

The label to use for this display.

4.1.3 Type

The type of the display. Choose from the drop-down list.

4.1.4 Connection

An existing Oracle Trace formatted database connection. This connection describes details such as the JDBC server, the authorization information and the name of the formatted database to use.

4.2 Info Subpanel

The Info subpanel contains information associated with this display.

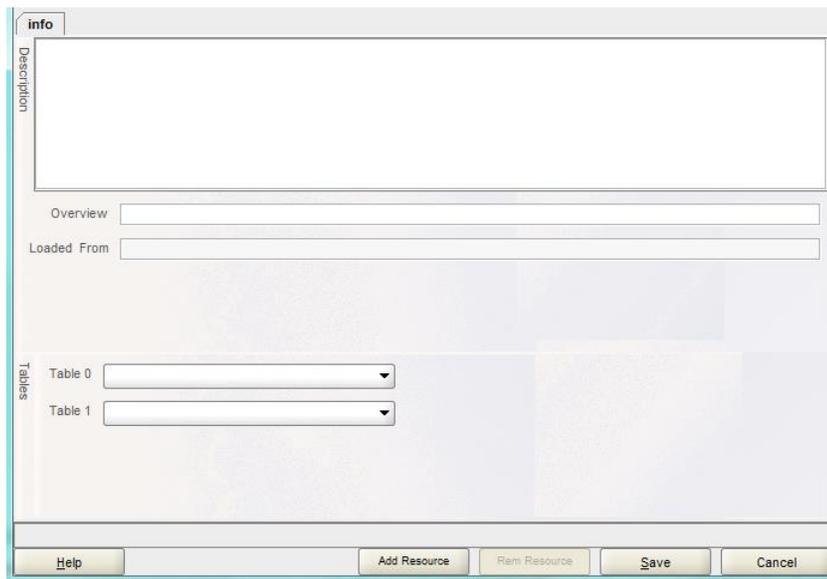


Figure 80 - Info panel

The panel contains the following fields:

- [Description](#)
- [Overview](#)
- [Loaded From](#)
- [Tables](#)

4.2.1 Description

The description of this display.

4.2.2 Overview

The resource that should be used for displaying the overview graph when this display is invoke.

4.2.3 Loaded From

The configuration file from which this definition was retrieved. This field contains the full file specification of the XML-formatted configuration file that contains this definition.

Definitions loaded from the internal Oracle Trace Player configuration information will display the following simple relative file specification:

```
/RdbGuiTrace.xml
```

This is READ-ONLY field.

4.2.4 Tables

The **tables** sub-area contains fields defining which tables found in the Oracle Trace formatted database should to be used when retrieving the trace data.

The formatted Oracle Trace database contains facility specific tables that hold the raw trace data for that facility and event. For example, the EPC\$1_221_TRANSACTION table contains data recorded for the Oracle Rdb TRANSACTION event.

See the *Oracle Rdb Instrumentation* section of the *Oracle Rdb Guide to Database Performance and Tuning* for more information about the Oracle Rdb facility events.

Also refer the documentation for the facilities with which you are working for more detail on the events that may be captured in the formatted database.

4.3 Resource Subpanel

The Resource subpanels contains information about resources that will be reported on when using this display.

Name	Limit	Color
Low	40	Grey
Medium	60	Blue
High	80	Light Blue
Critical	90	Yellow
Severe	100	Red

Figure 81 - Resource definition panel

The number of resources that may be added to a display may be limited depending on the display type chosen.

The panel contains the following fields:

- [Name](#)
- [Label](#)
- [Statistic Type](#)
- [Threshold Name](#)
- [Min Value](#)
- [Max Value](#)

In addition the panel also displays the [Threshold Area](#).

4.3.1 Name

The name of the resource. The drop-down list can be used to choose a resource that is valid for display type chosen.

4.3.2 Label

A label to use for this resource.

4.3.3 Statistic Type

The statistic type to use when displaying the resource data.

4.3.4 Threshold Name

The name of a threshold definition to use for the display. This may be left blank.

A dropdown list may be used to select an existing threshold. You may indicate that no thresholds should be applied by choosing “none”. Choose “default” to indicate that the default threshold definition defined for that resource should be used.

4.3.5 Min Value

Currently not used by the Trace player.

4.3.6 Max Value

The maximum value that should be graphed. This places an upper value on any chart or bar that may be displayed for this resource statistic.

If the value is 0 then no upper limit is specified, chart displays will be automatically rescaled as needed.

Use a non-zero value to fix the upper size of the graph and tells the trace player to not automatically rescale as values grow. Any value above this limit will be truncated in the display to this maximum value for the graphical representation, however the true value will still be shown within any tip or in some display embedded in the bar for that resource.

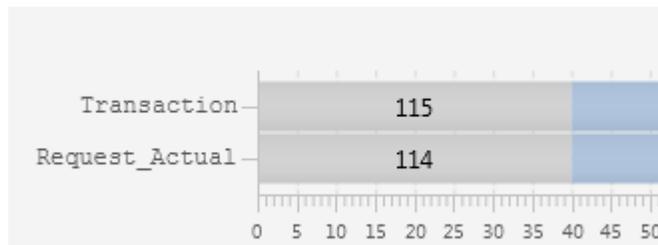


Figure 82 - Numeric value of resource statistic

In addition the panel contains the **Threshold** information area described in the following section.

4.4 Threshold Area

The threshold area contains information about the thresholds used for highlighting in this display.

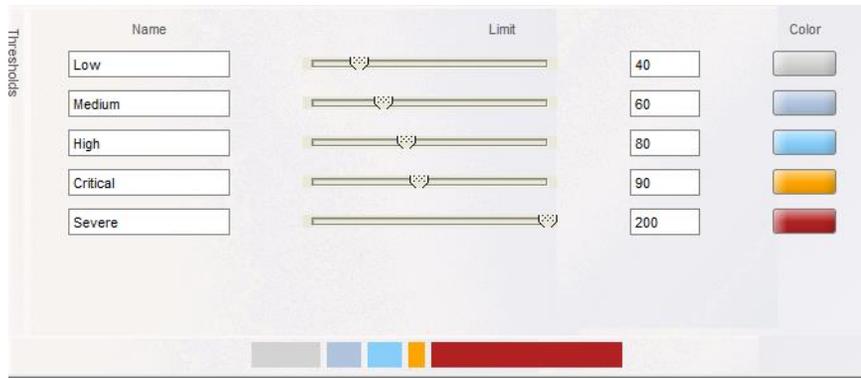


Figure 83 - Threshold area

Five (5) levels of thresholds may be described. Each level may have a unique name, maximum value and color bar. The threshold information is used to provide color-highlighting on the trace player's graphical displays.

For example, the above threshold definition may generate a display similar to the following in an Event Resources chart displayed during collection replay:

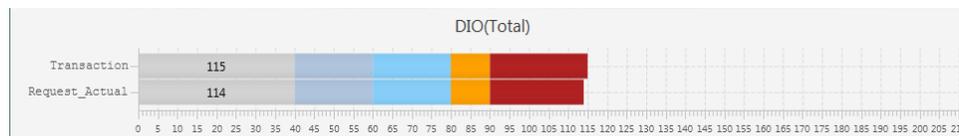


Figure 84 - Threshold area

At the bottom of the threshold area is a color ruler that reflects how the value for that resource may be shown in a stacked bar-chart display.

The threshold area contains the following columns:

- [Name](#)
- [Limit](#)
- [Color](#)

4.4.1 Name

A name to describe this level.

4.4.2 Limit

The maximum value for this level. The maximum is an exclusive value, that is, it designates the value where this level has been exceeded and the next level has been reached.

The limit for this level is described as both the position in a side bar and the numeric value for this limit. The value may be set by either sliding the slide bar until the required value is displayed for the limit, or alternatively entering the numeric value directly in the limit field.

The minimum value for this threshold level is implied by the maximum value of the previous level. For example, in the threshold display shown above, the values in the range 80 (inclusive)

through 90 (exclusive) will be considered **Critical**. The first level minimum is assumed to be zero (0).

4.4.3 Color

The color to use when displaying this threshold in the graphical displays.

4.5 Buttons Area

The buttons area contains the dialog action buttons:

Help

Invoke help.

Add Resource

Press **Add Resource** to create a new resource item.

Rem Resource

Press **Rem Resource** to remove the currently displayed resource from the display definition.

Save

Press **Save** to save the entered data to the ORCM Oracle Trace configuration file.

Cancel

Press **Cancel** to leave this dialog without saving the entered data.

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Chapter 5

Defining Trace Player Thresholds

5.1 Invoking

To create a new Trace Player threshold or modify an existing one you must invoke the Threshold Definition panel and enter the required information.

The threshold definition panel may be invoked by either:

1. Selecting the **Oracle Trace Threshold** menu option from the ORCM main menu to bring up the **Trace Threshold** panel

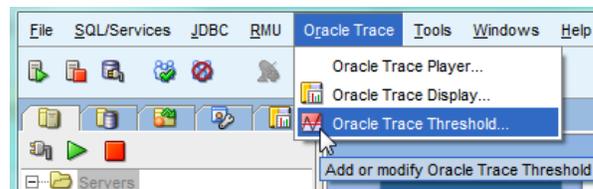


Figure 85 - Defining Oracle Trace Threshold option 1

Or

2. Starting an Oracle Trace Player session and select **File/New/Oracle Trace Threshold...** from the player main menu

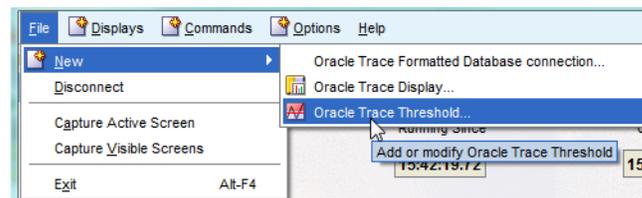


Figure 86 - Defining Oracle Trace Threshold option 2

Or

3. Starting an Oracle Trace Player session and select **Displays/New Oracle Trace Threshold...** from the player main menu

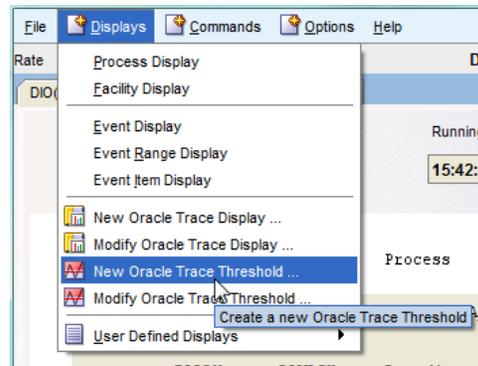


Figure 87 - Define Oracle Trace Threshold option 3

The [Threshold definition panel](#) will be displayed.

You can create a new threshold by entering a unique threshold name in the **Name** field or alternatively, select an existing threshold from the drop-down list provided and then change the name to a new unique value.

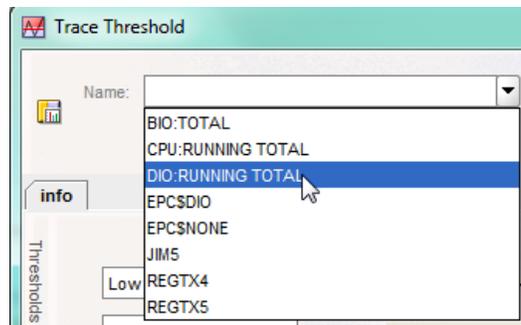


Figure 88 - Selecting an existing threshold

You can alter an existing threshold by selecting its name from the **Name** field drop-down list and then making the appropriate changes. If you change the threshold name a new threshold will be created when you press the **Save** button, otherwise the characteristics of the existing threshold will be changed in your configuration file.

5.2 Threshold Definition

You may create new Oracle Trace thresholds or modify existing ones using the **Threshold Definition** panel.

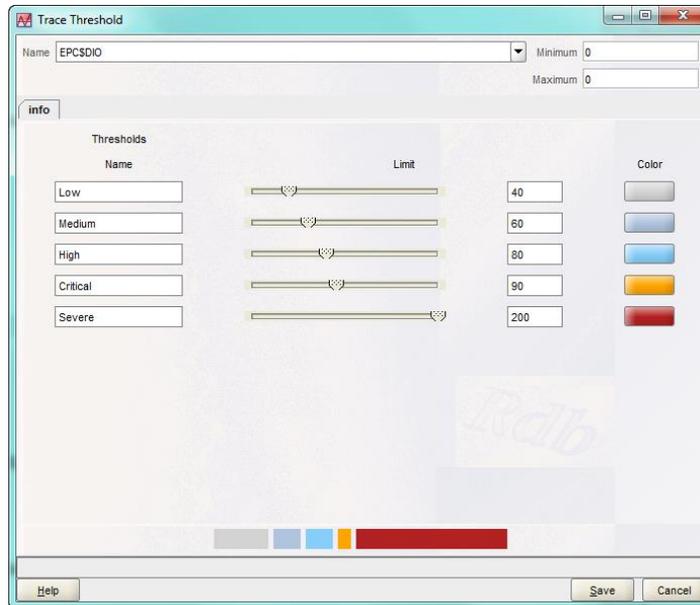


Figure 89 - Oracle Trace Threshold definition panel

The panel contains the following fields:

- [Name](#)
- [Minimum](#)
- [Maximum](#)

5.2.1 Name

The unique name for this threshold. This field must not be blank. The drop-down list may be used to choose an existing threshold to either modify or to use as a template for a new threshold.

5.2.2 Minimum

The minimum value that should be graphed. Note that currently this value is not used by the trace player, the minimum value will always be considered to be zero (0).

5.2.3 Maximum

The maximum value that should be graphed. This places an upper value on any chart or bar that may be displayed for this resource statistic.

If the value is 0 then no upper limit is specified, chart displays will be automatically rescaled as needed.

Use a non-zero value to fix the upper size of the graph and tells the trace player to not automatically rescale as values grow. Any value above this limit will be truncated in the display

to this maximum value for the graphical representation, however the true value will still be shown within any tip or in some display embedded in the bar for that resource.

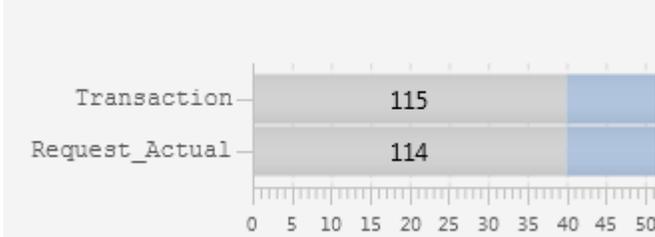


Figure 90 - Numeric value of resource statistic

In addition the panel contains the **Threshold** information area described in the following section.

5.3 Info Panel - Threshold Area

The threshold area contains information about the thresholds used for highlighting in this display.

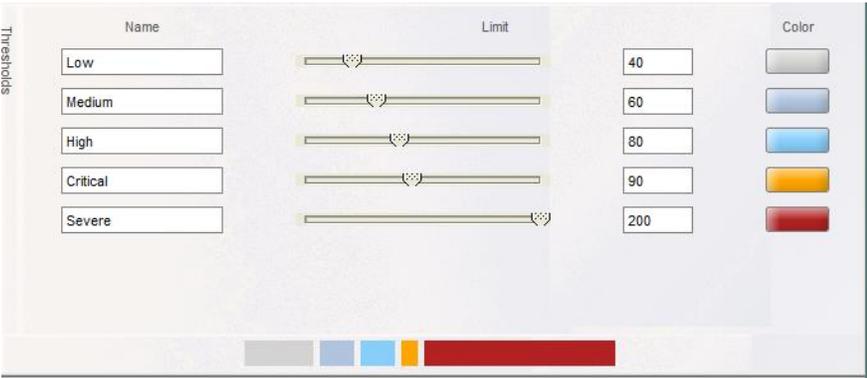


Figure 91 - Threshold area

Five (5) levels of thresholds may be described. Each level may have a unique name, maximum value and color bar. The threshold information is used to provide color-highlighting on the trace player's graphical displays.

For example, the above threshold definition may generate a display similar to the following in an Event Resources chart displayed during collection replay:

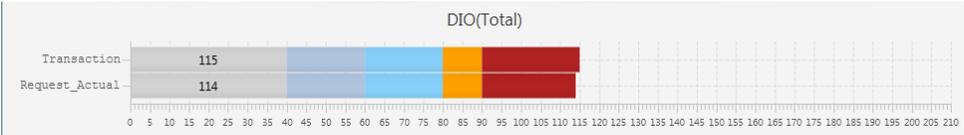


Figure 92 - Threshold area

At the bottom of the threshold area is a color ruler that reflects how the value for that resource may be shown in a stacked bar-chart display.

The threshold area contains the following columns:

- [Name](#)
- [Limit](#)
- [Color](#)

5.3.1 Name

A name to describe this level.

5.3.2 Limit

The maximum value for this level. The maximum is an exclusive value, that is, it designates the value where this level has been exceeded and the next level has been reached.

The limit for this level is described as both the position in a side bar and the numeric value for this limit. The value may be set by either sliding the slide bar until the required value is displayed for the limit, or alternatively entering the numeric value directly in the limit field.

The minimum value for this threshold level is implied by the maximum value of the previous level. For example, in the threshold display shown above, the values in the range 80 (inclusive) through 90 (exclusive) will be considered **Critical**. The first level minimum is assumed to be zero (0)

5.3.3 Color

The color to use when displaying this threshold in the graphical displays.

5.4 Buttons Area

The buttons area contains the dialog action buttons:

Help

Invoke help.

Save

Press **Save** to save the entered data to the ORCM Oracle Trace configuration file.

Cancel

Press **Cancel** to leave this dialog without saving the entered data.

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