

Solution for No Dropping in the Trace File

In /ns-allinone-2.35/ns-2.35/project/Queue.h

```
class Queue : public Connector {  
public:  
void SetDropObject(NsObject *drop_obj){if (drop_ == NULL) drop_ = drop_obj;}
```

OR:

In /ns-allinone-2.35/ns-2.35/project/drop-tail.h

```
class DropTail : public Queue {  
public:  
  
void SetDropObject(NsObject *drop_obj){if (drop_ == NULL) drop_ = drop_obj;}
```

AND

In /ns-allinone-2.35/ns-2.35/project/red.h

```
class REDQueue : public Queue {  
public:  
  
void SetDropObject(NsObject *drop_obj){if (drop_ == NULL) drop_ = drop_obj;}
```

In /ns-allinone-2.35/ns-2.35/project/DLAirQueue.cc

```
void DLAirQueue::enqueue(Packet* p)  
  
    q0->SetDropObject(drop_);  
    q1->SetDropObject(drop_);  
    q2->SetDropObject(drop_);  
    q3->SetDropObject(drop_);
```