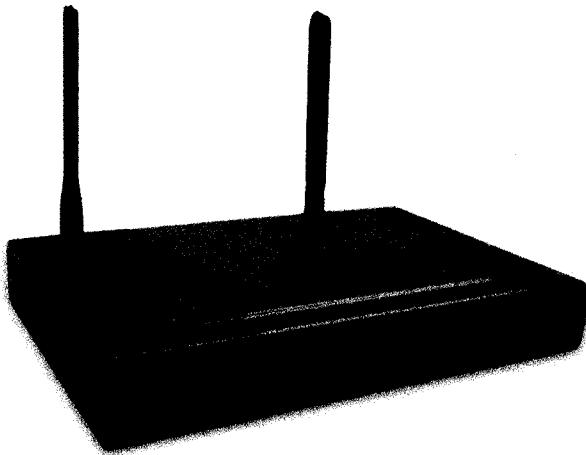


- ◆ **802.11 Station Emulation.** Create fully configurable *Virtual Stations* (*vSTA*™) that emulate 802.11 Wireless Local Area Network stations each with its own IP and MAC address.
- ◆ **64 Stations on a single emulator.** Emulate 1 to 64 concurrent 802.11 users on a single small device, greatly reducing the cost, complexity and control issues of testing with multiple PCs.
- ◆ **Scalability and capacity testing of Wireless LANs and 802.11 products.** Multi-station traffic load and stress testing of performance, end-user capacity and system scalability.
- ◆ **Support for 802.11a, b or g.** Emulator comes in three product versions:
  - EmulationEngine 11a: 802.11a support
  - EmulationEngine 11b: 802.11b support
  - EmulationEngine 11a/b/g: multi-mode emulator with selectable support for 11a, b and g
- ◆ **Each vSTA is an individually authenticated, associated 802.11 station.**
- ◆ **WEP support.** 64, 128, 152 bit shared static keys

- ◆ **802.11 traffic generated per individual vSTA.**
  - **Internal** – Data traffic is generated by each *vSTA* in the EmulationEngine (Ping) and actively injected through the 802.11 *vSTAs* into AP and WLAN system under test.
  - **External** - Data is sourced from a third party load generator, injected over 802.3 Ethernet, mapped to each *vSTA* by IP address, and forwarded over the WLAN by the emulator.



### **Major System Components**

#### **vSTA - Virtual 802.11 Station**

- Each *vSTA* has unique, user-configurable MAC and IP addresses.
- *VSTAs* support 802.11 Authentication, Association, Deauthentication and Disassociation.
- WLAN 802.11 frames are transmitted and received using configurable *vSTA* MAC addresses.
- *vSTA* traffic loading applications based on per *vSTA* configuration.
- User-defined *vSTA* groups emulate departments or processes.
- Maintain persistent *physical* station state & perform Scan/Join portion of 802.11 association state machine.

#### **User Interface – Command and Control**

- Web-based user interface for command, control and configuration.
- Command Line Interface (CLI) supports automation and scripting control.
- User interacts with *vSTAs* in real-time.
- Full user control of *vSTA*, load application attributes, statistics and monitoring

#### **EEDashBoard™ - Monitor a Test**

- Collect and log performance data in real-time.
- Graphically display system and *vSTA* statistics during test execution.
- Export monitor data to PC in a comma-separated values (CSV) text file.

#### **EEScheduling™ - vSTA Sequence Control**

- Inject *vSTAs* into a running test at a user pre-defined quantity and rate.
- Emulates real world user loading environment for more accurate user-in-the-loop testing.

## EmulationEngine™ Data Sheet

### EEScenario™ – Test Definition File

- Logical construction encompassing key aspects of a multiple vSTA test run.
- Aggregate vSTAs into logical Groups to simulate processes or other significant loading profiles.
- Save within non-volatile memory in the EmulationEngine or to a PC for repeat tests and sharing of test set-up.

### Internal Mode – Traffic Generator, Ping

- Fully configurable ICMP Echo Request/Reply traffic is sent to selectable hosts from each vSTA.
- Separate receive and transmit processes use each individual vSTA's IP address then increments vSTA statistics and computes packet round trip times.

### External Mode – 3<sup>rd</sup> Party Traffic Integrator

- Data traffic loading is applied from a 3<sup>rd</sup> party traffic generator over 802.3 Ethernet and forwarded over the WLAN as 802.11 traffic by the emulator.
- Data streams from the traffic generator are mapped to each vSTA through user-configured vSTA IP addresses and appear to the system under test as 1 to 64 individual 802.11 users.

### EEAnalyst™ - Analyze Test Data

- Collect test summary and individual vSTA statistics from test run.
- View and print multiple types of reports by group or by vSTA.
- Collect time stamped (μSec) log/audit trail of commands, responses and notifications per each vSTA executed during testing.
- Archive test statistics and data logs to PC in a comma-separated values (CSV) file.

### Monitoring and Results - Statistics Counters

- Counters from the following categories can be selected for viewing as monitors in the Web browser and as reports at the end of a test:
  - Management Counters
  - Ping Statistics
  - Signal Quality Indication
  - Frame Counts
  - Error Statistics

The screenshot shows the CMC EmulationEngine software interface. On the left, there are navigation icons for Scenario Summary, Group Summary, vSTA Master, and Export Reports. The main window displays a table of virtual stations (vSTAs) with columns: ID, GID, Run State, Iteration, Status Messages, IP Address, MAC Address, Rnd Trip Time Ave, and Pkt Loss. The table shows 15 vSTAs, all in a 'Running' state. A 'New Emulation Group' dialog box is open in the center, prompting for 'Group Name' (set to 'Conf\_Round'), 'EE Address' (set to '10.1.35.31'), and 'Number of Virtual Stations' (set to '25'). Below this, there are two sets of IP and MAC address configuration fields for 'vSTA 1' and 'vSTA 25'. At the bottom of the dialog are 'Create' and 'Cancel' buttons. To the right of the dialog, a list of authentication types is shown: auths, deauths, assoc, and disassoc. At the bottom of the main window, there is a graph titled 'Load Profile' showing a step function increasing from 0 to 100 over time, with markers at 00:00:00, 12:39:19, 12:39:30, 09:00:30, 09:00:40, and 09:00:50.



### EmulationEngine

#### Dimensions

L = 9.25 inches  
W = 6.38 inches  
H = 1.63 inches

#### Ports

- (1) 10/100Base-T, RJ-45(UTP)
- (1) RS-232 (DB9)
- (1) Power - 5V DC, 2.5A

#### Standards

IEEE 802.11a  
IEEE 802.11b  
IEEE 802.11g  
IEEE 802.3  
IEEE 802.3u  
IEEE 802.1d