
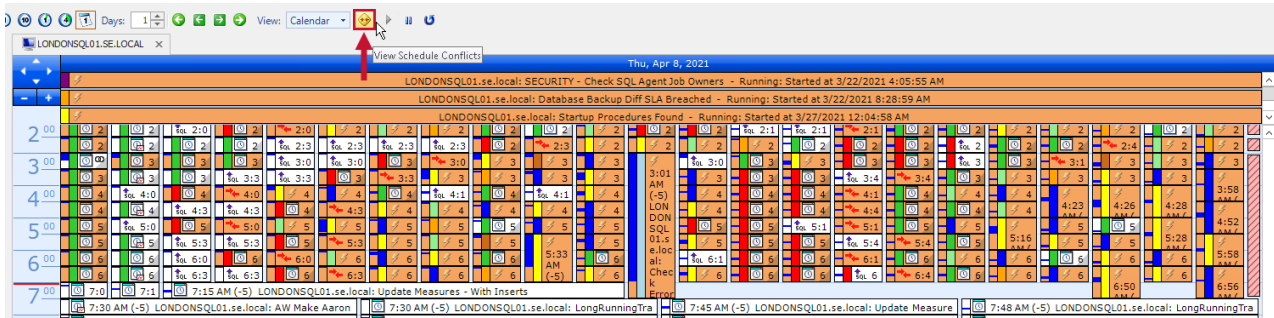


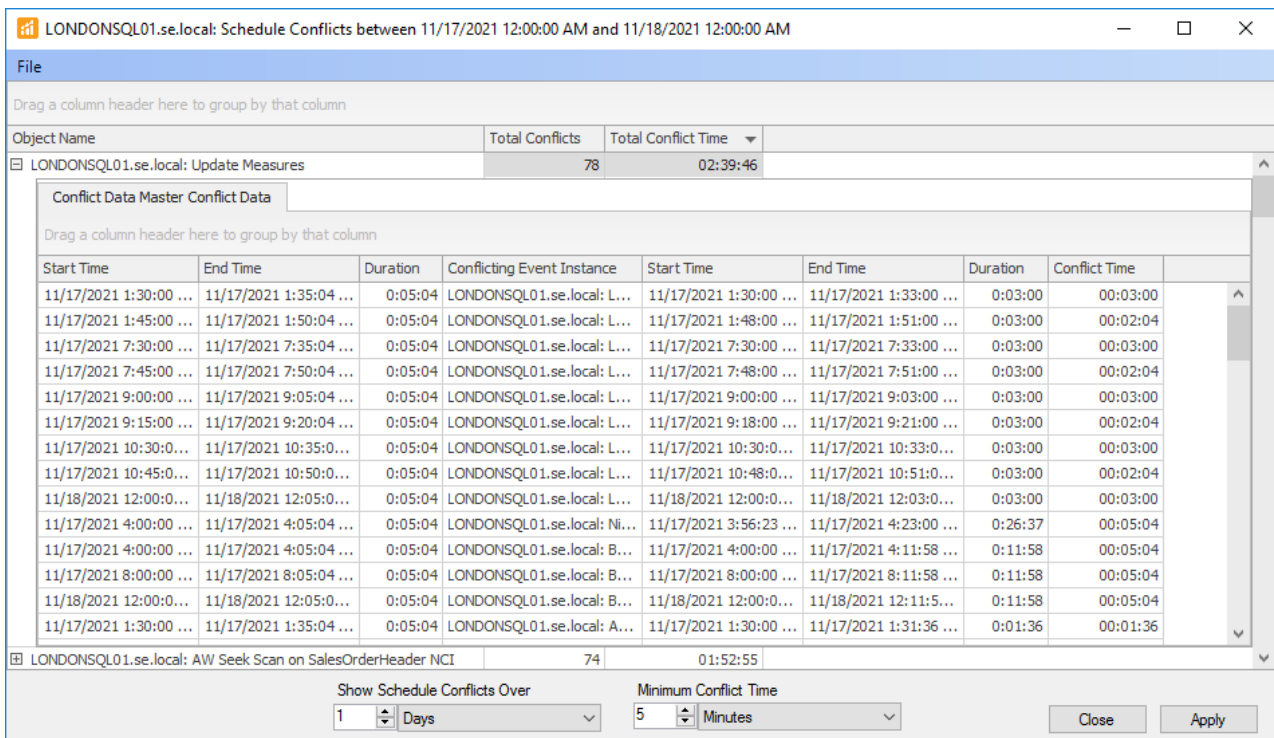
# SQL Sentry Conflict Viewer

Last Modified on 22 November 2021

Event conflicts are often one of the greatest contributors to performance problems on a SQL Server. The **Conflict Viewer** provides valuable insight into how event schedules are contending with each other. It enables quick and easy cleanup of conflict conditions, ensuring your event schedules are leveled. To open the **Conflict Viewer**, select the **View Schedule Conflicts** icon  on the **Toolbar**.



The **Conflict Viewer** is initially sorted in descending order by **Total Conflict Time**, which is the total time an event conflicts with other events. This measure is extremely valuable in determining which event objects may be causing the most resource contention. The primary event object is listed with its detail information, including **Name**, **Start Time**, **End Time**, and **Duration**. The event objects that are conflicting with it are listed beneath it along with their detail information, as well as the actual time in conflict.



Double-click any conflict record to jump directly to the corresponding job instance on the calendar. From there, you can use drag-and-drop to reschedule the associated events and clean up the conflict condition. This is the quickest and most effective way to level an event schedule.

**Note:** The **Drag-and-Drop** feature is disabled in the evaluation copy of SQL Sentry.

# Viewer Settings

Show Schedule Conflicts Over: 1 Days  
Minimum Conflict Time: 5 Minutes  
Close Apply

The following options are available in the Conflict Viewer:

Option	Description
Show Schedule Conflicts Over	Use this setting to set the time range over which you want to view conflicts. The <b>Conflict Viewer</b> starts at the current time and projects out into the future by the specified amount.
Minimum Conflict Time	Use this setting to eliminate noise caused by short-running events.
Close	Closes the <b>Conflict Viewer</b> window.
Apply	Apply any selected <b>Show Schedule Conflicts Over</b> and <b>Minimum Conflict Time</b> filter changes.