Scenario File

- scenario.yml

- Defines scenario settings when running in load mode

- Only used in LRD

- Ex.) All times in seconds

vusers: 1 #number of vusers

pacing: 2 #seconds between iterations

rampup: 2 #seconds it takes to start all vusers, Starting of vusers will be distributed equally

duration: 20 #Seconds to run vusers iterations after all vuserd have started

teardown: 0 #not used

Runtime Settings File

- default runtime settings

- optional rts.yml

- create file in script folder

- Customized runtime setting take precident over default settings

Can change: -Enable log mode

-set log level

-proxy settings

-save snapshots on replay or error

-Define run logic

-Think Time

-etc.

To Customize: 1.) Copy rts.template.yaml from Devweb root folder to scripts folder

2.) Rename to rts.yml

3.) Customize copied file

4.) Save changes

- additional files can be stated in rts.yml using absolute path

Ex.) files:

-names: extra.js

role: script

Configure thinkTime

-ignore = runs script s without delays

-asRecorded = thinktiime during replay

-multiply = recorded thinktime is multiplied (0.01 – 10,000)

- randomPercentage = random percentage of think time (min (1-150 )- max (50-10,000))

-limit = maximum thinktime for each thinktime period during script

* Range 0 – 10,000 seconds
* -1 indicates disabled

Ex.) thinkTime:

limit: 0

type: multiply

argument:

by: 5

- run logic is included in rts.yml

- run:

#Define the logic between the items, can be sequential, random or shuffle.

logic: "sequential"

items: #List of items to run.

- name: "Add food to the cart" #Define the action name.

- name: "Add something sweet to the cart" #This part create a "block" of actions.

logic: "random"

#Loop a positive number define the number of times to run the current section

loop: 3

items:

- name: "Add chocolate to the cart"

#Probability value between 0 to 100 include. Total probability of all items should be 100%.

probability: 40

- name: "Add marshmallow to the cart"

#Probability value between 0 to 100 include. Total probability of all items should be 100%.

probability: 60

- name: "Purchase items in the cart"

Parameter resource file

- contains parameter description

- optional parameters.yml

- defines the parameters that can be used in the script and aspect of how and when new values are retrieved

- interacts with csv file

Ex.) parameters:

  - name: UserName #parameter name

    type: csv

    fileName: data.csv

    columnName: username

    nextValue: iteration #logic for when to collect the next value

    nextRow: sequential #logic on how to select the next value

    onEnd: loop #determines what happen when all the value have used

    #firstDataRow: 1 #starting row

- argument reference needs to be added to rts.yml if csv value isn’t in the same folder as parameters.yml

userArguments:

myfile: ./data.csv

Transactions resource file

- optional file

- transaction.yml

-use for LR Cloud

- enables SLA feature

Ex.) - name: foo

- name: bar

Rendezvous resource file

- optional rendezvous.yml

- created automatically if main script contains rendezvous points

- vuser stops and waits for permission to continue

- not supported in developer

- file provides list of rendezvous names

- script must be replayed before uploading to cloud for rendezvous file is included in script

user arguments resource file

- optional

- user-args.json

- contains argyments used in script for execution

- file is in key-value json format

Ex.) {

"username": "RDteam",

"Attribute\_2": "system"

}