

What is jitterX ?

The *jitterX* Network Simulation Unit (NSU) is an appliance that helps corporations simulate real-world network environments during the development cycle of IT applications.



How does it work?

Simply place JitterX between your two endpoints (ie: between the PC and the Server) and select predefined emulation scenarios. Or use five variables to configure your own preset to match your own networks and click Apply. You are now introducing real-world network properties between your two endpoints.

Why do I need one?

How many times have you heard “my application is running slow from this or that location”? Or designed an application that worked perfectly in the lab, but broke down completely when loaded on a mobile phone?. Preproduction roll out or field testing will catch this, but these

tests are often only possible in a much later stage of development sometimes too late to modify the application, leading to costly network upgrades.

JitterX allows developers to replicate and consistently simulate real world network conditions within your own development lab environment. No more shipping systems to your remote sites, complicated test networks, or asking remote employees to test application performance. Test your mobile phone application on a PC behind JitterX to emulate a phone connection.

JitterX will turn your development lab into the real world at a must have price point.

Web Configuration

In as little as two clicks, you can simulate a T1 between New York and Europe, a home user DSL connection, an overloaded cable modem network and even 56k modems. Specifically for mobile phone application testing, you can select the presets for GPRS, EDGE, UMTS or satellite. Save your

own presets and recall them anytime you want and repeat as often as you need.

Graphical monitoring

JitterX shows the bandwidth difference between incoming and outgoing traffic, making its simulation effects visible in simple graphics.

Automated variable testing

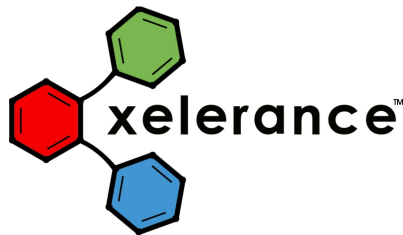
Using its “Single URL Operation”, automated scripts can modify the behavior of the simulation without human interaction.

Example Uses

Simulate existing WAN links before deploying corporate applications – and see what effects increasing bandwidth will have before you order new circuits

Test application performance as part of server & data center consolidation activities (confirm applications work as desired before you physically move them to another site).

Simulate a GPRS or UMTS



network for testing a mobile phone application before your handset leaves the factory.

Using SUP, slowly increase the packet loss or delay to find out when your application or network can no longer function properly.

Install *JitterX* as a permanent part of your test network, using its single URL setting feature enabling configuring within automated setups.

Preset Examples

The following factory presets are provided:

T1 or T3 between New York City and Europe

T1 or T3 between New York City and California

10mbps TLS (Transparent LAN Service)

DSL – several speeds

Cable modem – several speeds

56k modem

Satellites

3G, GPRS, EDGE, UMTS

Supported Network Types

JitterX will simulate any network types up to 100mbps, including asymmetrical WAN links, DSL, Satellite or other types of links

With its ability to save a large number of your own presets, JitterX will let you simulate any WAN connection as defined by the following parameters:

- bandwidth
- latency
- jitter
- packet loss
- packet corruption.

Automation

JitterX has a complete web services API, which allows you to make web services calls via the management interface to automatically start, stop and change the simulation parameters.