

Using Byte Range Header to Limit Download Size

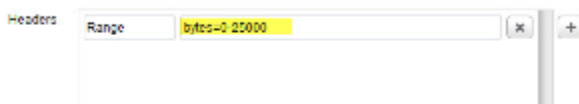
In synthetic scripts, you can limit the size of downloaded objects by specifying a range of bytes in an HTTP Header. This works for a single object, or for EVERY object in a full page, as long as the web server honors the bytes range header.

To add a byte range header in your script, do the following:

1. Click on the **Script button** in your script, then reveal the **Headers** tab, then click the "+" button on the right to add a new header.



2. In the name/value fields for your new header, enter "**Range**" and "**bytes=0-25000**" (my example) or whatever byte limit you want imposed on requests.



3. **Play the script** and you'll see the file size of each element is limited to the range you specified:



| Index | Code | Method | URL | Size (bytes) | Time (ms) |
|-------|------|--------|---------------------------|--------------|-----------|
| 150 | 200 | GET | http://www.autobytel.com/ | 37284 | 884 |
| 151 | 200 | GET | http://www.autobytel.com/ | 40885 | 87 |
| 152 | 200 | GET | http://www.autobytel.com/ | 311 | 52 |
| 153 | 200 | GET | http://www.autobytel.com/ | 37583 | 152 |
| 154 | 200 | GET | http://www.autobytel.com/ | 3887 | 82 |
| 155 | 200 | GET | http://www.autobytel.com/ | 37583 | 212 |



Note: The web server must honor the bytes range request header for this function to work. If your web server ignores this header, the script will download full-size objects and no limit will be imposed.