



SHUNRA

VE NETWORK CATCHER LITE

USER MANUAL

Version 4.6



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VE Network Catcher Lite

Emulating a network's conditions is a difficult task. There are always discrepancies between emulation and real life. When emulating the Internet, this problem seems even more acute because an accurate statistical model defining the Internet was never developed, and may never be, due to the fact that the Internet's backbone is constantly being upgraded.

Therefore, Shunra has developed the VE Network Catcher Lite to record Internet parameters prevailing between two hosts on the network over a defined period. The recorded parameters are then used to recreate the Internet or any other WAN connection accurately. This information can be used when building a VE Suite WAN Emulation model.

The complete version of Shunra VE Network Catcher provides a number of additional benefits (see [Product Comparison Chart](#) on page 2-5) including:

- ◆ HTTP & TCP Probing (in the VE Network Catcher Lite only Ping is available)
- ◆ Remote Recording Mode — link behavior probed from a remote PC Browser back to your Data Center, or to a 3rd location
- ◆ Manage up to 100 Recordings
- ◆ Automated Import of Recordings into VE Suite Network Model for Playback
- ◆ Recording Length up to 30 days
- ◆ Threshold Alarming via SNMP

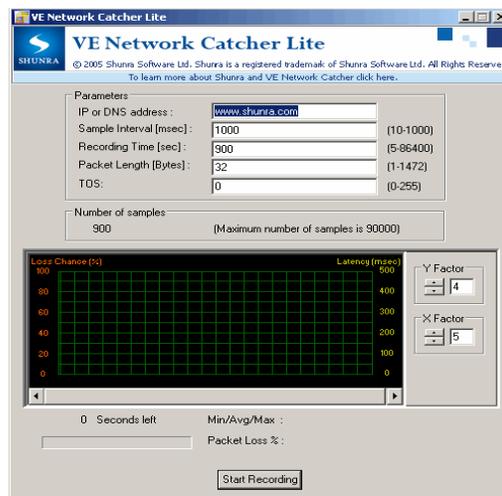
How it Works

The VE Network Catcher Lite utility measures latency and packet loss by actually sending an IP packet to a real destination (such as an Internet site) in the WAN Cloud.

Using VE Network Catcher Lite

 **To record real life latency and packet loss values with VE Network Catcher Lite:**

- 1 Activate VE Network Catcher Lite. The following window is displayed.

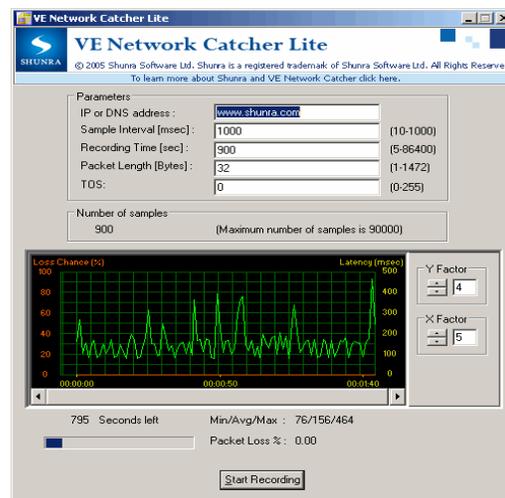


2 Enter the following Parameters:

Parameter	Description
IP or DNS Address	Type the address of the destination to which VE Network Catcher Lite will send IP packets in order to measure latency and packet loss. For example, the address can be the URL of an Internet site (you must be connected to the Internet).
Sample Interval	VE Network Catcher Lite samples the WAN Cloud at a pre-defined frequency. Enter the frequency in milliseconds. The higher the frequency the more accurate the collected data.
Recording Time	Limit the recording time to a number of seconds. The maximum allowed is 900 seconds.
Packet Length	Set the size of the sample IP packet, in bytes. Use a packet size that is similar to the size of the actual packets that are expected to travel across the emulated network.

- 3** Click [**Start Recording**]. Note that the button name changes to **Stop Recording** when VE Network Catcher Lite starts to sample the WAN Cloud. You can click it to stop the operation without saving the collected data.

While recording data, the VE Network Catcher Lite window reports results on-line, as illustrated below:



A description of the reported data follows:

Reported Data	Description
Graph	As the time passes, the measured latency and packet loss values are plotted (a curve appears). The y-axis indicates the measured latency/packet loss and the x-axis indicates the time that has elapsed since the beginning of the sampling process. The graph displays latency in green, and packet loss in red.

Reported Data	Description
x Seconds left	The number of seconds left until the end of Recording Time. A visual gauge reports progress.
Min/Avg/Max	The minimum, average, and maximum latency measured so far.
Packet Loss %	The percentage of packets lost so far.
Y Factor, X Factor	Use the spin buttons to change the scale of the X- and Y-axes.

- 4** Wait until the end of Recording Time; when completed, the **Stop Recording** button reverts to **Start Recording**.

Product Comparison Chart

	Network Catcher	NC Lite
Network recording capabilities		
Records real-time latency, packet loss	x	x
ICMP (Ping) probing	x	x
HTTP/TCP probing	x	
Remote recording	x	

	Network Catcher	NC Lite
Allows for QoS based measurements of latency and loss	x	
Trace route capability (detect route changes)	x	
Simultaneous polling of multiple address/locations	up to 100	
Configurable payload packet size	32-1460 bytes	1-1472 bytes
Configurable polling interval	10ms-30000ms	100ms-1000ms
Reporting information		
Remote alerts notification via SNMP	x	
Searchable by latency, loss, route changes	x	
Records # of packets transmitted	x	
Recording time length	30 days	15 minutes
Auto saves data for repeated use	x	
Graphical display of results	x	x

	Network Catcher	NC Lite
Compatibility/exportability		
Windows support	x	x
Web based application	x	
Remotely accessible from any computer on the network	x	
Exportable data to VE Appliance emulation model	x	

About Shunra Software

Shunra is the pioneer and market leader in predicting how business applications and network services will perform for remote end-users - before deployment. It is the only company to provide both hardware and software network simulation products that address the needs of all IT groups throughout the application development lifecycle.

The Shunra Virtual Enterprise solutions emulate any production network environment in your pre-deployment lab. It delivers a powerful, flexible and easy way to test the performance of your applications or network equipment under a wide variety of network impairments - as if they were running in a real production environment. Through this process users understand the impact that the network and applications have on each other's performance and on remote end-users' experiences, and uncover and resolve production-related problems before rollout.

For further information about Shunra and our well rounded suite of solutions, please visit <http://www.shunra.com>.