







# ALBEDO Net.Storm: Competitor Table

	ALBEDO Net.Storm	Anue / Spirent GEM	IXIA ImpairNet EIM1G4S	Apposite Linktropy 5500	Apposite Netropy N60	Shunra vCat STN
<b>Image</b>						
<b>Platform</b>	<ul style="list-style-type: none"> <li>Handheld</li> <li>Weight 1,1 kg</li> </ul>	<ul style="list-style-type: none"> <li>Rack-mounted device</li> <li>Weight &gt; 4 kg</li> </ul>	<ul style="list-style-type: none"> <li>Blade for rack-mounted</li> <li>Weight &gt; 4 kg</li> </ul>	<ul style="list-style-type: none"> <li>Rack-mounted device</li> <li>Weight 3.9 kg</li> </ul>	<ul style="list-style-type: none"> <li>Rack-mounted device</li> <li>Weight 3.9 kg</li> </ul>	<ul style="list-style-type: none"> <li>Rack-mounted device</li> <li>Weight 20 kg</li> </ul>
<b>Engine</b>	Hardware	Hardware	Hardware	Hardware	Hardware	Software
<b>Batteries</b>	Yes	No	No	No	No	No
<b>Keyboard</b>	Built-in	No	No	No	No	No
<b>Screen</b>	Built-in	No	No	No	No	No
<b>Max bit rate</b>	1000 Mb/s	1000 Mb/s (10G version exists)	1000 Mb/s (10G version exists)	1000 Mb/s (10G version exists)	1000 Mb/s (10G version exists)	1000 Mb/s (10G version exists)
<b>Test Interfaces</b>	2 x RJ-45 and 2 x SFP	(?)	4 x RJ-45 or 4 x SFP (one module)	2 x RJ-45 or 2 x SFP	2 x RJ-45 or 2 x SFP	Up to 20 x RJ-45 or 22 x SFP
<b>Throughput</b>	1.5 Mframes/s	1.5 Mframes/s (?)	(?)	1.0 Mframes/s	1.0 Mframes/s	(?)
<b>MTU</b>	10 kB	Unlimited or 12 kB (for reordering and duplication)	9 kB	9 KB	9 KB	1,5 KB
<b>Simultaneous streams</b>	16	16	16	1	15	1
<b>Loss</b>	<ul style="list-style-type: none"> <li>Single</li> <li>Burst</li> <li>Periodic burst</li> <li>Random</li> <li>Two-state random</li> </ul>	<ul style="list-style-type: none"> <li>Burst</li> <li>Periodic</li> <li>Random Poisson</li> <li>Random uniform</li> <li>Random normal</li> </ul>	<ul style="list-style-type: none"> <li>Random</li> </ul>	<ul style="list-style-type: none"> <li>Random</li> </ul>	<ul style="list-style-type: none"> <li>Random</li> <li>Burst</li> <li>Periodic</li> <li>BER</li> </ul>	<ul style="list-style-type: none"> <li>Burst</li> <li>Periodic</li> <li>Random</li> <li>Two-state random</li> </ul>
<b>Bit errors</b>	<ul style="list-style-type: none"> <li>Single</li> <li>Random</li> </ul>	Idem	Random (?)	Random	Random (?)	Random (?)
<b>Delay &amp; Jitter</b>	<ul style="list-style-type: none"> <li>Constant</li> <li>Random uniform</li> <li>Random exponential</li> <li>No-reordering Jitter</li> </ul>	<ul style="list-style-type: none"> <li>Constant</li> <li>Variable</li> </ul>	<ul style="list-style-type: none"> <li>Constant</li> <li>Random uniform</li> <li>Random exponential</li> <li>Random normal</li> <li>Random custom</li> </ul>	<ul style="list-style-type: none"> <li>Constant</li> <li>Random uniform</li> <li>Random normal</li> </ul>	<ul style="list-style-type: none"> <li>Constant</li> <li>Random uniform</li> <li>Random normal</li> </ul>	<ul style="list-style-type: none"> <li>Constant</li> <li>Random uniform</li> <li>Random normal</li> </ul>
<b>Duplication</b>	Random	Random (?)	Random	Random	Random	Random (?)
<b>Reordering</b>	<ul style="list-style-type: none"> <li>Through</li> <li>Random delay</li> </ul>	Random	Random	Random	Random	Random (?)
<b>Modification</b>	No	Yes (48 bytes per stream)	No	No	No	Yes
<b>Policing &amp; Shaping</b>	Yes	Yes	No	No	Yes	Yes
<b>Filter</b>	<ul style="list-style-type: none"> <li>Ethernet (source and destination address, ethertype, VLAN, CoS)</li> <li>IPv4 (source + destination address, protocol, DSCP, port)</li> <li>Generic filters</li> </ul>	<ul style="list-style-type: none"> <li>Ethernet (VLAN, source / dest. addr)</li> <li>IPv4 and IPv6 (source / dest. addr)</li> <li>Pre-built protocol filter suite: PPP, PTP, RSVP...</li> <li>Generic filters</li> <li>String search</li> </ul>	<ul style="list-style-type: none"> <li>Ethernet, IPv4 / v6, MPLS, miscellaneous application-layer protocols</li> <li>Generic filters (8x16 bit frame matchers for each stream)</li> </ul>	No	<ul style="list-style-type: none"> <li>Ethernet (source and destination address, VLAN)</li> <li>MPLS label</li> <li>IPv4 and IPv6 (source / destination address, port)</li> </ul>	No
<b>Statistics</b>	<ul style="list-style-type: none"> <li>Frame counts</li> <li>Dedicated per-filter</li> </ul>	Frame counts	<ul style="list-style-type: none"> <li>Through the Ixia</li> <li>StatViewer interface</li> </ul>	<ul style="list-style-type: none"> <li>Frame counts</li> <li>Traffic charts</li> </ul>	<ul style="list-style-type: none"> <li>Frame counts</li> <li>Traffic charts</li> </ul>	Frame counts
<b>Switching capabilities</b>	No	Router emulation	No	<ul style="list-style-type: none"> <li>Bridge emulation</li> <li>Router emulation</li> </ul>	No	<ul style="list-style-type: none"> <li>Bridge emulation</li> <li>Router emulation</li> </ul>
<b>Replay</b>	No	Yes	Through specific IXIA modules	Yes	Yes	Through Shunra VE Network Catcher
<b>GUI</b>	<ul style="list-style-type: none"> <li>Built-in (keyboard and screen)</li> <li>Remote VNC (PC, iPhone, Mobile...)</li> </ul>	Web browser GUI	Remote software	Web browser GUI	Web browser GUI	Windows proprietary application
<b>Management &amp; Automation</b>	CLI by SSH/Telnet	TCL scripting	IXIA automatization	CLI by SSH/Telnet	CLI by SSH/Telnet	LCD status display

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