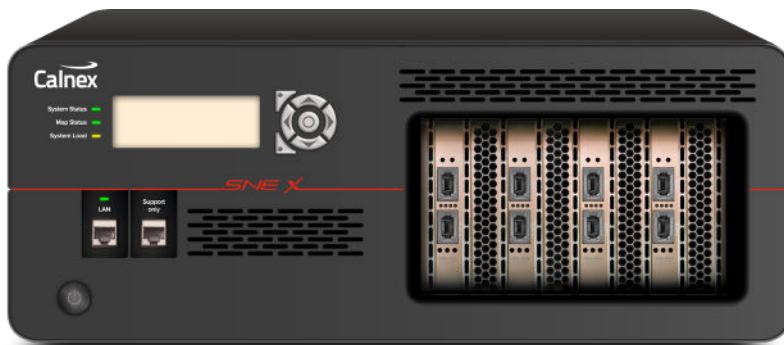


# High Precision, Cost-effective Network Emulation

## Test with real-world network conditions in your lab

The Calnex SNE-X is a multi-port, high-performance network emulator designed to drive product/application quality and reduce the cost of test with rigorous, scalable test capability. The Calnex SNE-X offers:

- **Up to 28 ports** – allows network impairment of hundreds of packet streams simultaneously.
- **1 to 100GbE wire rate** – for emulating network conditions experienced by 5G services and applications.
- **Low intrinsic latency** – maximum intrinsic latency of 20µs is ideal for simulating throughput-sensitive applications.
- **High performance backplane** – allows simultaneous testing with “Any Port to Any Port”™.



The SNE -X provides industry-leading flexibility in building and modelling complex, real-life systems enabling you to simulate networks and emulate the real world conditions under which applications and platforms need to perform.

## Applications

The SNE-X is a total solution to the problem of real-world Ethernet testing. It combines comprehensive and efficient network emulation for:

### 5G

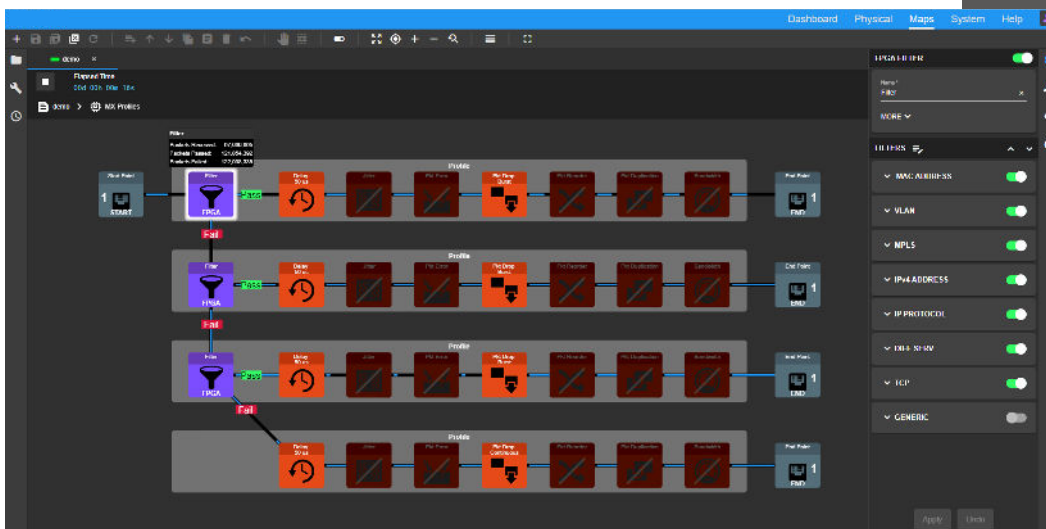
- Mobile Edge Computing
- Backhaul
- Midhaul
- Services (AR/VR, V2X etc)

### Data Center

- Interconnect
- Management
- Migration

### Cloud

- Infrastructure
- Application testing
- Device testing



The flexible Web UI enables you to drag and drop from the extensive list of impairments into your network “map” to create a range of impairment scenarios that can run simultaneously for fast, high-volume test.

Technical Specifications	PRODUCT RANGE				
	1G	10G	25G	50G	100G
<b>Physical</b>					
Network Interfaces	up to 28	up to 28	up to 16	up to 8	up to 8
Standard Network Interfaces	GbE Copper	SFP+	SFP28	QSFP28	QSFP28
Optional Network Interfaces	RJ45	SFP+	SFP28	QSFP28	QSFP28
Max. Packet Rate Per Port (bi-directional)	TBD	TBD	TBD	TBD	TBD
Dimensions	4u Rack	4u Rack	4u Rack	4u Rack	4u Rack
Intrinsic Latency	<20µs	<20µs	<20µs	<20µs	<20µs
Max. Frame Size — Jumbo Mode 9219 bytes; Non-jumbo Mode 1542 bytes	✓	✓	✓	✓	✓
<b>General</b>					
Timing Precision	10µs	10µs	10µs	10µs	10µs
Any Port to Any Port™ packets can be sent between any port for complete flexibility	✓	✓	✓	✓	✓
Live Changes — Real-time modification of any impairment setting	✓	✓	✓	✓	✓
Traffic Capture and Replay with Looping Option Volatile Storage (20G RAM) Non-volatile Storage (1TB SSD)* *Max Traffic Capture Rate 1Gb/s	✓ optional	✓ optional	✓ optional	✓ optional	✓ optional
Bi-directional, Independent Emulations	✓	✓	✓	✓	✓
Timeline — Schedule changes to emulation settings with no manual intervention required. Option: loop timeline for continuous playback	✓	✓	✓	✓	✓
Link Flap	✓	✓	✓	✓	✓
<b>Delay Emulation — up to 4s at 25GbE; up to 4s at 10GbE; up to 10s at 1GbE; up to 30s (all rates at reduced bandwidth)</b>					
1GbE Delay Emulation — up to 1.25secs	✓	✓	✓	✓	✓
10GbE Delay Emulation — up to 0.5secs	n/a	✓	✓	✓	✓
25GbE Delay Emulation — up to 0.5secs	n/a	n/a	✓	✓	✓
50GbE Delay Emulation — up to 0.339secs	n/a	n/a	n/a	✓	✓
100GbE Delay Emulation — up to 0.339secs	n/a	n/a	n/a	n/a	✓
Delay Emulation (at reduced bandwidth) — up to 30secs	✓	✓	✓	✓	✓
1GbE Extended Delay Emulation — up to 10secs	optional	optional	optional	optional	optional
10GbE Extended Delay Emulation — up to 4secs	n/a	optional	optional	optional	optional
25GbE Extended Delay Emulation — up to 4secs	n/a	n/a	optional	optional	optional
50GbE Extended Delay Emulation — up to 2.714secs	n/a	n/a	n/a	optional	optional
100GbE Extended Delay Emulation — up to 2.714secs	n/a	n/a	n/a	n/a	optional
Fixed Latency	✓	✓	✓	✓	✓
Variable Latency	✓	✓	✓	✓	✓
Ramp	✓	✓	✓	✓	✓
Normal / Gaussian	✓	✓	✓	✓	✓
Sinusoidal Wave	✓	✓	✓	✓	✓
Jitter — 0.1ms to 100ms or 0.1 to 100% of constant delay	✓	✓	✓	✓	✓
Timing Constraints (specify start and duration of impairments activity) Start / Duration 0.01ms to 360,000ms (in 0.01ms increments)	✓	✓	✓	✓	✓

✓ Provided as Standard

Technical Specifications (cont'd)	PRODUCT RANGE				
	1G	10G	25G	50G	100G
<b>Bandwidth Emulation (with user configurable buffer size up to 20Mbytes for video)</b>					
<b>Constant Throttle</b>	128bits/sec to 1G	128bits/sec to 10G	128bits/sec to 25G	128bits/sec to 25G	128bits/sec to 25G
<b>Random Range (min to max with time constraints)</b>	128bits/sec to 1G	128bits/sec to 10G	128bits/sec to 25G	128bits/sec to 25G	128bits/sec to 25G
<b>Random Range Duration — 1000ms to 60 minutes (in 0.1ms increments)</b>	✓	✓	✓	✓	✓
<b>Background Traffic Generation</b>					
<b>Fixed Data Rate</b> Generate broadcast packets Range (min to max with time constraints)	500byte/sec to 1G	500byte/sec to 10G	500byte/sec to 25G	500byte/sec to 50G	500byte/sec to 100G
<b>Range Duration</b> 1000ms to 360,000ms (in 1ms increments)	✓	✓	✓	✓	✓
<b>Reordering</b>					
<b>Time Based Re-order</b> Displace packet from 0.1ms to 500 ms	✓	✓	✓	✓	✓
<b>Position Base Re-order</b> Displace packet up to 10,000 places	✓	✓	✓	✓	✓
<b>Corruption</b>					
<b>Bitflips</b> Start and end position (first byte to last byte), 1 to 100%	✓	✓	✓	✓	✓
<b>Byte Overwrites</b> Start and end position (first byte to last byte), 1 to 100%	✓	✓	✓	✓	✓
<b>Ethernet Fragmentation</b> MTU: 68 to 9000	✓	✓	✓	✓	✓
<b>Bit Error Rate (Per) Simulation</b> x bits in y received (1 bit to 1E+15)	✓	✓	✓	✓	✓
<b>Enable/Disable FCS</b>	✓	✓	✓	✓	✓
<b>Duplication</b>					
<b>Simple (single duplication)</b> Packets received on link will be immediately duplicated once	✓	✓	✓	✓	✓
<b>Timed (duplicated every x seconds)</b> Single duplication after specified delay (1ms to 10,000ms)	✓	✓	✓	✓	✓
<b>Complex (multiple, timed duplication)</b> Specified multiple duplications after specified time delay (1ms to 1,000ms)	✓	✓	✓	✓	✓
<b>Loss</b>					
<b>Standard — Drop x packets in y received</b>	✓	✓	✓	✓	✓
<b>Percentage — Drop 1% to 100% (in increments of 1%)</b>	✓	✓	✓	✓	✓
<b>Markov — 2 state random packet drop (as per ITU-T G.1050 Appendix II - Gilbert-Elliott model)</b>	✓	✓	✓	✓	✓
<b>Outage — Drop all packets received on specified link</b>	✓	✓	✓	✓	✓
<b>Drop Evenly — Packets will be dropped regularly throughout emulation</b>	✓	✓	✓	✓	✓
<b>Drops in Bursts — Packets will be dropped in continuous groups</b>	✓	✓	✓	✓	✓
<b>Timing Constraints — Start / Duration 0.01ms to 360,000ms (in 0.01ms increments)</b>	✓	✓	✓	✓	✓

Technical Specifications (cont'd)	PRODUCT RANGE All interfaces: 1G, 10G, 25G, 50G, 100G
<b>Modification</b>	
<b>Generic Packet Modifier</b> Modify up to 6 bit / byte sections per packet	✓
<b>Analysis (Extract analysis information from any part of the emulation)</b>	
<b>Bandwidth Graph</b> Show bandwidth utilization — export, clipboard, peak and averaging, etc.	✓
<b>Packet Rates</b> Show packet utilization, Inter Packet Gap	✓
<b>RTP Analyser</b> Output detailed information on RTP streams	optional
<b>Stateless load generation with multiple load distribution models</b>	
<b>TCP Client</b> Simulate clients with data streams	optional
<b>TCP Server</b> Simulate servers with data streams	optional
<b>DDOS Simulation</b> Simulate extremely stressful DDOS environments	optional
<b>Audio Visual (AV) Pack</b>	
<b>RTP Filter</b>	optional
<b>MPEG H.264 and H.265 Corruptor</b>	optional
<b>Management</b>	
<b>Drag and Drop User Interface</b> Simple User Interface, allowing user to draw out their target network on screen, drop impairments as required and visualise the network-under-test	✓
<b>RESTful API for Test Automation</b>	✓
<b>Smart Start-up</b> Automatically launch previous map on boot	✓
<b>Multi-user Support</b> Unlimited users, share maps, assign ports to individual users	✓
<b>Hardware NTP Time Stamping</b> Lock hardware and packet timings to accurate internal / external clocks	✓

Technical Specifications (cont'd)	PRODUCT RANGE All interfaces: 1G, 10G, 25G, 50G, 100G
<b>Filtering (UDP, TCP, Packet count)</b>	
Maximum Filter — Connect multiple filters in any way to create complex filter rules	unlimited
IP Source / destination address filtering (impair specific traffic flows)	✓
TCP — Advanced: Source and destination port filtering (including range) TCP Packet length filtering	✓
UDP — Advanced: Source and destination port filtering (including range) UDP Packet length filtering	✓
MAC Address — Src / Dst single or range	✓
Ethernet Payload	✓
Packet Counting — Fail or Pass packets based on packet count or percentage	✓
<b>Advanced Filtering</b>	
Generic Filter — Filter on multiple bit / byte values with logic operations	✓
IP Protocol — Payload Type and Value	✓
MPLS — MPLS Label, QoS Value, TTL Value	✓
VLAN — VLAN ID, User Priority	✓
MPEG Video	optional
RTP A/V	optional
<b>Reporting</b>	
<b>Live Monitoring</b> Bandwidth monitoring, packets per second, interpacket gap, export to CSV max / average values, etc.	✓
<b>Wireshark Integration (on up to 200 protocols)</b> Allows for live traffic capture and root cause analysis; replay third-party traffic streams under impairments, record traffic and replay at a later date	✓

Calnex Solutions plc is a global leader in Test and Measurement solutions for next-generation telecom networks. Our products help to prove new technologies for applications such as SD-WAN, DataCenters, Cloud/OTT, Broadcast Video, and AV/Video conferencing.

For more information on Calnex's network emulation products, and to take advantage of our extensive experience in network emulation test, contact Calnex Solutions today:  
tel: +44 (0) 1506 671 416  
email: [info@calnexsol.com](mailto:info@calnexsol.com)



[calnexsol.com](http://calnexsol.com)

© Calnex Solutions, 2023  
CX2018 v1.0