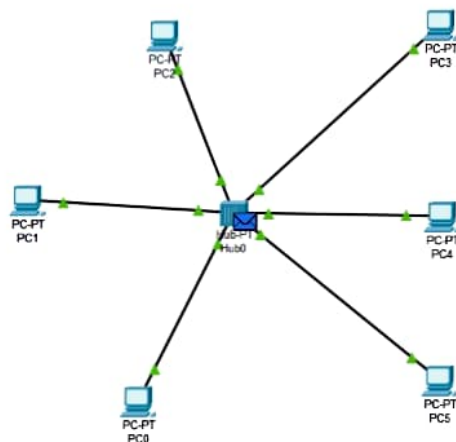




Logical Physical x 1540, y 533



Simulation Panel

Event List

| Vis. | Time(sec) | Last Device |
|------|-----------|-------------|
| | 0 000 | -- |
| | 0 005 | -- |
| | 0 006 | PC1 |
| | 0 007 | Hub0 |
| | 0 007 | Hub0 |
| | 0 007 | Hub0 |
| | 0 007 | Hub0 |
| | 0 007 | Hub0 |
| | 0 008 | PC3 |
| | 0 009 | Hub0 |
| | 0 009 | Hub0 |
| | 0 009 | Hub0 |
| | 0 009 | Hub0 |
| | 0 009 | Hub0 |

Reset Simulation

☒ Constant DelayCaptured to
150,203 s

Play Controls



Event List Filters - Visible Events

ICMP

Edit Filters

Show All/None

Event List

Realtime

Simulation

Time: 00:25:07.430 PLAY CONTROLS



Scenario 0

New

Delete

Toggle POI List Window

Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

Successful PC1 PC3 ICMP 0.000 N 0 (edit)

(delete)