**Dead Letter Queue Usage1**

Poison Messages are messages that the consumer can never successfully process. A badly formatted message produced by producer, which never a consumer can process, hence message will be placed in queue repeatedly. These messages are poison messages. The QueueManager must detect this message and reroute to dead letter queue.

**Dead Letter Queue Usage2**

if the message was address to queue manager X and queue Y, it would arrive via a channel at manager X. If the receiver channel discovered there was no queue Y, it would be placed in the dead letter queue.