

Intune On-Demand Proactive Remediation API - Reliability and Scalability Question

API: POST /deviceManagement/managedDevices/{managedDeviceId}/initiateOnDemandProactiveRemediation

Documentation: <https://learn.microsoft.com/en-us/graph/api/intune-devices-manageddevice-initiateondemandproactiveremediation>

Background

We are evaluating Intune On-Demand Proactive Remediation for a large enterprise environment. Remediation packages are deployed and functioning correctly on endpoint devices. We trigger remediation through Microsoft Graph API for on-demand actions.

Observed Issue

During repeated testing, we noticed that a small percentage of remediation requests do not appear to reach or execute on the target endpoint. For example, out of 20 requests, approximately 18 to 19 execute successfully while 1 to 2 do not execute.

Test Conditions

- Devices are online and Intune-managed.
- Remediation package is assigned and working correctly.
- API authentication and permissions are configured correctly.
- A 30-second delay is added between requests.
- Issue occurs intermittently and is reproducible across multiple test cycles.

Questions

1. Is the On-Demand Proactive Remediation API designed for large-scale parallel execution across hundreds or thousands of devices?
2. Are there any known queue limits, throttling considerations, delivery delays, or reliability constraints?
3. Is there a recommended retry mechanism or enterprise best practice?
4. How can we confirm whether a remediation request was actually delivered to the endpoint after a successful API response?
5. Has anyone observed similar intermittent failures in production?
6. Is this feature considered production-ready for large-scale automation scenarios?
7. Are there any public roadmap updates or an estimated timeline for General Availability, since the API remains under the beta endpoint?

Goal

Before using this capability extensively across a large client base, we want to understand its scalability, reliability, and operational best practices from Microsoft and the community.