

MS Integration User Group

2013-11-26

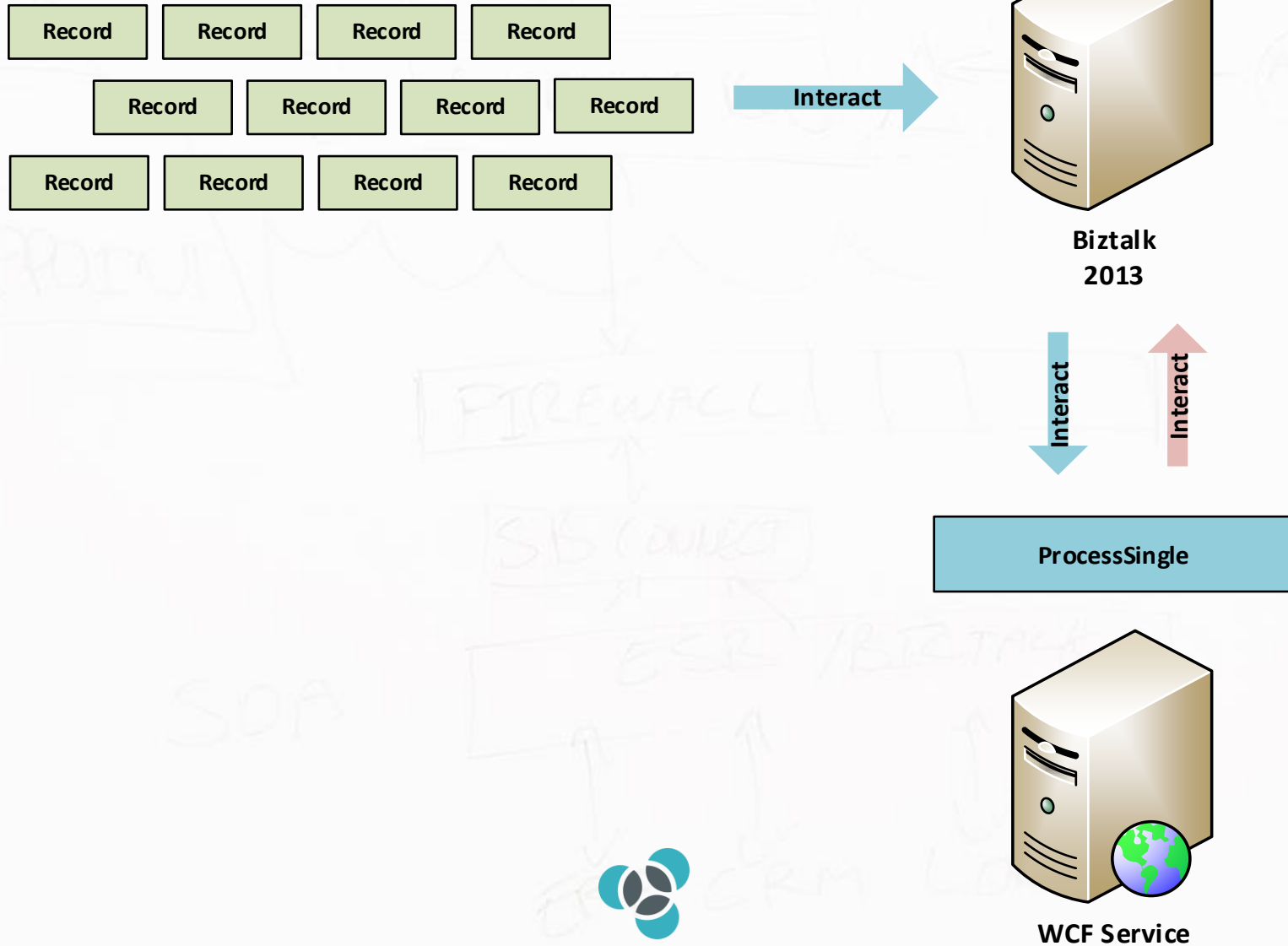


Introduction

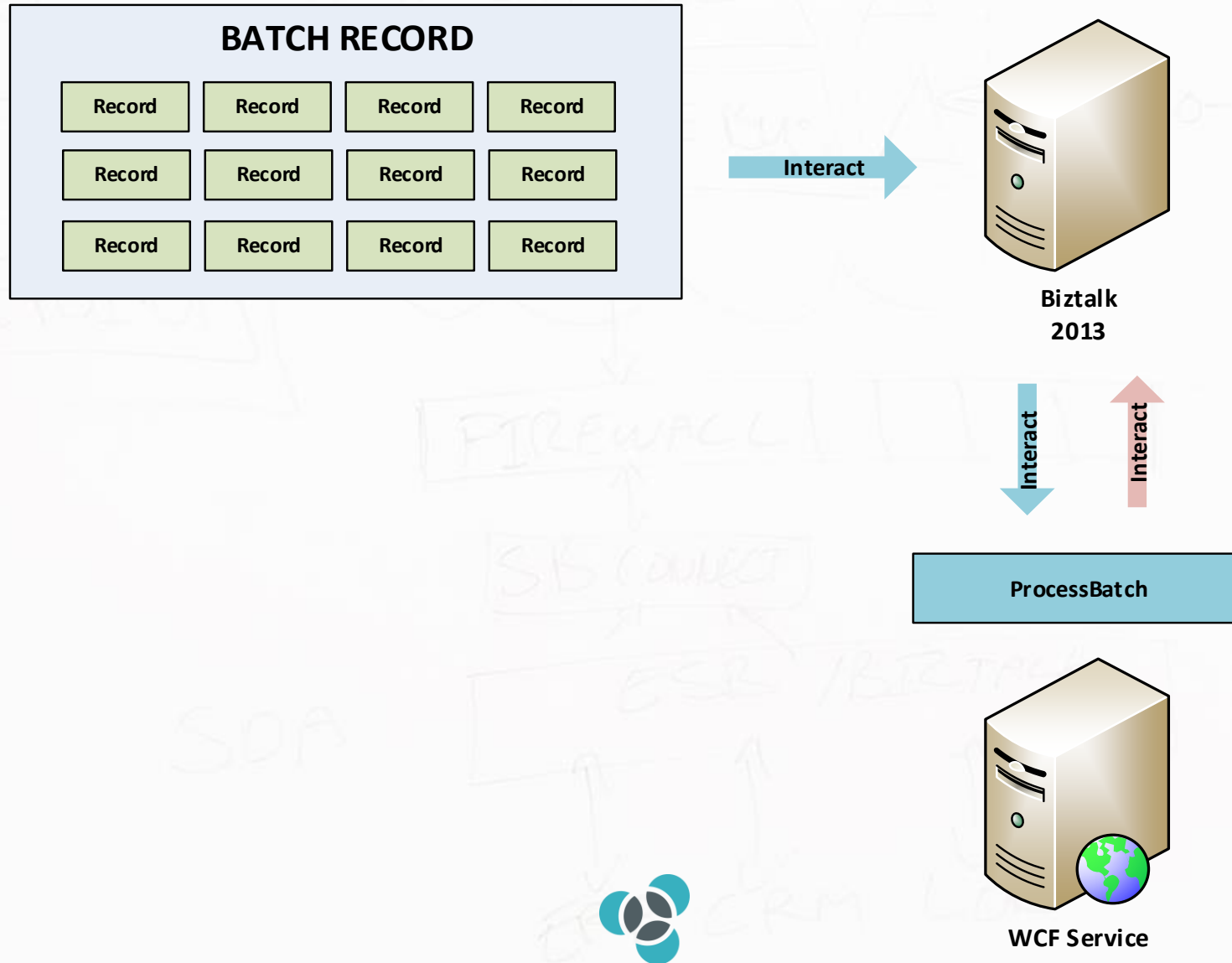
- We will be looking at out of the Box Functionality between BizTalk Server 2013 and Windows Communication Foundation around
 - Scaling
 - Load
 - Message Tracking/Replay



Scaling (Single)



Scaling (Batch)



Load (Host Instance Limits)

BizTalk Settings Dashboard

Group
Hosts
Host Instances

Hosts
A host is a logical container of one or more BizTalk run-time instances, and contains information about the artifacts that reside in it. It represents a virtual process boundary within which host instances run on one or more servers.

Host: BizTalkServerApplication

General | **Resource-Based Throttling** | Rate-Based Throttling | Orchestration Throttling

Per CPU Settings

Threads: 0

Database connections: 0

In-process messages: 10000 ⓘ

Internal message queue size: 1000 ⓘ

Message count in DB: 50000

Memory Usage

Global physical: 0

Process virtual: 50 ⓘ

Spool multiplier: 10

Tracking data multiplier: 10

Limit to trigger GC: 80 %

Batch memory threshold: 1 %

Severity

Memory: 500 %

DB size: 1 %

Inflight message: 75 %

Restore Defaults

Help Import... Export... OK Cancel Apply

Message Tracking & Replay

- Suspended Messages
- Retries & Timeouts
- Saving Messages to Disk
- Message Box

