

Logical

[Root]New ClusterMove ObjectSet Titled BackgroundViewport

Router0  
Se2/0  
Router0

PC-PT  
PC0

Router1  
Se2/0  
Router1

PC-PT  
PC1

Simulation Panel

Event List

VisTime(sec)Last DeviceAt DeviceTypeInfo

Reset SimulationConstant DelayCaptured to (no captures)

Play Controls

BackAuto Capture / PlayCapture / Forward

Event List Filters - Visible Events

ACL, Filter, ARP, BGP, OSPF, DHCP, DHCPv6, DNS, DTP, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, LACP, NTP, NETFLOW, NTP, OSPF, OSPFv6, PAgg, POP3, RADIUS, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TFTP, Telnet, UDP, VTP

Edit FiltersShow All/None

Time: 00:26:19.816Power Cycle DevicesPLAY CONTROLS: BackAuto Capture / PlayCapture / Forward

Scenario 0

FireLast StatusSourceDestinationTypeColorTime(sec)PeriodicNumEditDelete

NewDelete

Automatically Choose Connection Type

Simulation

Logical [Root] New Cluster Move Object Set Tiled Background Viewport

10.0.0.2 10.0.0.1 20.0.0.2 20.0.0.1

Router0 Router1

PC-PT PC0 10.0.0.1 PC-PT PC1 30.0.0.1

Simulation Panel

Wk	Time(sec)	Last Device	At Device	Type	Info
9590.333	--	Router0	Router0	CDP	
9590.334	Router0	PC0	Router0	CDP	
9590.334	Router0	Router1	Router0	CDP	
9650.334	--	Router0	Router0	CDP	
9650.334	Router0	PC0	Router0	CDP	
9650.335	Router0	Router1	Router0	CDP	
9710.338	--	Router0	Router0	CDP	
9710.338	Router0	Router0	Router0	CDP	

Reset Simulation Constant Delay Captured to 9710.338 s

PC0

Physical Config Desktop Custom Interface

Command Prompt

```
Packet Tracer PC Command Line 1.0
PC>ping
Invalid Command.

PC>ping 30.0.0.1

Pinging 30.0.0.1 with 32 bytes of data:

Request timed out.
Reply from 30.0.0.1: bytes=32 time=6ms TTL=126
Request timed out.
Reply from 30.0.0.1: bytes=32 time=6ms TTL=126

Ping statistics for 30.0.0.1:
    Packets: Sent = 4, Received = 2, Lost = 2 (50% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 6ms, Maximum = 6ms, Average = 6ms

PC>
```

Time: 03:45:10.357 Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Connections

Scenario 0

New Delete

Automatically Chooses Connection Type

Simulation

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Failed	PC0	PC1	ICMP		0.000	N	0	(edit)	(delete)