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CA Technologies Product References

This document references the following CA Technologies products:
- CA DLP

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Chapter 1: Infrastructure

This section contains the following topics:

- **CA DLP Client Policy Processor** (see page 7)
- **CA DLP Infrastructure BLOB Connectors** (see page 8)
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- **CA DLP Infrastructure Service** (see page 17)
- **CA DLP Infrastructure Sessions** (see page 17)
- **CA DLP Infrastructure Remote Data** (see page 18)

## CA DLP Client Policy Processor

The following counters are relevant to client performance:

**Average Processing Time (ms)**

The average time taken to process the hundred most recent events in milliseconds.

**Failed Items**

The total number of items that failed processing in the Policy Engine Core.

**Items Processed/sec**

The rate at which items are being processed by the Policy Engine Core.

**Total Items Processed**

The total number of items that have been successfully processed across all Policy Engine interfaces.
CA DLP Infrastructure BLOB Connectors

The following counters are relevant to BLOB file storage:

**BLOB Queue Size**
The number of BLOBs queued for storage.

**BLOBs Retrieved**
The number of BLOBs retrieved from the third party storage device.

**BLOBs Retrieved/sec**
The rate at which BLOB are being retrieved from the third party storage device.

**BLOBs Stored**
The number of BLOBs stored to the third party storage device.

**BLOBs Stored/sec**
The rate at which BLOBs are stored to the third party storage device.

**Concurrent Storage Tasks**
The current number of threads storing groups of BLOBs to the third party storage device.

**New BLOB Queue Entries/sec**
The rate at which new entries are being added to the BLOB queue.

CA DLP Infrastructure BLOB Files

The following counters are associated with Binary Large Object files stored on the file system. These files include captured event data and policy files:

**Average BLOB size (bytes)**
The average blob size stored. Note that this does not include initial capture of BLOBs.

**BLOBs deleted**
The number of BLOBs deleted from disk since the infrastructure started.

**BLOBs deleted/sec**
The number of BLOBs deleted from disk per second.

**BLOBs read**
The number of BLOB files read from disk since the infrastructure started.

**BLOBs read/sec**
The number of BLOB files read from disk per second.
BLOBs written
The number of BLOB files written to disk since the infrastructure started. Note that this does not include initial capture of BLOBs.

BLOBs written/sec
The number of BLOBs written to disk per second. Note that this does not include initial capture of BLOBs.

Bytes written/sec
The number of bytes written to disk per second. Note that this does not include initial capture of BLOBs.

Bytes read/sec
The number of bytes read from disk per second.

CA DLP Infrastructure Sessions

The following counters are relevant to infrastructure user sessions:

Administration sessions
The number of user sessions created by the local infrastructure for the Administration console, Data Management console, Executive console or other administrative task.

Client sessions
The number of user sessions created by the local infrastructure for client plug-ins.

Hosted sessions
The number of user sessions hosted by the local infrastructure. For a CMS, this is the number of administration sessions. For a client, this is the number of sessions created by plug-ins.

Loaded policy documents
The number of policy documents currently in use.
CA DLP Infrastructure Communications

The following counters are relevant to network communications:

**Client sockets**
- The number of active socket connections.

**Received identification messages/sec**
- The rate at which remote machines are exchanging machine identification UDP packets with this infrastructure.

**Server sockets**
- The number of opened server sockets.

CA DLP Infrastructure Data Lookup

The following counters are associated with attribute lookup (either from client machines or server side user matching):

**Cache cleardowns**
- The number of times the cache has been cleared down after, for example, a policy setting change has invalidated the cache.

**Cache hits**
- The number of times a query has been satisfied with an entry from the cache.

**Cache hits/sec**
- The rate at which queries are being satisfied with entries from the cache.

**Cache hits for search failures**
- The number of times a cache entry is used to indicate that there is no database entry.

**Cache hits for search failures/sec**
- The rate at which a cache entry is used to indicate that there is no database entry.

**Cache misses**
- The number of times a query has not been satisfied by the cache, but a successful database query has been made instead.

**Cache misses/sec**
- The rate at which queries are not being satisfied by the cache, but successful database queries are being made instead.

**Cache size**
- The number of entries in the cache.
Search fails
The number of times a search has failed because an entry is not found in the cache or the database.

Search fails/sec
The rate at which searches fail because an entry is not found in the cache or the database.

CA DLP Infrastructure Database

The following counters are relevant to the infrastructure database:

Active connections
The number of database connections active at one time.

Connection failures
The number of times a request for a database connection has been refused.

Connection waits
The number of times an infrastructure task has needed to wait for a database connection to become available.

Objects deleted
The total number of Objects deleted from the database.

Objects deleted/sec
The number of Objects deleted from the database per second.

Objects deleted elapsed time (ms)
The total time spent deleting Objects from the database in milliseconds.

Objects read
The total number of Objects read from the database.

Objects read/sec
The number of Objects read from the database per second.

Objects read elapsed time (ms)
The total time spent reading Objects from the database in milliseconds.
Objects written
The total number of Objects written to the database.

Objects written/sec
The number of Objects written to the database per second.

Objects written elapsed time (ms)
The total time spent writing Objects to the database in milliseconds.

CA DLP Infrastructure Java Objects
The following counter is associated with retrieving data from Java Objects:

Object Count
The number of this type of object stored in memory.

CA DLP Infrastructure Replication
The following counters are relevant to database replication:

Bytes/object
The average number of bytes needed to replicate an object from this machine. Note that this excludes BLOB data.

Bytes/replication
The average number of bytes transmitted to a machine during each replication (a replication typically consists of many objects). This excludes BLOB data. This counter can be used to help determine network impact.

Failed notifications
The number of 'failed' notifications to connected machines. Note: It is quite normal for notifications to fail, if for example the connected machine is not available when the notification attempt is made. However a steadily increasing number of failed notifications may indicate a communication problem related to the local machine.
Data cache size
   The number of objects waiting to be replicated.

Events Received
   The number of events replicated to this machine since the infrastructure service was started.

Events Received/sec
   The total number of events replicated to this machine per second.

Events Sent
   Total number of events replicated to the parent machine since the infrastructure service was started.

Events Sent/sec
   The total number of events replicated to the parent machine per second.

Incoming connections
   This is the current (active) number of connections that are applying replication data to this machine. This counter can be used in conjunction with the 'Incoming Connections Pending' to help tune the policy settings that govern incoming connection handling.

Incoming connections pending
   This counter shows the number of connected machines that are waiting to replicate data to this machine. A value of 0 indicates that this server has no replication backlog, whereas a value consistently near the number of connected machines may indicate that the machine is overworked.
Last Batch Size/Bytes
The size (in bytes) of the last batch of replicated objects sent from this machine. For application data, if this value is consistently close to the policy specified batch size then it indicates that this machine is processing data faster than its parent machine. A consistently small value may indicate that this machine cannot pass data to the parent quickly enough.

Last Batch Size/Objects
The size (in cache objects) of the last batch of replicated objects sent from this machine.

Last notification time
The last time (in milliseconds) needed to notify all connected machines that they have data to replicate. This can be compared against the average time (Notification Time) to help verify notification related problems and performance.

Notification time
The average time (in milliseconds) needed to notify all connected machines that they have data to replicate. This counter can be used to determine how much time a machine actually spends 'notifying' connected machines, and can be used to tune the policy notification intervals to acceptable values.

Objects received
The number of objects replicated into the local infrastructure.

Objects received/sec
The rate at which objects are being replicated into the local infrastructure.

Objects sent
The number of objects replicated out of the local infrastructure.

Objects sent/sec
The rate at which objects are being replicated out of the local infrastructure.
Outgoing connections

This is the count of active machines currently reading replication data from this machine. It can be used to help identify periods of heavy load on CMS and Gateway machines caused by large amounts of replication traffic.

Outstanding notifications

When the replication notification scheduler becomes active, it must determine which machines require replication notifications to be generated. This counter is the number of connected machines that still need to be processed by the notification scheduler in the current notification period. It can be used to show the behavior of the notification scheduler over a notification period. A value of 0 means that the scheduler is currently inactive, waiting for the next scheduled notification.

Replication Time

The average time (in milliseconds) taken by all connected machines to read replication data from this machine.

Replicated Bytes In/sec

The total number of bytes replicated to this machine in the last second. This total relates to database objects only, and excludes any BLOB data.

Replicated Bytes Out/sec

The total number of bytes replicated to the parent machine in the last second. This total relates to database objects only, and excludes any BLOB data.

Successful notifications

The number of successful notifications made to connected machines. This value should increase (by 1 for each notified machine) when the notification scheduler is active.

% objects replicated

Infrastructure data is replicated by notifying 'key' information of all object changes to all connected machines. However, client and utility machines only request full details of the changes that apply to themselves. This counter (maintained by the publisher – usually the parent machine) indicates (as a percentage) how many of the replication objects are actually requested by the connected machines.
CA DLP Infrastructure DB Connections

The following counters are relevant to each instance of JDBC connection used by the infrastructure:

**Next calls**

The number of 'Next calls' that have been made on this JDBC Connection.

**Next calls/sec**

The number of 'Next calls' per second that have been executed on this JDBC connection.

**Next elapsed time (ms)**

The total elapsed time spent calling ResultSet.next() in milliseconds.

**Query executions**

The number of executed queries on this JDBC connection.

**Query executions/sec**

The number of executed queries per second on this JDBC connection.

**Statement executions**

The number of queries and updates that have been executed on this JDBC connection.

**Statement executions/sec**

The number of queries and updates per second that have been executed on this JDBC connection.

**Update elapsed time (ms)**

The total elapsed time calling ExecuteUpdate() in milliseconds.

**Update executions**

The number of updates (SQL insert/update and delete operations) that have been executed on this JDBC connection.

**Update executions/sec**

The number of updates (SQL insert/update and delete operations) per second that have been executed on this JDBC connection.
CA DLP Infrastructure Service

The following counters are relevant to the Infrastructure service instance:

**Free JVM memory bytes**
- The amount of free memory managed by the Java Virtual Machine.

**Maximum JVM memory bytes**
- The maximum amount of memory allowed to be managed by the Java Virtual Machine.

**Service Uptime**
- The length of time the infrastructure service has been running (in seconds) from startup.
- This counter resets to 0 each time the infrastructure restarts.

**Total JVM memory bytes**
- The total amount of memory managed by the Java Virtual Machine. This is the sum of the 'Used' and 'Free' counters.

**Used JVM memory bytes**
- The amount of used memory managed by the Java Virtual Machine.

CA DLP Infrastructure Sessions

The following counters are associated with user sessions created by the local infrastructure:

**Administration sessions**
- The number of user sessions created by the local infrastructure for the Administration console, Data Management console, Executive console, or other administrative task.

**Client sessions**
- The number of user sessions created by the local infrastructure for client plugins.

**Hosted sessions**
- The number of user sessions hosted by the local infrastructure. For a CMS, this is the number of administration sessions. For a client, this is the number of sessions created by plugins.

**Loaded policy documents**
- The number of policy documents currently in use.
The following counters are associated with retrieving data from a remote data source:

**Active requests**
- The number of remote data objects currently being retrieved.

**Failed requests**
- The total number of requests that failed since the CMS started.

**Requests**
- The total number of requests since the CMS started.

**Requests/sec**
- The rate at which requests are being made.
Chapter 2: Event Import

The following counters represent an instance of an importer:

**Collision Count**

The number of times the importer has collided with another importer when trying to rename a file during continuous import. Note, this is benign.

**Messages Captured**

The number of messages (such as emails or IM 'chapters') for which database events have been created.

**Messages Deleted**

The total number of messages currently being processed. This includes messages being created in the broker thread, those sat in the pending queue, those being processed by worker threads, and those that have been passed off process for external processing, e.g. to the policy engine or hub.

**Messages Excluded**

The number of messages excluded since the start of the import session. Messages can be excluded for numerous reasons such as invalid message type, failing the user filter, or simply not being captured by the policy engine's policy application.

**Messages Failed**

The number of messages that have failed to import since the start of the import session.

**Messages Processed**

The number of messages that have been processed. This includes those captured, excluded and failed. It is a count of all the messages read from the source directory by the importer since the start of the import session.

**Pending Callback**

The number of messages that are being processed by another executable (that is, Import Policy Hub or the Policy Engine) that the importer is waiting for a callback from regarding the processing status.

**Pending Messages**

The number of messages in the importer process that are waiting to be processed.

**Rate: Messages Imported/Sec**

The number of messages currently being imported per second.
Chapter 3: Account Import

The following counters are created by Account Import processes. There are separate instances for Assessment tasks (comparing data sources with existing accounts) and Update tasks (creating and changing the accounts). Also, only the last ten instances of performance counters are stored.

**User accounts pre-processed**
- The number of user accounts loaded from the data source/change file.

**User accounts pre-processed/sec**
- The number of user accounts loaded from the data source/change file per second.

**User accounts processed**
- The number of user accounts that the job has completed processing.

**User accounts processed/sec**
- The number of user accounts that the job has completed processing per second.
Chapter 4: Policy Engine

This section contains the following topics:

CA DLP Policy Engine Counters (see page 23)
CA DLP Policy Engine Processing Core (see page 24)

CA DLP Policy Engine Counters

The following are policy engine counters:

**Items awaiting completion**
Number of items that have been processed by the policy engine - results are being passed back to the policy engine hub.

**Items currently analyzing**
Number of items that are currently being analyzed by the policy engine.

**Items currently processing**
Total number of items currently being processed by this policy engine.

**Items currently storing**
Number of items being stored in the database.

**Items pending analysis**
Number of items that have been accepted by the policy engine, and are awaiting analysis.

**Pending analysis requests**
Number of pending requests to analyze items that have not been accepted by the policy engine.
The following are policy engine processing core counters:

**Average processing time (ms)**
Average time taken to process the hundred recent events in milliseconds.

**Events failed while saving**
Total number of events that could not be stored in the database.

**Events saved/sec**
The rate at which events are being saved to the database by the Policy Engine Core.

**Events successfully saved**
Total number of events successfully stored in the database (may be more than one per item processed).

**Failed items**
Total number of items that failed processing in the policy engine core.

**Items awaiting completion**
Number of items that have been processed by the policy engine core - results are being passed back to a policy engine hub.

**Items currently analyzing**
Number of items that are currently being analyzed across all policy engine instances.

**Items currently processing**
Total number of items currently being processed across all policy engine instances.

**Items currently storing**
Number of items being stored in the database.

**Items pending analysis**
Number of items that have been accepted across policy engine instances, and are awaiting analysis.

**Items processed/sec**
The rate at which items are being processed by the policy engine core.
**Pending analysis requests**

Number of pending requests to analyze items that have not been accepted by the policy engine core.

**Policy engines number**

Number of policy engine instances.

**Total items processed**

Total number of items that have been successfully processed across all policy engine instances.

**Total policy number**

Total number of policy instances currently loaded.

**Unique policy number**

Number of unique policies currently loaded.
Chapter 5: Policy Engine Hub

This section contains the following topics:

- CA DLP Hub (see page 27)
- CA DLP Hub Connections (see page 29)
- CA DLP Hub Queues (see page 31)

CA DLP Hub

The following counters are relevant to the policy engine hub:

**Allocation latency (ms)**

The average time difference between when an item is taken from the allocation queue and when it is returned to the completion queue after analysis.

**Completion latency (ms)**

The average time difference between when an item is taken from the completion queue and when it is finished in the hub.

**Completion pending items**

The number of events awaiting completion acknowledgement from the source.

**Input connection count**

The number of client applications passing events to the hub.

**Input queue pending items**

The number of items in the input queue waiting to be pre-processed.

**Input received items/sec**

The rate at which items are being added to the hub input queue.

**Input throttling**

'1' if the hub is memory throttling.

'2' if the hub is event count throttling.

'0' if no throttling.
**Item count high watermark**

The maximum number of items the hub will accept before throttling or failing items.

**Item count low watermark**

The item count at which the hub resumes normal operation after the high watermark has been reached.

**Item latency (ms)**

The average time difference between when an item arrives in the input queue and when it is finally removed from the completion queue.

**Items being completed**

The number of items currently being completed.

**Items being preprocessed**

The number of items currently being preprocessed.

**Items failed (throttling)**

The number of items failed by throttling in 'Fail' mode - not applicable if in 'Wait' mode.

**Items failed (timeout)**

The number of items failed by event timeout.

**Items failed (total)**

The total number of items that have failed analysis.

**Items processed**

The number of items successfully analyzed.

**Items received**

The number of items passed to the hub for analysis.
Memory high watermark
The maximum data size (bytes the hub will accept before throttling or failing items).

Memory low watermark
The data size (bytes at which the hub resumes normal operation after the high watermark has been reached).

Preprocessed items/sec
The rate at which items are being pre-processed before being analyzed by a policy engine.

Total item count
The number of items in all the input queues.

Total item memory
The data size (bytes) of all the items in the hub, that is, the total memory allocated to all hub input queues. This value is the basis for the HighWaterMarkMB and LowWaterMarkMB hub registry values.

CA DLP Hub Connections

The following counters are relevant to the specified policy engine connected to the current hub:

Allocation latency (ms)
The average time difference between when an item is taken from the allocation queue and when it is returned to the completion queue after analysis.

Analysis pending items
The number of items currently being processed.

Analysis processed items/sec
The rate at which items are being removed from the queue.

Analysis received items/sec
The rate at which items are being passed to the queue.
**Internal state**

The internal state of the Proxy:

- 0=Inactive
- 1=Connecting (high frequency)
- 2=Connecting (low frequency)
- 3=Connected
- 4=Processing
- 5=Cleanup (standard)
- 6=Cleanup (processing)
- 7=Cleanup (terminal processing)
- 8=Cleanup (suspended processing)
- 9=Suspended
- 10=Dying
- 11=Dead

**Item latency (ms)**

The average time difference between when an item arrives in the input queue and when it is finally removed from the completion queue.

**Processing enabled**

A Boolean counter. This is set to '1' if the policy engine is able to process data; otherwise it is set to '0'.

**Items failed (pe)**

The number of items that have failed on this policy engine.

**Items failed (timeout)**

The number of items failed by event timeout.

**Items failed (total)**

The total number of items that have failed analysis.

**Items processed**

The number of items successfully analyzed on this policy engine.

**Items received**

The number of items passed to the policy engine for analysis.
CA DLP Hub Queues

The following counters are relevant to individual hub queues:

**Allocation queue pending items**

The number of items in the queue waiting to be allocated to a policy engine.

**Byte limit (higher)**

The maximum size of message events that can be processed by the current queue. This value is the basis for the MaxSizeBytes hub registry value.

**Byte limit (lower)**

The minimum size of message events that can be processed by the current queue. If the hub only supports a single (default) queue, this lower limit is zero bytes; if multiple queues are defined, the lower limit is always zero bytes for the smallest size queue.

**Configured active engines**

The number of configured active policy engines available to this queue.

**Configured standby engines**

The number of configured standby policy engines available to this queue.

**Connected active engines**

The number of active policy engines with which a connection has been established and available to this queue.

**Connected standby engines**

The number of standby policy engines with which a connection has been established and available to this queue.

**Failure Mode**

A Boolean value specifying whether the queue is currently rejecting new events because there have been no connected PEs for more than a configured period of time.
Items failed (timeout)
The number of items failed by event timeout.

Items received
The number of items passed to the queue for analysis.

Items received (supplemental)
The total number of items poached from other queues by the policy engines assigned to the current queue.

Processed items/sec
The rate at which items are being passed to the queue.
Chapter 6: Exchange Server Agent

CA DLP ESA SMTP Sink

The following counters are for Exchange server agent SMTP sink job (for Exchange Server 2000 and 2003):

Integration status
Status of the integration: 1=enabled or 0=disabled.

Interactive warnings status
Status of interactive warnings: 1=enabled or 0=disabled.

Local processing time - captured messages (ms)
Average local processing time of captured messages (in milliseconds). This is a rolling average.

Local processing time - failed messages (ms)
Average local processing time of failed messages (in milliseconds). This is a rolling average.

Local processing time - ignored messages (ms)
Average local processing time of ignored messages (in milliseconds). This is a rolling average.

Messages captured
Total number of messages captured by policy since integration was last enabled.

Messages failed
Total number of messages failed since integration was last enabled.

Messages ignored
Total number of messages ignored since integration was last enabled. For example, a message can be ignored because:

- Server agent integration is disabled.
- The message has already been processed.
- The message type is set to be an ignored message (for example, non-delivery notifications).
- The message is a response e-mail to a server side warning notification.
- The message sender doesn't match that of the SenderAddressInclusionFilter.
- Policy application did not capture the message.
Messages in progress
Messages currently in progress (excludes messages warned by policy and currently pending).

Messages pending warned
Messages warned by policy and currently pending waiting for a response (continue or heed warning).

Messages total (submitted)
Total number of messages submitted to the sink since integration was last enabled.

Up time (minutes)
Up time in minutes since integration was last enabled.

CA DLP ESA Transport Agent

The following performance counters are for the flow of messages within the Exchange server agent (for Exchange Server 2007 and 2010):

Messages total (submitted)
Total number of original messages submitted since integration was last enabled (or the agent started).

Messages captured
Total number of messages captured by policy since integration was last enabled (or the agent started).

Messages ignored
Total number of messages ignored since integration was last enabled.

For example, a message can be ignored because:

- Server agent integration is disabled
- The message has already been processed
- The message type is set to be an ignored message (for example, non-delivery notifications)
- The message is a response e-mail to a server side warning notification
- The message sender doesn’t match that of the SenderAddressInclusionFilter
- Policy application did not capture the message.
Messages Failed
Total number of messages failed since integration was last enabled (or the agent started).

Messages pending warned
Messages warned by policy and currently pending waiting for a response (continue or heed warning).

Messages in progress
Messages currently in progress (excludes messages warned by policy and currently pending).

Integration status
Status of the integration: 1=enabled or 0=disabled.

Interactive warnings status
Status of interactive warnings: 1=enabled or 0=disabled.

Up time (minutes)
Up time in minutes since integration was last enabled (or the agent started).

Latency - captured messages (ms)
Average time spent in the agent by captured messages (in milliseconds). This is a rolling average.

Latency - ignored messages (ms)
Average time spent in the agent by ignored messages (in milliseconds). This is a rolling average.

Latency - failed messages (ms)
Average time spent in the agent by failed messages (in milliseconds). This is a rolling average.

Raw Submissions - Peak Concurrent Count
Peak number of raw messages processed concurrently by the agent.

Raw Submissions - Average Latency (ms)
Average time spent in the agent by raw messages (in milliseconds). This is a rolling average. See the documentation for the number of messages used.
**Warning notification mails issued**

Total number of interactive warning emails issued to users since integration was last enabled (or the agent started).

**Warning response mails received**

Total number of interactive warning response emails received since integration was last enabled (or the agent started).

**Warning responses forwarded**

Total number of interactive warning response emails received for notifications not issued by this agent. The responses have been forwarded to the agents that issued the notifications. The count is since integration was last enabled (or the agent started).

**Warning responses from other agents**

Total number of interactive warning responses received from other agents, for notifications issued by this agent. See also 'Warning responses forwarded'. The count is since integration was last enabled (or the agent started).

**Warning responses total for local agent**

Total number of responses received as mails and received from other agents, for notifications issued by this agent. The count is since integration was last enabled (or the agent started).
Chapter 7: Content Indexer

The following performance monitors are available for content indexer jobs:

**Events Processed**
- Total number of events extracted from the CMS and prepared for indexing.

**Events Ignored**
- Total number of events extracted from the CMS but not considered suitable for indexing.

**Average Event Processing Rate (events/sec)**
- Average rate at which events are extracted from the CMS and prepared for indexing since job start. Measured as events per second.

**Documents Indexed**
- Total number of documents successfully processed by the IDOL connector

**Documents Failed**
- Total number of documents that failed to be indexed.

**Documents Pending**
- Number of documents currently being processed by the IDOL connector.
Average Document Processing Rate (docs/sec)

Average rate at which documents are processed since job start. Measured as documents per second.

Status

0=Not started
1=Running
2=Ran to Completion
3=Paused
4=Terminated on Error
5=Waiting for Content Database to Finish
6=Stopping
7=Terminated
8=Content Database Inactive
9=Connecting to CMS
10=Reconnecting to CMS
11=Queued Catchup Job
12=Waiting on loopback timeout
13=Processing SQL Query
Chapter 8: iConsole

This section contains the following topics:

- CA DLP iConsole Front End Web Server (see page 39)
- CA DLP iConsole Application Server (see page 39)

CA DLP iConsole Front End Web Server

The following counters are relevant to the iConsole front-end Web server:

**Average Request Time (ms)**

Average time (in milliseconds) for a request to complete in the front-end web server.

CA DLP iConsole Application Server

The following counters are relevant to the iConsole application server:

**Total Audit Operations**

Total number of audit operations. That is, each time an audit button is used, per event.

**Cached Events**

Number of events currently stored in the iConsole cache.

**Active Sessions**

Number of currently active iConsole sessions.

**Cached Searches**

Number of iConsole search result sets currently stored in the iConsole cache.

**Cached Search Rows**

Number of rows in all cached searches.

**Total Search Requests**

Total number of search requests made. That is, each time any user runs a search.

**Average Search Time (ms)**

Average time taken to run a search, based on the previous 20 searches. This does not include the time taken to generate HTML in the front-end Web server, or render it in the iConsole browser.
Chapter 9: External Socket Agent

This section contains the following topics:

- **CA DLP External Socket Agent Summary** (see page 41)
- **CA DLP External Socket Agent Detail** (see page 42)
- **CA DLP External Socket Agent Data** (see page 44)

## CA DLP External Socket Agent Summary

The following counters are relevant to the External Socket Agent:

**Early Analysis – Required data**

- The number of items that Early Analysis returned due to the need for additional data.

**Items analyzed**

- The number of items successfully analyzed.

**Items awaiting second pass completion**

- Number of items that have completed first pass processing in the Policy Engine and are awaiting a Completion Message.

**Items canceled**

- The number of items canceled by the caller of the API.

**Items currently processing**

- The number of messages being processed by the Socket Agent. Request Messages, Completion Messages and Cancel Message all count as separate messages.

**Items failed (Analysis)**

- The number of items that failed to be analyzed.

**Items failed (Other)**

- The number of items that failed for other reasons. For example, an error occurred on a call to the EA-API.

**Items failed (Syntax)**

- The number of items that failed syntax checking.
**Items failed (Throttling)**

The number of items rejected due to throttling.

**Items failed (Timeout)**

The number of items timed out, and messages abandoned after the Socket was closed or the system shutdown.

**Items failed (Total)**

The number of items processed with errors.

---

**CA DLP External Socket Agent Detail**

The following counters are relevant to the data being processed by the External Socket Agent:

**Analysis Items processing**

The number of items submitted for full analysis and awaiting a response.

**Items awaiting analysis**

The number of items awaiting full analysis processing.

**Analysis Latency**

The average elapsed time the last 100 times took for full analysis.

**Average item size**

The average total Request Message data size for the last 100 items. The size does not include the message headers.

**Early Analysis Items pending**

The number of items submitted for Early Analysis and awaiting a response.

**Early Analysis Latency**

The average processing time of the last 100 items for Early Analysis.

**Input queue latency**

The average length of time an item waited in the in the Input Queue.
**Items awaiting Early Analysis**
The number of items awaiting Early Analysis processing

**Items awaiting processing**
The number of items waiting to be processed.

**Items incomplete**
Incomplete messages awaiting more data.

**Items multipart wait**
Items awaiting additional multipart messages.

**Items pending error**
The number of items still current, but in error.

**Messages Throttling**
The number of messages currently delayed by throttling.

**Peak Message Concurrency**
The maximum number of messages being processed concurrently by the Socket Agent at any time since the Socket Agent was started.

**Second Pass Completion latency**
The average time the last 100 Completion Message took to process.

**Second Pass items awaiting completion**
The number of items awaiting Completion or Timeout processing.

**Throttling – Disk Space Minimum Limit**
The registry entry for the External Socket Agent Disk Space Minimum Limit.

**Throttling – Disk Space Threshold**
The registry entry for the External Socket Agent Disk Space Throttling Threshold.

**Throttling – Disk space available**
The available disk space in MB, on the Windows Temporary File drive.

**Throttling – Disk Status**
0 = Not throttling
1 = Disk throttling active
3 = Disk free space below minimum level

**Throttling - Import Queue Limit**
The maximum number of allowed items in the Import Queue.

**Throttling – Memory Usage Limit**
The registry entry for the External Socket Agent Memory Usage Limit.
Throttling – Memory Throttling Threshold
The registry entry for the External Socket Agent Memory Throttling Threshold.

Throttling - Memory used
The memory currently in use by the External Socket Agent (in MB).

Throttling – Memory Status
0 = Not throttling
1 = Memory throttling active
3 = Memory usage above maximum level

CA DLP External Socket Agent Data

The following counters are relevant to the External Socket Agent:

Active Connections
The number of active connections.

Incoming Messages Parts
The number of message parts received.

Incoming Messages Parts/sec
The number of message parts received per second.

Incoming Bytes
The number of bytes received.

Incoming Bytes/sec
The number of bytes received per second.

Outgoing Messages Parts
The number of message parts sent.

Outgoing Messages Parts/sec
The number of message parts sent per second.

Outgoing Bytes
The number of bytes sent.

Outgoing Bytes/sec
The number of bytes sent per second.
Chapter 10: File Scanning Agent

This section contains the following topics:

- **CA DLP FSA** (see page 45)
- **CA DLP FSA Jobs** (see page 45)

**CA DLP FSA**

The following counters are relevant to the File Scanning Agent:

- **FSA Input Locations**
  
  Current number of inputs being scanned.

- **FSA Jobs**
  
  Current scheduled jobs running.

- **Worker Threads**
  
  Number of processing worker threads.

**CA DLP FSA Jobs**

The following counters are relevant to the File Scanning Agent:

- **Average Processing Time (ms)**
  
  Average processing time in ms for a file item.

- **Items Excluded**
  
  Number of excluded items (XML job filter, scan DB or NIST).

- **Items Failed**
  
  Number of completely failed items.

- **Items in Ready List**
  
  Number of items ready to be processed.

- **Items in Retry list**
  
  Number of items to be retried after a processing attempt failure.
**Items Processed**

Number of items analyzed by policy.

**Items Processed per minute**

Average number of processed items per min.

**Items Processing**

Number of items currently processing.

**Items Scanned**

Number of scanned items including Items Excluded.

**Items succeeded**

Number of successful analyzed items.

**Scan passes**

Number of the scan iterations of the current job.
Appendix A: Accessibility Features

CA Technologies is committed to ensuring that all customers, regardless of ability, can successfully use its products and supporting documentation to accomplish vital business tasks. This section outlines the accessibility features that are supported by CA DLP.

Display

To increase visibility on your computer display, you can adjust the following options:

Font style, color, and size of items
- Defines font color, size, and other visual combinations.
- The CA DLP iConsole also supports a High Visibility mode. This increases the size of text and images in the iConsole screens.

Screen resolution
- Defines the pixel count to enlarge objects on the screen.

Cursor width and blink rate
- Defines the cursor width or blink rate, which makes the cursor easier to find or minimize its blinking.

Icon size
- Defines the size of icons. You can make icons larger for visibility or smaller for increased screen space.

High contrast schemes
- Defines color combinations. You can select colors that are easier to see.
Sound

Use sound as a visual alternative or to make computer sounds easier to hear or distinguish by adjusting the following options:

**Volume**
- Sets the computer sound up or down.

**Text-to-Speech**
- Sets the computer's hear command options and text read aloud.

**Warnings**
- Defines visual warnings.

**Notices**
- Defines the aural or visual cues when accessibility features are turned on or off.

**Schemes**
- Associates computer sounds with specific system events.

**Captions**
- Displays captions for speech and sounds.

Keyboard

You can make the following keyboard adjustments:

**Repeat Rate**
- Defines how quickly a character repeats when a key is struck.

**Tones**
- Defines tones when pressing certain keys.

**Sticky Keys**
- Defines the modifier key, such as Shift, Ctrl, Alt, or the Windows Logo key, for shortcut key combinations. Sticky keys remain active until another key is pressed.
Mouse

You can use the following options to make your mouse faster and easier to use:

**Click Speed**
- Defines how fast to click the mouse button to make a selection.

**Click Lock**
- Sets the mouse to highlight or drag without holding down the mouse button.

**Reverse Action**
- Sets the reverse function controlled by the left and right mouse keys.

**Blink Rate**
- Defines how fast the cursor blinks or if it blinks at all.

**Pointer Options**
- Let you do the following:
  - Hide the pointer while typing
  - Show the location of the pointer
  - Set the speed that the pointer moves on the screen
  - Choose the pointer’s size and color for increased visibility
  - Move the pointer to a default location in a dialog box