

P4V Mythbusters

**“they don’t just tell the myths
they put them to the test”**

Steph Turner
James Creasy

Episode 1

**“It’s better to hit the
ground running”**

The Myth: It’s hard to get a new user up
and running.

Experiment

- A happy admin
- Running server
- License for the user
- Clean machine that's never run P4V
- No previous login or workspaces

Results



“Dead starts are faster.”

Actions: Connection Wizard
 Zero Conf
 Admin Tool
 P4V Preference Customization

Episode 2

“A hero could save his buddies by covering a grenade with his body”

The Myth: Creating and managing a dev branch is too hard.

Experiment

- Add dev branch
- Create branch spec
- Populate the dev branch
- Copy back to main



Results

**“Dev branches
help contain
shrapnel.”**

Actions: Integration Dialog
 Admin Tool
 Branch Spec Editor
 Folder Diff



Episode 3

“Blind Driving”

The Myth: Can't work disconnected.

Experiment

- Fake a sudden server incapacitation
- See if P4V stays alive
- Resuscitate server
- Assess the damage

Results



**“Obey the speed
limit on the curves.”**

Results: Use P4V to browse and edit local files
Reconcile Offline changes
P4Merge
Folder Diff
Submit

Episode 4

“Coffin Punch”

The Myth: Once it's in, it's in and it's too hard to get out.

Experiment

- **Track down offending change**
- **Nix it**

PLAUSIBLE

Results

“Depends on how deep you are buried.”

Results: `ctrl-g`
`History/Submitted view`
`Rollback change`
`Revision Graph pending changes`
`Submit`
`Change submitted description`

“End with a Bang”