

Blitz_io

Plugin Information

View Blitz.io [on the plugin site](#) for more information.

Blitz.io Plugin

This plugin allows you to run web load tests from the cloud using [Blitz.io](#).

Installation

1. go to `/pluginManager/advanced`, hit 'check now' button to get all the latest updates from update center.
2. go to `/pluginManager/available`, find the 'Blitz.io Plugin' under 'External Site/Tool Integrations' section, then install it.

<input checked="" type="checkbox"/>	Blitz.io Plugin This plugin allows you to run web load tests from the cloud using Blitz.io .	1.03
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3. after installation is done, you should be able to see 'Blitz.io Plugin' in `/pluginManager/installed` (you may need to restart Jenkins if necessary)

<input checked="" type="checkbox"/>	Blitz.io Plugin This plugin allows you to run web load tests from the cloud using Blitz.io .	1.03		
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Enter Blitz.io Account Info

1. go to `/configure`, find the Blitz.io section, then enter your blitz.io account user ID and API key. If you don't have a blitz.io account yet, you can register one [here](#), it's free!

Run Blitz.io Tests After Build

1. go to your job's configure page, such as `/job/blitz.io%20plugin/configure`, in the 'Post-build Actions', check the 'Blitz.io' box.
2. if you want to run a [sprint](#) test, check the 'Sprint' box, then enter the command and the response time threshold.
3. if you want to run a [rush](#) test, check the 'Rush' box, then enter the command and the error rate threshold.

Post-build Actions

- Aggregate downstream test results
- Archive the artifacts
- Blitz.io**
 - Sprint**
Run a sprint test
Command:
Response Time (ms):
 - Rush**
Run a rush test
Command:
Error Rate (%):

4. hit the 'Save' button

Note: you may only blitz urls that are reachable from the public web, so please don't enter "localhost", "intranet links" etc in the command line.

Interpret Blitz.io Test Results

1. after your job's build is done, click into that build, you will see a 'Blitz.io' link on the left hand side.

Jenkins » [blitz.io plugin](#) » #1

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[Blitz.io](#)

Build #1 (Jun 5, 2012 3:49:51 PM)

 No changes.

 Started by user [anonymous](#)

2. click the 'Blitz.io' section, you will see the Sprint or/and Rush Results

Blitz Test Report

Sprint Test

Command	Region	Connection Time (ms)	Response Time (ms)	Threshold (ms)	Status
http://jeff-blitz.herokuapp.com/	virginia	41	49	100	Passed

GET / HTTP/1.1

Duration: 49 ms
Connect: 41 ms
Response: HTTP/1.1 200 OK

Request headers

- **Host:** jeff-blitz.herokuapp.com
- **X-User-IP:** 74.85.18.250
- **X-User-ID:** 5e9437ea786609055ff7df89b350f92b
- **User-Agent:** blitz.io; 5e9437ea786609055ff7df89b350f92b@74.85.18.250

Response headers

- **Content-Type:** text/html
- **Content-Length:** 5780
- **Connection:** keep-alive

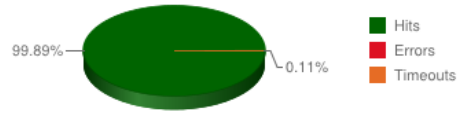
Rush Test

Command	Region	Error Rate (%)	Threshold (%)	Status
--pattern 1-250:20 -r california http://jeff-blitz.herokuapp.com/	california	0.11%	1%	Passed

Summary

This **rush** generated **1,822** successful hits in **20.00 seconds** and we transferred **10.81 MB** of data in and out of your app. The average hit rate of **83/second** translates to about **7,172,524** hits/day.

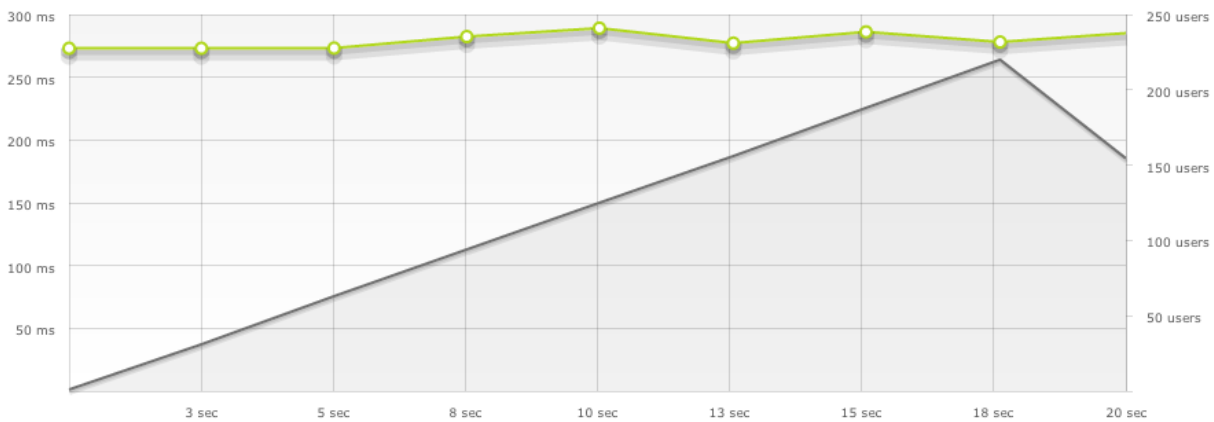
You got bigger problems though: **0.11%** of the users during this **rush** experienced timeouts or errors!



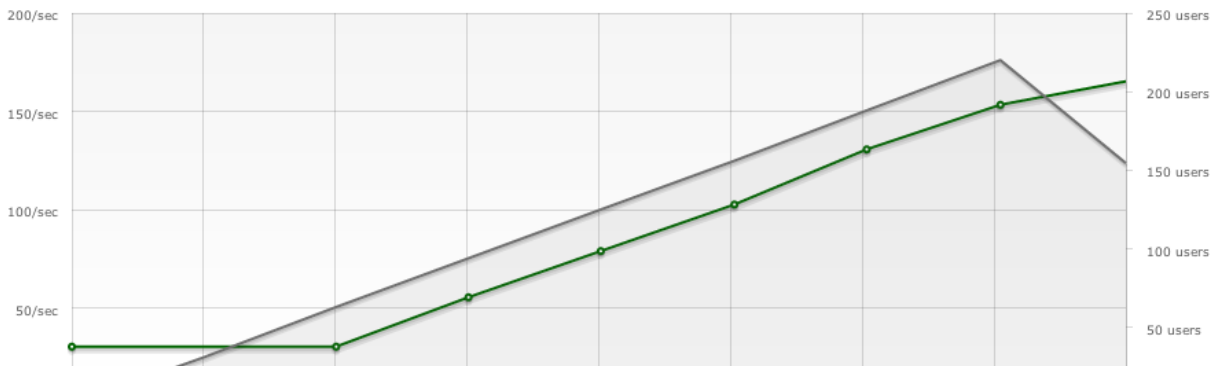
Timeouts

The first timeout happened at **17.62 seconds** into the test when the number of concurrent users was at **220**. Looks like you've been rushing with a timeout of **1 second**. Timeouts tend to increase with concurrency if you have lock contention of sorts. You might want to think about in-memory caching using [redis](#), [memcached](#) or [varnish](#) to return stale data for a period of time and asynchronously refresh this data.

Response Times



Hit Rate



3. your build will be marked as 'success' if all the tests passed, otherwise it will be marked as 'failure'