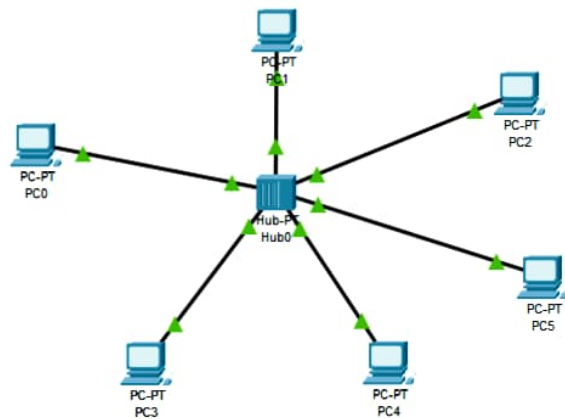




Logical Physical x 553, y: 165

[Root] [Undo] [Redo] [Zoom In] [Zoom Out] [00:02]



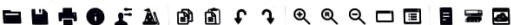
Time 00:00:05 [Pause] [Play] [Realtime] [Simulation]



- 4331
- 4321
- 1941
- 2901
- 2911
- 8191OX
- 819HGW
- 829
- 1240
- PFRouter
- PFEmpty
- 1841
- 2620XM
- 2621XM
- 2811

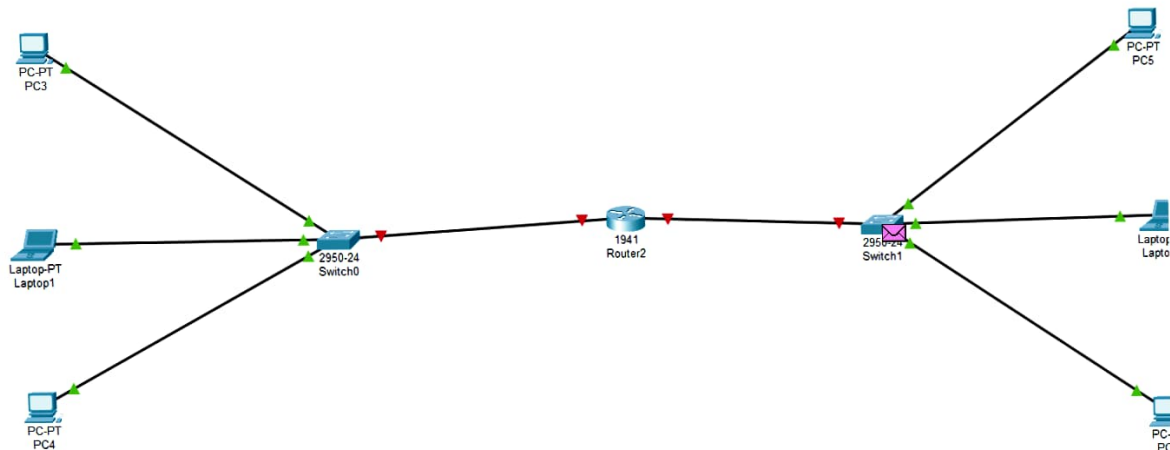


(Select a Device to Drag and Drop to the Workspace)



Logical Physical x 1159 y 655

[Root]



Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device	Type
	4.841	--	PC5	ICMP
	4.841	--	PC5	ARP
	4.842	Switch0	PC3	STP
	4.842	Switch0	PC4	STP
	4.842	Switch0	Laptop1	STP
	4.842	PC5	Switch1	ARP
	4.843	Switch1	PC6	ARP
	4.843	Switch1	Laptop2	ARP
	4.844	Laptop2	Switch1	ARP
	4.845	Switch1	PC5	ARP
	4.845	--	PC5	ICMP
	4.846	PC5	Switch1	ICMP
	4.847	Switch1	Laptop2	ICMP
	4.848	Laptop2	Switch1	ICMP
	4.849	Switch1	PC5	ICMP
	5.103	--	Switch1	STP

Reset Simulation ☒ Constant DelayCaptured
5.1

Play Controls



Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMPv6, IPsec, ISAKMP, IoT, IoT TCP, LACP, LLDP, Meraki, NDP, NETFlow, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, Telnet, UDP, USB, VTP

Edit Filters

Show All/None

Time: 00:14:25.624 PLAY CONTROLS

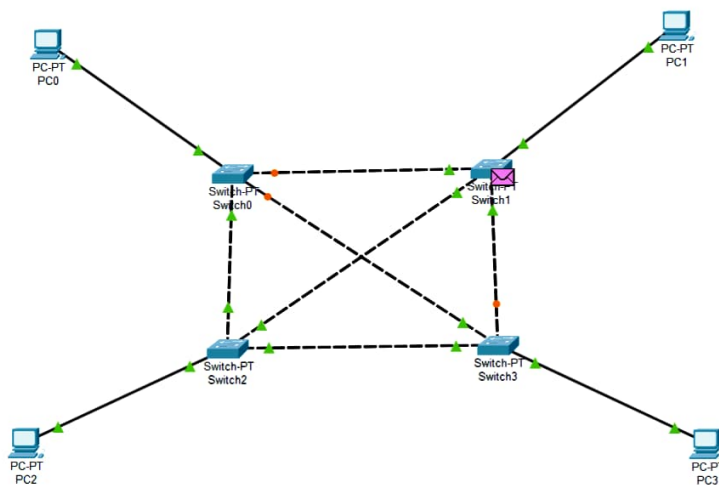


Scenario 0

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
●	Failed	PC4	PC5	ICMP	■	0.834	N	1	(edit)	(delete)
●	Failed	Router2	PC5	ICMP	■	2.835	N	2	(edit)	(delete)
●	Successful	PC5	Laptop2	ICMP	■	4.841	N	3	(edit)	(delete)



Time: 00:08:09.240  PLAY CONTROLS:   



Automatically Choose Connection Type

Scenario 0 ▾

New Delete

Toggle PDU List Window

Simulation Panel

Event List

Vis	Time(sec)	Last Device	At Device	Type
1.002		Switch3	Switch0	ARP
1.002		Switch0	PC0	ARP
1.003		PC3	Switch3	ARP
1.004		Switch3	Switch2	ARP
1.005		Switch2	Switch1	ARP
1.006		Switch1	PC1	ARP
1.006		--	PC1	ICMP
1.007		PC1	Switch1	ICMP
1.008		Switch1	Switch2	ICMP
1.009		Switch2	Switch3	ICMP
1.010		Switch3	PC3	ICMP
1.011		PC3	Switch3	ICMP
1.012		Switch3	Switch2	ICMP
1.013		Switch2	Switch1	ICMP
1.014		Switch1	PC1	ICMP

Reset Simulation ☒ Constant Delay

Captured to:
2,000 s

Play Controls







Event List Filters - Visible Events

ACL, Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, IFT, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, IoT, IoT TCP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RiPing, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters

[Show All/None](#)

Event List Realtime Simulation

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	PC2	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC1	PC3	ICMP		0.998	N	1	(edit)	(delete)