Wimax statistics

Percentage of each class
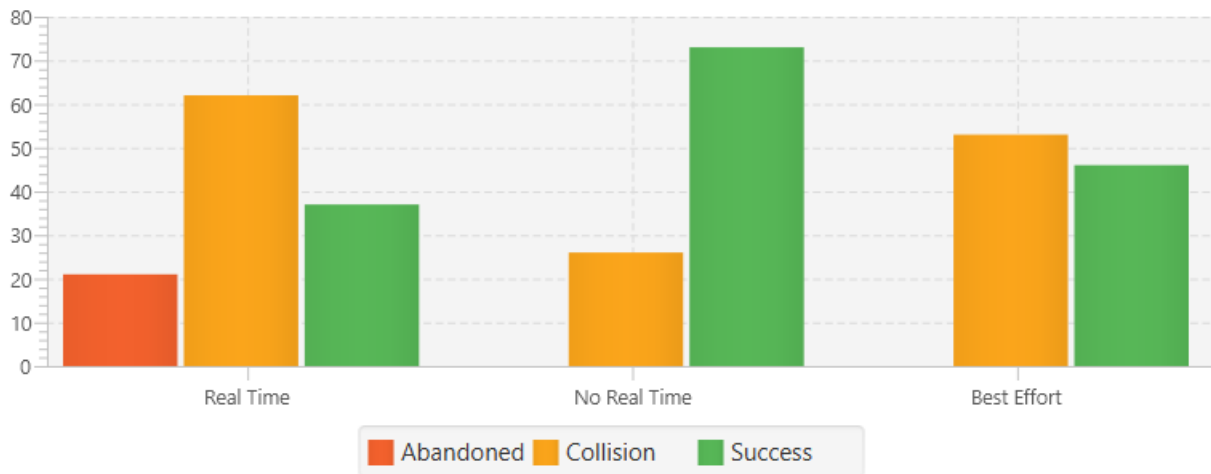
▼ User Average by classe
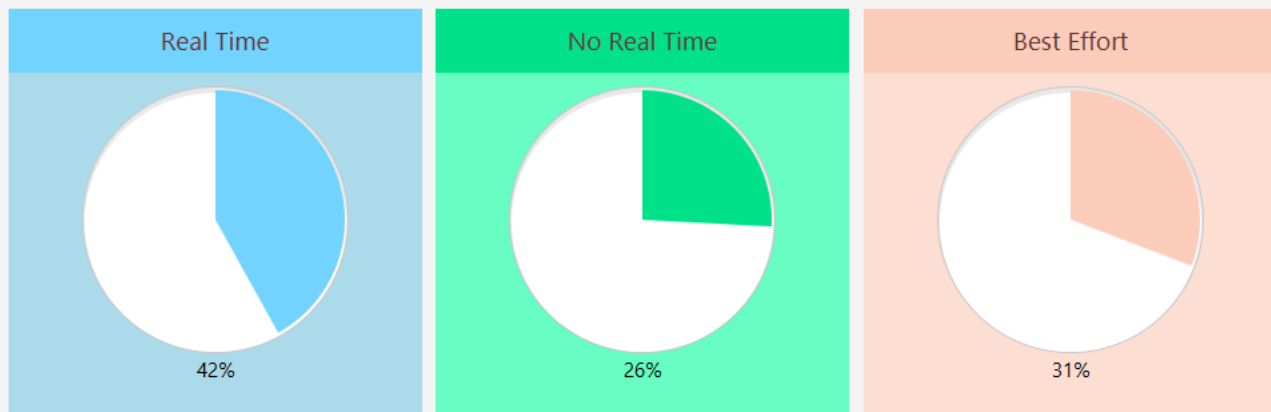
User id	User Classe	User Resource needed	User State
2	Best Effort	1750	Collision
3	Best Effort	1750	Collision
4	Real Time	3	Trame transformed
1	No Real Time	1285	Need more !!
5	No Real Time	1285	Need more !!
4	Real Time	2	Trame transformed
4	Real Time	1	Trame transformed
1	No Real Time	1172	Need more !!
5	No Real Time	1172	Need more !!
6	No Real Time	1637	Need more !!
7	No Real Time	1637	Need more !!
8	No Real Time	1637	Need more !!

User id	User Classe	User Resource needed	User State
2	Best Effort	1637	Need more !!
1	No Real Time	1059	Need more !!
5	No Real Time	1059	Need more !!
12	Real Time	4	Collision
13	No Real Time	1750	Collision
15	Real Time	4	Collision
16	No Real Time	1750	Collision
17	Real Time	4	Collision
18	Best Effort	1750	Collision
2	Best Effort	1637	Collision
2	Best Effort	1637	Collision
4	Real Time	0	Complete !!
4	Real Time	0	Echec !!
9	Real Time	3	Trame transformed
11	Real Time	3	Trame transformed
1	No Real Time	971	Need more !!
5	No Real Time	971	Need more !!
6	No Real Time	1549	Need more !!
7	No Real Time	1549	Need more !!
8	No Real Time	1549	Need more !!
2	Best Effort	1549	Need more !!
1	No Real Time	883	Need more !!
5	No Real Time	883	Need more !!
10	Best Effort	1662	Need more !!
14	Best Effort	1662	Need more !!
9	Real Time	2	Trame transformed
11	Real Time	2	Trame transformed
19	Real Time	3	Trame transformed
1	No Real Time	794	Need more !!
5	No Real Time	794	Need more !!
6	No Real Time	1460	Need more !!
7	No Real Time	1460	Need more !!
8	No Real Time	1460	Need more !!
2	Best Effort	1460	Need more !!
1	No Real Time	705	Need more !!
5	No Real Time	705	Need more !!
10	Best Effort	1573	Need more !!
14	Best Effort	1573	Need more !!
21	Best Effort	1750	Collision
26	Best Effort	1750	Collision
9	Real Time	1	Trame transformed
11	Real Time	1	Trame transformed
19	Real Time	2	Trame transformed
25	Real Time	3	Trame transformed
15	Real Time	3	Trame transformed
1	No Real Time	645	Need more !!
5	No Real Time	645	Need more !!

User id	User Classe	User Resource needed	User State
6	No Real Time	1400	Need more !!
7	No Real Time	1400	Need more !!
8	No Real Time	1400	Need more !!
2	Best Effort	1400	Need more !!
1	No Real Time	585	Need more !!
5	No Real Time	585	Need more !!
10	Best Effort	1513	Need more !!
14	Best Effort	1513	Need more !!
20	No Real Time	1690	Need more !!
22	Best Effort	1690	Need more !!
23	No Real Time	1690	Need more !!
24	Best Effort	1690	Need more !!
29	Real Time	4	Collision
15	Real Time	3	Collision
15	Real Time	3	Collision
9	Real Time	0	Complete !!
11	Real Time	0	Complete !!
19	Real Time	1	Trame transformed
25	Real Time	2	Trame transformed
15	Real Time	2	Trame transformed
28	Real Time	3	Trame transformed
33	Real Time	3	Trame transformed
35	Real Time	3	Trame transformed
1	No Real Time	544	Need more !!
5	No Real Time	544	Need more !!
6	No Real Time	1359	Need more !!
7	No Real Time	1359	Need more !!
8	No Real Time	1359	Need more !!
2	Best Effort	1359	Need more !!
1	No Real Time	503	Need more !!
5	No Real Time	503	Need more !!
10	Best Effort	1472	Need more !!
14	Best Effort	1472	Need more !!
20	No Real Time	1649	Need more !!
22	Best Effort	1649	Need more !!
23	No Real Time	1649	Need more !!
24	Best Effort	1649	Need more !!
27	No Real Time	1709	Need more !!
30	Best Effort	1709	Need more !!
31	No Real Time	1709	Need more !!
32	No Real Time	1709	Need more !!
34	Best Effort	1709	Need more !!
38	No Real Time	1750	Collision
39	No Real Time	1750	Collision
41	Best Effort	1750	Collision
15	Real Time	2	Collision
18	Best Effort	1750	Collision

User id	User Classe	User Resource needed	User State
15	Real Time	2	Collision
15	Real Time	2	Collision
15	Real Time	2	Collision
19	Real Time	0	Complete !!
25	Real Time	1	Trame transformed
15	Real Time	1	Trame transformed
28	Real Time	2	Trame transformed
33	Real Time	2	Trame transformed
35	Real Time	2	Trame transformed
1	No Real Time	467	Need more !!
5	No Real Time	467	Need more !!
6	No Real Time	1323	Need more !!
7	No Real Time	1323	Need more !!
8	No Real Time	1323	Need more !!
2	Best Effort	1323	Need more !!
1	No Real Time	431	Need more !!
5	No Real Time	431	Need more !!
10	Best Effort	1436	Need more !!
14	Best Effort	1436	Need more !!
20	No Real Time	1613	Need more !!
22	Best Effort	1613	Need more !!
23	No Real Time	1613	Need more !!
24	Best Effort	1613	Need more !!
27	No Real Time	1673	Need more !!
30	Best Effort	1673	Need more !!
31	No Real Time	1673	Need more !!
32	No Real Time	1673	Need more !!
34	Best Effort	1673	Need more !!
36	No Real Time	1714	Need more !!
37	Best Effort	1714	Need more !!
40	No Real Time	1714	Need more !!
3	Best Effort	1714	Need more !!
15	Real Time	1	Abandoned
42	Real Time	4	Collision
44	Real Time	4	Collision
3	Best Effort	1714	Collision
3	Best Effort	1714	Collision
25	Real Time	0	Complete !!
15	Real Time	0	Complete !!
28	Real Time	1	Trame transformed
33	Real Time	1	Trame transformed
35	Real Time	1	Trame transformed
29	Real Time	3	Trame transformed
1	No Real Time	397	Need more !!
5	No Real Time	397	Need more !!
6	No Real Time	1289	Need more !!
7	No Real Time	1289	Need more !!

User id	User Classe	User Resource needed	User State
8	No Real Time	1289	Need more !!
2	Best Effort	1289	Need more !!
1	No Real Time	363	Need more !!
5	No Real Time	363	Need more !!
10	Best Effort	1402	Need more !!
14	Best Effort	1402	Need more !!
20	No Real Time	1579	Need more !!
22	Best Effort	1579	Need more !!
23	No Real Time	1579	Need more !!
24	Best Effort	1579	Need more !!
27	No Real Time	1639	Need more !!
30	Best Effort	1639	Need more !!
31	No Real Time	1639	Need more !!
32	No Real Time	1639	Need more !!
34	Best Effort	1639	Need more !!
36	No Real Time	1680	Need more !!
37	Best Effort	1680	Need more !!
40	No Real Time	1680	Need more !!
3	Best Effort	1680	Need more !!
43	No Real Time	1716	Need more !!
47	Real Time	4	Collision
12	Real Time	4	Collision
29	Real Time	3	Collision
29	Real Time	3	Collision
28	Real Time	0	Complete !!
33	Real Time	0	Complete !!
35	Real Time	0	Complete !!
29	Real Time	2	Trame transformed
42	Real Time	3	Trame transformed
1	No Real Time	332	Need more !!
5	No Real Time	332	Need more !!
6	No Real Time	1258	Need more !!
7	No Real Time	1258	Need more !!
8	No Real Time	1258	Need more !!
2	Best Effort	1258	Need more !!
1	No Real Time	301	Need more !!
5	No Real Time	301	Need more !!
10	Best Effort	1371	Need more !!
14	Best Effort	1371	Need more !!
20	No Real Time	1548	Need more !!
22	Best Effort	1548	Need more !!
23	No Real Time	1548	Need more !!
24	Best Effort	1548	Need more !!
27	No Real Time	1608	Need more !!
30	Best Effort	1608	Need more !!
31	No Real Time	1608	Need more !!
32	No Real Time	1608	Need more !!

User id	User Classe	User Resource needed	User State
34	Best Effort	1608	Need more !!
36	No Real Time	1649	Need more !!
37	Best Effort	1649	Need more !!
40	No Real Time	1649	Need more !!
3	Best Effort	1649	Need more !!
43	No Real Time	1685	Need more !!
45	No Real Time	1719	Need more !!
46	Best Effort	1719	Need more !!
26	Best Effort	1719	Need more !!
48	Real Time	4	Collision
50	Best Effort	1750	Collision
51	No Real Time	1750	Collision
53	Real Time	4	Collision
57	Best Effort	1750	Collision
12	Real Time	4	Collision
17	Real Time	4	Collision
26	Best Effort	1719	Collision
39	No Real Time	1750	Collision
42	Real Time	3	Collision
12	Real Time	4	Collision
26	Best Effort	1719	Collision
42	Real Time	3	Collision
29	Real Time	1	Trame transformed
42	Real Time	2	Trame transformed
49	Real Time	3	Trame transformed
55	Real Time	3	Trame transformed
1	No Real Time	272	Need more !!
5	No Real Time	272	Need more !!
6	No Real Time	1229	Need more !!
7	No Real Time	1229	Need more !!
8	No Real Time	1229	Need more !!
2	Best Effort	1229	Need more !!
1	No Real Time	243	Need more !!
5	No Real Time	243	Need more !!
10	Best Effort	1342	Need more !!
14	Best Effort	1342	Need more !!
20	No Real Time	1519	Need more !!
22	Best Effort	1519	Need more !!
23	No Real Time	1519	Need more !!
24	Best Effort	1519	Need more !!
27	No Real Time	1579	Need more !!
30	Best Effort	1579	Need more !!
31	No Real Time	1579	Need more !!
32	No Real Time	1579	Need more !!
34	Best Effort	1579	Need more !!
36	No Real Time	1620	Need more !!
37	Best Effort	1620	Need more !!

User id	User Classe	User Resource needed	User State
40	No Real Time	1620	Need more !!
3	Best Effort	1620	Need more !!
43	No Real Time	1656	Need more !!
45	No Real Time	1690	Need more !!
46	Best Effort	1690	Need more !!
26	Best Effort	1690	Need more !!
52	No Real Time	1721	Need more !!
54	Best Effort	1721	Need more !!
56	Best Effort	1721	Need more !!