Additional Proposed PWG Usage Counters

ProcessingTime
Cumulative time (ticks), since power-on, that the device or service has been engaged in some form of “processing”. Processing can include receiving and buffering data or resources either as part of a job or as a resource download, ripping, imaging, finishing etc. Responding to management queries should not be considered processing unless management and job protocols are indistinguishable. A simple way to tally ProcessingTime is to mark the tick at the start and end of “processing”, accumulate these differences and compare against the running power-on counter. ProcessingTime is intended to be a low overhead metric that enables (via inverse) calculation of idle time. This information can be useful for capacity planning in a managed environment.

DownTime
Cumulative time (ticks), since power-on, that the device or service has existed with an error requiring intervention or preventing operation of all or part of the device. (Do we need PrinterDownTime, ScannerDownTime, etc?). A simple way to tally DownTime is to mark the tick at the leading and trailing edges of an event, accumulate these differences and compare against the running power-on counter. DownTime is intended to be a low overhead metric that enables (via inverse) calculation of availability time. This information can be useful for service level validation in a managed environment.

MaintenanceTime
Cumulative time (ticks), since power-on, that the device or service has existed in a condition where maintenance personnel have logged-in via whatever mechanism they do so for that device. (Maintenance time may be hard to calculate for a “service”). A simple way to tally MaintenanceTime is to mark the tick when personnel logs in and out, accumulate these differences and compare against the running power-on counter. MaintenanceTime can be useful for service level validation in a managed environment.

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Proposal for discussion
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