

GetSnappyNow User Guide (V1.2)

Overview

GetSnappyNow is a client driven web performance analysis and monitoring service.

Installing the GSN Javascript Module

Add the following JavaScript snippet immediately following your opening <head> tag

```
<html>  
  <head>  
    <script type="text/javascript">  
      var gsnStart=new Date().getTime();  
    </script>
```

[Download](#) our JavaScript library and include it with the following JavaScript snippet (in yellow) right before your closing </body> tag.

Note: You'll need to update the *src* attribute and *identity* highlighted in red. The *src* attribute should be a valid URL specifying the location of your GSN javascript module. The *identity* should be either your development, test, or production environment identities. (identities are available on your "My Account Page" on our website.)

```
<script type="text/javascript"
      src="<path to GetSnappyNow.js>"></script>

<script type="text/javascript">
try {
////////////////////////////////////
// BEGIN CUSTOM CONFIG
////////////////////////////////////
// GSN.setServerName( 'www2b.getsnappy.com' );
// GSN.setPageName( 'Home Page' );
////////////////////////////////////
// END CUSTOM CONFIG
////////////////////////////////////
GSN.setIdentity( 'fd9dk2jHsJxbTtg2wd3xfrPP5HKm7DPd' );
GSN.track(gsnStart);
} catch (e) {}
</script>
</body>
</html>
```

Installing GetSnappyNow.gif

Download the 1px transparent gif from:
<http://www.getsnappy.com/downloads/GetSnappyNow.gif>

Place this image on your web/application server. By default the GSN JavaScript module looks for the image directly under your DocumentRoot/Webroot using the URL <http://<your domain>/GetSnappyNow.gif>. However you can override it's location, by calling the method GSN.setImageLocation with an alternate location.

```
GSN.setImageUri('/images/GetSnappyNow.gif');
```

For more information on why this image is needed and how it is used, read the section titled Calculating Page Load Times.

The GSN JavaScript Module

Required Functions

- **GSN.setIdentity(identity)**
Define the identity of your web site.
- **GSN.track(gsnStart)**
Trigger the logging event for the current page view and should be called AFTER all other GSN functions. The parameter start is a timestamp taking using the JavaScript snippet `var gsnStart=new Date().getTime();`
Set gsnStart immediately following your opening head tag to ensure an accurate page load time calculation. See the section Installing the GSN JavaScript Module above.

Optional Functions

- **GSN.setServerName(serverName)**
Define the hostname of the application or server used to load or generate your web page. If you are running a web farm you can periodically monitor the health of your web farm through our online reports. In particular you should ensure the median Server Response Time and Page Views for all servers performing comparable work, is indeed comparable.
- **GSN.setPageName(pageName)**
Define the name of a given web page. While the URI of the web page is also tracked, they are often not very human friendly. Keep in mind that on pageName may represent many URI's. For example a newspaper site might have many articles, (/articles/2008/06/03/42344.html, /articles/2008/06/03/42345.html, etc.), and choose to set the pageName for all articles to 'Viewing an Article'. The pageName may contain up to 1024 characters.
- **GSN.setVariable(variableNumber(1-4),stringValue)**
Set a variable for this current page view. See the Variables section below.
- **GSN.setImageUri(uri)**
Set the uri used when loading the 1x1 pixel transparent gif, to calculate page load time. The default value is '/GetSnappyNow.gif'. See the Page Load Times section below.
- **GSN.setOnComplete(func)**
The setOnComplete function, takes a javascript function as an argument. Once the page has been successfully loaded this function will be called with the following three arguments.

loadType - one of the following (new,link,form,reload,history)
serverResponseTime - see Server Response Times section below
pageLoadTime - see Page Load Times section below

Using javascript and this function you can inject these statistics anywhere on your web page. See the Example OnComplete function below.

Understanding GetSnappyNow

Calculating Page Load Times

Web page load times are a key component to your visitors user experience and your conversion rate. Loading of images loaded through IMG tags can be detected, however their is no way to detect when a css background-image has been loaded. We attempt to overcome this limitation, by appending a 1x1 pixel transparent gif (GetSnappyNow.gif) at the end of your web page in order to “flush” the image queue. The default installation is typically 85%-95% accurate. However, for key web pages you can obtain 100% accuracy by adding some additional HTML to the bottom of you web page.

Simply include images loaded as a background-image, inside an img tag wrapped in an invisible div. This allows us to accurately detect when the image is loaded, and becuse all modern browser are smart enough to not load the image twice, has no negative side effects. Here is an example:

```
<div style="height:0;width:0;overflow: hidden;">  
    
</div>
```

Server Response Times

We capture anytime a visitor follows interacts with your site, and measure how long it takes before they receive a response from your server. This statistic is very useful in finding pages or servers that are underperforming. It is also useful for measuring the impact of any performance tuning done to your application and/or servers.

Variables

Variables allow you provide customizable visitor groups. This allows our clients to create ad-hoc comparison reports, as well as setup custom monitoring groups.

Example OnComplete Function

The following example will display page load time statistics in a slightly opaque orange overlay in the upper right corner of your web page once the page completely loads. After 2.5 seconds the overlay fades away.

```
<div id="gsnOverlay" style="display:none;position:absolute;top:
0;right:0;z-index:10000;opacity:.95;padding:10px 10px 10px
10px;border:1px solid black;background-
color:#D65D00;filter:Alpha(opacity=95);">
  <div id="gsnOverlayText" style="margin-bottom:
5px;">&nbsp;</div>
  <a href="http://www.getsnappy.com/services/
GetSnappyNow.html" style="margin: 0 auto;font-size:.
9em;color:#454545;white-space:nowrap;">Powered by GetSnappyNow</
a>
</div>
```

```
<script type="text/javascript">
function msToSeconds(ms) {
  var seconds = ms / 1000 + " seconds";
  return seconds;
}

function customOnComplete(loadType, timeToFirstByte, time) {
  var overlay = document.getElementById("gsnOverlay");
  var overlayText1 =
document.getElementById("gsnOverlayText");
  var message = '';
  if (loadType == 'link') {
    message = '<b>Link Clicked</b><br>';
  } else if (loadType == 'form') {
    message = '<b>Form Submitted</b><br>';
  } else if (loadType == 'reload') {
    message = '<b>Page Reloaded</b><br>';
  } else if (loadType == 'history') {
    message = '<b>History Accessed</b><br>';
  //    customAlert("IsNewSession: " + GSN.isNewSession);
  //    customAlert("SessionInfo: " + GSN.sessionInfo);
  //    customAlert("JS Referer: " + document.referrer);
  } else {
    message = '<b>Session Initiated</b><br>';
  }
  if (timeToFirstByte)
    message += 'time to first byte: ' +
msToSeconds(timeToFirstByte) + '<br>';
```

```
message += 'loading time: ' + msToSeconds(time);

overlayText1.innerHTML = message;

overlay.style.display = 'block';

setTimeout(function() { dissolve(0.5) }, 2500);
}
function dissolve(t) {
  var overlay = document.getElementById("gsnOverlay");
  try {
    if (t < 0) {
      overlay.style.display = 'none';
    } else {
      if (document.all) {
        overlay.filters[0].opacity = t * 100;
      } else {
        overlay.style.opacity = t;
      }
      t = t - 0.1;
      setTimeout(function() { dissolve(t) }, 100);
    }
  } catch (e) {
    overlay.style.display = 'none';
  }
}

GSN.setOnComplete(customOnComplete);
```