

Heavy Job Plugin

This plugin allows you to define "weight" on each job, and making each job consume that many executors (instead of just one.) Useful for a job that's parallelized by itself, so that Hudson can schedule jobs accordingly.

Plugin Information



View Heavy Job [on the plugin site](#) for more information.

Usage

This plugin adds the following configuration UI fragment into your job configuration page. Specify the total number of executors that this job should occupy:

Job Weight 

When you run this job, it'll occupy the specified number of executors, as can be seen below:

Build Queue		
No builds in the queue.		
Build Executor Status		
#	Status	
1	Occupied by foo #5	
2	Building foo #5 <div style="width: 50%; height: 10px; background-color: #0070C0; border: 1px solid #000;"></div>	

The occupied executors cannot build anything else while this build is in progress, thereby preserving the necessary computational resources for the job. It also means that the job with weight=2 cannot be run on a node with just one executor, or if a node has two executors but one of them is building something.

Changelog

Version 1.1 (Oct 16, 2013)

- Updated to 1.424 baseline.
- Fixed plugin metadata.

Version 1.0 (Sep 26, 2010)

- Initial release