

Codima Toolbox

autoVoIP™

autoVoIP™
Consultancy Kit

autoVoIP™
Traffic Simulator

autoMap™

autoAsset™

autoAnalyzer™
Consultancy Kit

Unrivalled pre-assessment for VoIP

autoVoIP™ Traffic Simulator is the unrivalled tool to address the growing demand for VoIP testing to ensure that organizations can successfully install VoIP networks.

VoIP Today

Today's increasing VoIP usage requires pre-assessment solutions in order to provide satisfactory VoIP service. It is crucial to minimize downtime and assure quality of service on a daily basis to satisfy customers, hence testing VoIP networks prior to operation has become most important.

VoIP readiness

autoVoIP™ Traffic Simulator tests VoIP traffic on all types of VoIP networks. It measures the quality of service achievable over time at different points on the network by simulating traffic.

In addition, Traffic Blaster stress tests the network to identify network limits by monitoring the impact on the QoS as it gradually increases the loading of VoIP and non VoIP Traffic.

autoVoIP™ Traffic Simulator can be used pre- and post deployment.

The advanced technology helps for example a consultant or an organization to prevent unnecessary project delays and future maintenance costs, as well as customer or client dissatisfaction.

autoVoIP™ Traffic Simulator is easy to install and deploy, providing free software for the remote ends of the link that can be downloaded and installed on local PCs, the free Sink system and the Traffic Blaster target system. Users need only purchase licenses for the autoVoIP™ Traffic Simulator Host PC, the console used to set up the simulations.

The free software can be installed on lower specified PC Platforms, making it more cost effective to deploy.

By using Traffic Blasters in multiple autoVoIP™ Traffic Simulators, the system fully shows the impact of adding groups of phones for example at different points on the network.

autoVoIP™ Report Browser supplies valuable SLA information, reporting on historical patterns and QoS achieved.

Since autoVoIP™ Traffic Simulator has the capability to re-size screen formats, users can continue to use their existing equipment.

autoVoIP™ Traffic Simulator is created with the trademarks of Codima Toolbox, easy-to-use, cost efficient and highly visual.

Simulate and Stress Test traffic to successfully deploy all types of VoIP networks



Value Proposition

- ▶ A true simulator which uses real RTP traffic sent at standard frame rates over UDP with RTP ports
- ▶ Free software for the Sink system and the Traffic Blaster system can be downloaded on local PCs making autoVoIP™ Traffic Simulator easy to install and deploy
- ▶ Combining multiple autoVoIP™ Traffic Simulators with Traffic Blasters fully show the impact of adding groups of phones for example at different points on the network

Return of Investment

- ▶ Prevents projects delays
- ▶ Ensures QoS and customer satisfaction
- ▶ Lower installation costs

Codima Partners



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About autoVoIP™ Traffic Simulator

Key Features

- A true simulator using real RTP frames, sent at standard frame rates over UDP with RTP ports. That ensures the QoS engineering in the network will treat the stream the same as normal VoIP Traffic – a more effective approach for checking QoS than using for example an ICMP Pinger.
- Free software for the remote ends of autoVoIP™ Traffic Simulator Sink system and the Traffic Blaster target system can be downloaded on local PCs making autoVoIP™ Traffic Simulator easy to install and deploy
- autoVoIP™ Report Browser produces useful VoIP reports in htm format that are automatically created daily, weekly or monthly-can be customized to local languages and include company logos.

Key Benefits

- Prevents unnecessary project delays
- Prevents future maintenance costs, keeping IT budgets on schedule
- Prevents customer or client dissatisfaction with the start up of the VoIP network

Key Functions

- A minimum of three Host PCs are needed
 - One to run the Traffic Simulator
 - One to respond to the traffic, i.e., send back RTCP reports on the received traffic
 - One to be the target for Traffic Blaster
- The autoVoIP™ Traffic Simulator Sink system reports back using RTCP, in the same way a phone would. This method allows autoVoIP™ Traffic Simulator (and if required a third party) to measure jitter and frame loss
- Access the Automated Correlation Engine (ACE) via the History Chart to find root causes
- Access report facility via the History Chart
- Multiple simulators may be defined to check multiple paths, such as remote sites on an occasional or continuous basis
- Shows what the QoS would have been if different Codecs has been used in the simulation
- Supports a number of Codecs, including:

PCMu	PCMa	G723 - 8k
G728	G726 -16	G729 - 8k
- Build traffic simulators - view the results associated with running the simulators
- Simulators provide user control of :
 - Target address
 - Priority (DiffServ)
 - Simulated phone jitter buffer
 - Codec used in statistics calculation show the impact on QoS when the Codec is changed

Requirements

- Three Host PCs to provide platforms for:
- One PC used to run autoVoIP™ Traffic Simulator
 - Processor : 2 GHz or faster
 - Memory: 1Gb minimum
 - Microsoft Windows XP Professional, Microsoft 2003 Server
 - Disk space : 30 Gb for live system
 - Monitor resolution: 1280 x 1024 (recommended), 1240 x 768 (minimum)
- Two PCs for the remote ends of the links - one for Simulator and one for Traffic Blaster
 - Processor: 1Ghz
 - Memory: 512 Mb RAM
 - Microsoft Windows XP Professional, Microsoft 2003 Server
 - Disk space : 3 Gb for live system
 - Monitor resolution: 1024 x 768

About Traffic Blaster

Key Features

- Can be used to measure the effect of adding more phones to an existing VoIP system
- Multiple Traffic Simulators/Traffic Blaster systems can be used to emulate groups of phones at different locations on the network and monitor the QoS
- QoS is measured in parallel for all simulation sites on the network giving a true indication of the behavior of the whole phone deployment

Key Functions

- Quality of Service (QoS) analysis - at a glance, see if VoIP is within safe limits, marginal or likely to be seriously degraded (6 color bands used)
- Sends out competitive traffic and non competitive traffic - to view the QoS for a single user when different levels of VoIP and non VoIP traffic are present
- Safety facility, to ensure it does not send traffic out indefinitely - runs for 8 hours unattended, stops and can be restarted manually, locally or remotely, for another 8 hours run
- Distributed loading can be used to match the exact phone deployment together with independent QoS monitoring at each deployment cluster site
- Automatically explores the limits of the network, using autoCheck Mode it shows the QoS degradation as traffic patterns are automatically explored
- Automatically checks the QoS engineering using a sophisticated load generation algorithm
- Load specified by phone/codec using easy to understand phone counts
- Supports a number of Codecs, including:
 - G711 - 64k
 - G723 - 6.3k
 - G729 - 8k
 - Additional ones can be added
- Traffic loading may be specified as bandwidth or frame loading
- Codima Correlation Engine provides an expert system to analyze the QoS graphs
- Results can be exported to HTML reports