

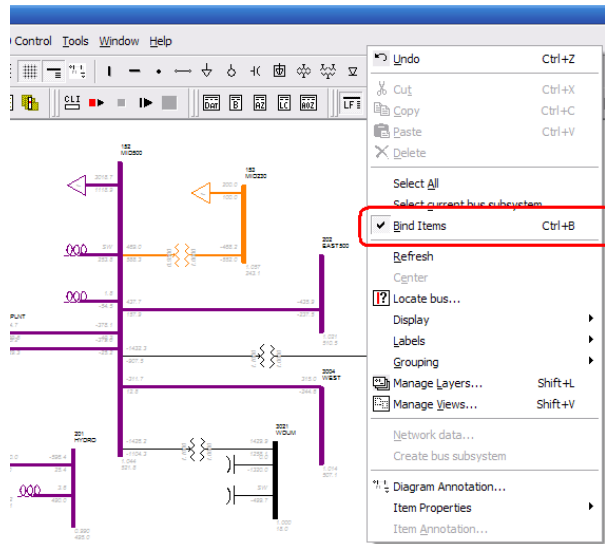
Best Practices

For the lab instructor:

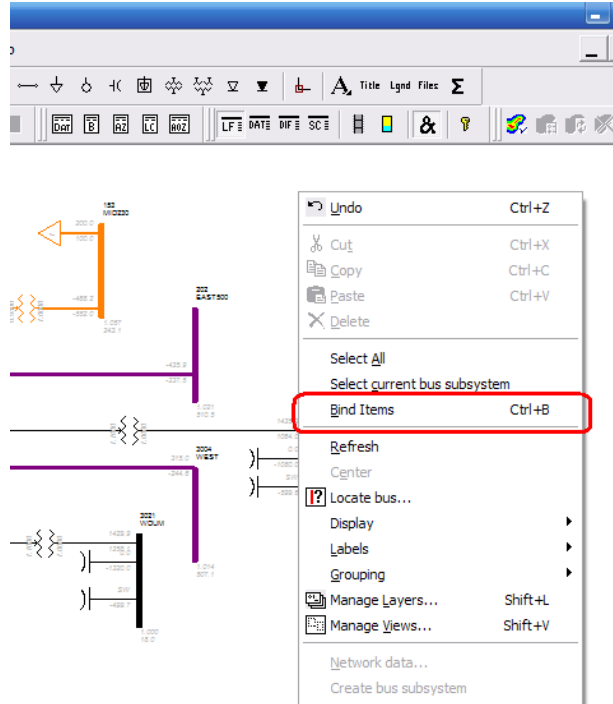
1. It is best to have the labs and questions to the labs in separate documents. Many students just look at the questions and work backwards through the lab. It is better to have students follow through the lab from beginning to end and then fill in the answers to the questions.
2. Make a copy of the .sav file. This is a necessary precaution. Students have many opportunities to make irreparable changes to this file; having the unadulterated copy allows you to overwrite any changes that may have been made.

For the students:

3. Read the labs thoroughly before the designated lab session.
4. Print out each lab in its entirety. Make notes and write questions in the margins. This way you are prepared when you come to the lab session and become less frustrated. 😊
5. Large enough Startup Bus Dimension. Once you start PSS/E Power Flow check to make sure the Startup Bus Dimension is at least 100000. If it is not, you need to change it. Details on how to do so are as follows:
 - a. Go into the Misc menu
 - b. Click “Change Program Settings”
 - c. Startup Bus Dimension
 - d. Change the number to 100,000
 - e. Close and reopen PSS/E Power Flow to apply setting.
6. Unbinding elements in a slider. It is pertinent that you have elements unbound when you are deleting in a slider diagram. Instructions on how to do this are as follows:
 - a. Right click anywhere within the slider diagram

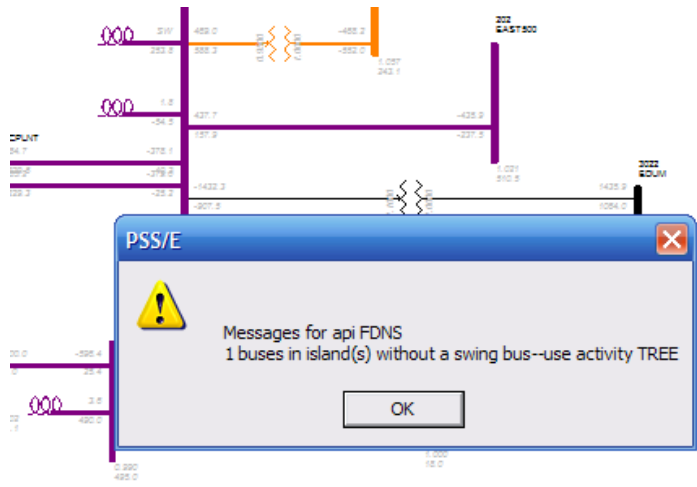


b. Remove the check mark from next to the binding




7. How and when to use the TREE command. Use the TREE command when a dialog box informs you that a bus is in “island”. Instructions on using the TREE command are as follows:

- a. Open the CLI
- b. Change the CLI format to PSS/E Response (drop down menu in bottom right corner)
- c. Click into the main dialog box and type “tree” and hit enter
- d. Follow the dialog prompts to take the bus(es) out of island



PSS/E



Messages for api FDNS
1 buses in island(s) without a swing bus--use activity TREE

OK