

Resource Considerations & Performance

Performance of the AI Script Generation process depends heavily on the resources available to your **test node** and the configuration choices you make. Here are the general guidelines from Appvance.

Headless vs non-headless browsers

You can run the AI browsers in **headless** or **non-headless** mode. Headless mode is recommended for increased performance and lower resource usage. As a rule of scale: if you can run **5 non-headless browsers**, you can likely run **10-15 headless browsers** with the same performance.

Mode	Limiting factor	Typical scale
>Non-headless	>Memory (RAM) on the test node	>16 GB → 5 browsers · 32 GB → 10 · 64 GB → 20
>Headless	>CPU speed and thread count	>10-15 browsers at 2.4-2.6 GHz base

Tip: if performance is slow, try **reducing the number of browsers**. Running more browsers than the machine can handle makes the whole AISG process slower — not faster.

Delay between requests

Delay Between Requests (ms) is an execution option that determines how long AIQ waits for the application to load before reporting a failure while navigating. A longer delay gives the application more time to respond. As a side effect, higher delays can let you run **more browsers** (some go to sleep while waiting). For example: 10 browsers work best at 0 ms delay, but at 20 ms you may run 15. This is not a direct correlation — **benchmark your own environment**.

Types of applications

- **Static** — very static apps with few elements: up to **20 headless browsers** on a standard 8-core / 32 GB node.
- **Dynamic** — highly dynamic apps (moving elements, Shadow DOM, iframes): do some **basic benchmarking**.

Basic benchmarking

1. Run a quick AISG execution — e.g. compare 10 headless vs 5 non-headless browsers.
2. Monitor memory and processor utilization.
3. Use the results to decide on the browser count for your real AISG run.

AIQ limits

50

absolute max browsers (hard limit)

35-50

optimum browsers even with abundant resources

Also note (AIQ 5.0): AI blueprinting is supported only on **Windows test nodes**. Mobile blueprinting, Compare Blueprints, and the Generate Scripts option are disabled in 5.0 — use the Coverage Map DS generation instead.

Source: [Resource Considerations \(docs.appvance.net\)](https://docs.appvance.net)

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