

loaderio

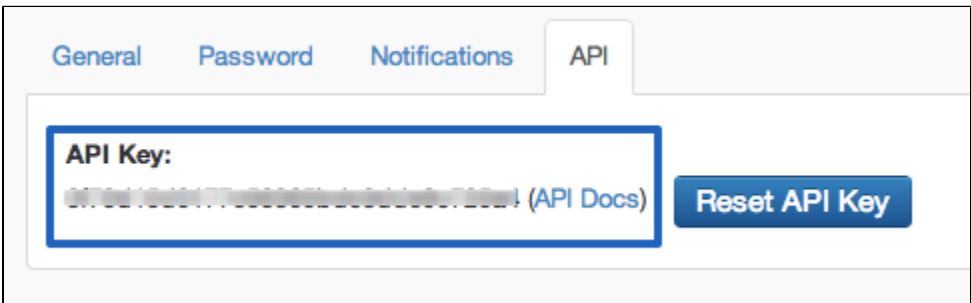
Plugin Information
View loader.io on the plugin site for more information.

loader.io Plugin

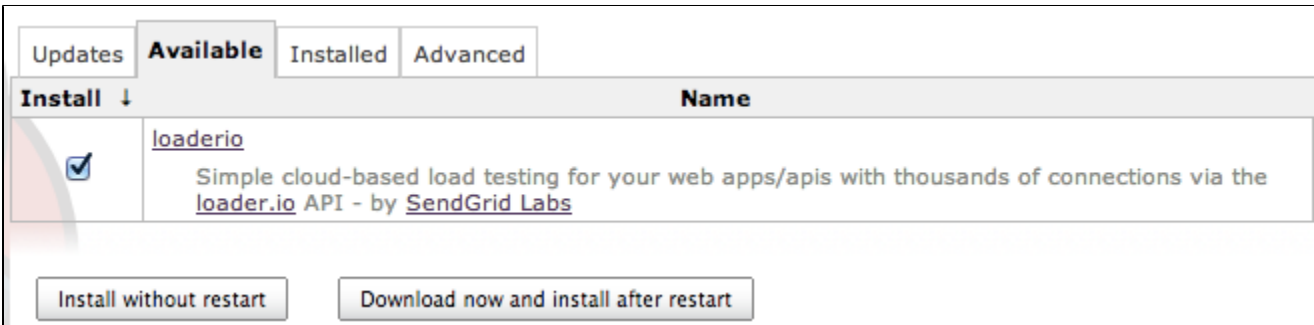
Simple cloud-based load testing for your web apps/apis with thousands of connections via the [loader.io](#) API - by [SendGrid Labs](#)

Installation

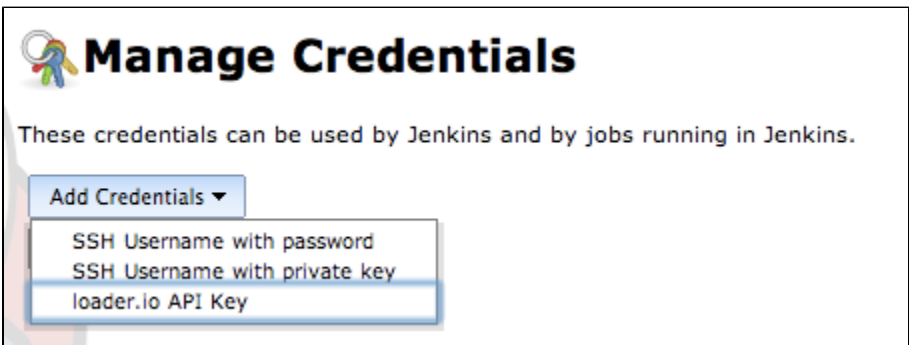
- 1) Make sure you have all the latest plugins available: visit /pluginManager/advanced, select 'check now'
- 2) Get your free loader.io account for load testing: <http://loader.io>
- 3) Make note of your loader.io API key: <http://loader.io/settings>



- 4) Goto Manage Jenkins > Manage Plugins > Available & locate the loader.io plugin and install it



- 5) Next, you need to add your loader.io API key to the stored credentials (Manage Jenkins > Manage Credentials)



Test your API key, Once verified, click Save.

loader.io API Key

Scope:

Description:

Api Key:

Using loader.io for post build load tests

* Note: You'll need to first complete a successful test using your loader.io acct (<http://loader.io>), once completed your load test config will be available in the plugin

- 1) In your build config, select the Post-build action "loader.io"
- 2) Select your test template, enter both the Error % & Response time thresholds. Then click Save.

Post-build Actions

Loader.io
Provided by Loader.io

Loader.io Test:

Error percentage threshold: ● Unstable ● Failed

Threshold: % %

Response Time threshold: ● Unstable ● Failed

Response Time: ms ms

Viewing your loader.io load test results

When load tests are running during your Post-build actions you can view the Console output and monitor the progress

Console Output Progress:








```

Started by user anonymous
Building in workspace /Users/mike/.jenkins/workspace/My Test Build
loader.io: Errors percentage greater than or equal to 20% will be considered as unstable
loader.io: Errors percentage greater than or equal to 50% will be considered as failure
loader.io: Response time greater than or equal to 50millis will be considered as unstable
loader.io: Response time greater than or equal to 150millis will be considered as failure
loader.io: Waiting for test results 0 sec
loader.io: Waiting for test results 5 sec
loader.io: Waiting for test results 10 sec
loader.io: Waiting for test results 15 sec
loader.io: Waiting for test results 20 sec
Finished: SUCCESS

```

When your build is complete, you can view the report of the loader.io load test

Jenkins > My Test Build > #1 >

-  [Back to Project](#)
-  [Status](#)
-  [Changes](#)
-  [Console Output](#)
-  [Edit Build Information](#)
-  [Delete Build](#)
-  [loader.io Report](#)

loader.io Test Report

gonnacrushya.com

> <http://gonnacrushya.com>

 Tweet

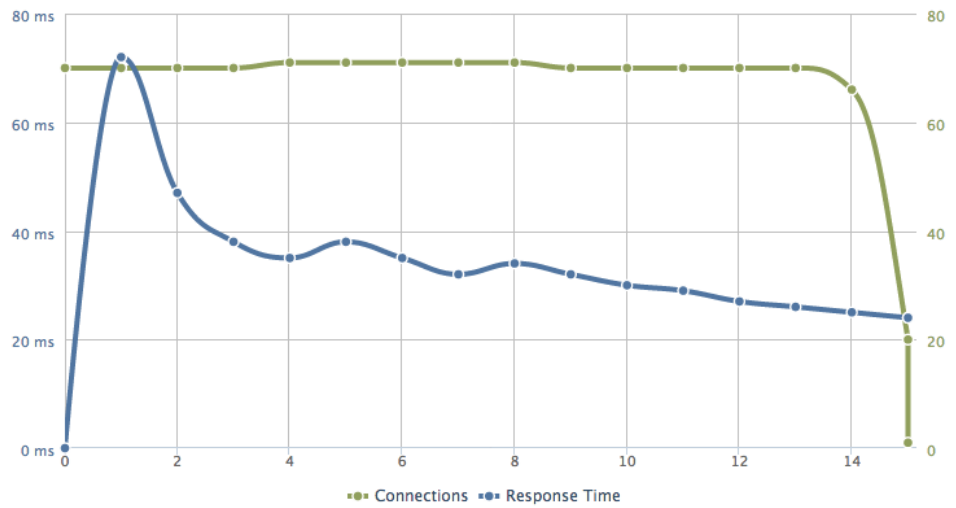
 Share

<http://dr.io/10yC8qw>

Date: Thu, Jun 20, 2013
 Time: 01:54 PM
 Max users: 71
 Duration: 15 seconds

Success responses: 999
 Avg response time: 32 ms
 Sent from app: 2.10 MB
 Rcvd from loader: 114.18 KB

Timeout errors: 0
 Network errors: 0
 Errors (400/500): 0 / 0
 Avg error rate: 0.00%



Response Times

Error rates

Bandwidth

Watch simulation

 Play

Changelog:

v1.0

- Initial release