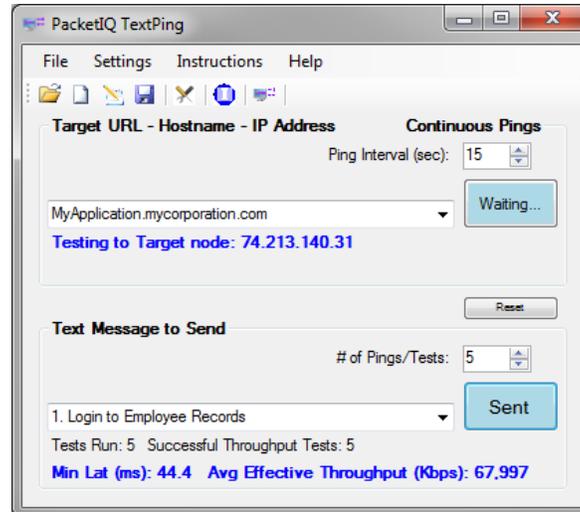


TextPing™ Quick Reference Instructions



Introduction

TextPing™ is a Windows® application designed to enhance application test packet capture activities by a) recording CPU, Memory, OS, and network interface information from the test workstation, b) performing a traceroute to the destination host/server or network device, c) 'marking' the start of each application test activity in the packet capture file with a series of ICMP 'Ping' packets containing user-specified text messages for easy identification, and d) performing a latency and 'Average Effective Throughput' test on a continuous basis and/or each time a set of message packets are sent to provide information about network conditions at the time of the test.

TextPing was primarily designed to make it easier to do packet captures of a user exercising typical application functions for troubleshooting and performance analysis/modeling efforts ***while improving the ability to capture the natural flow of user interactions with the application***, which can significantly increase the accuracy of network impact analysis and modeling. TextPing provides the ability to simply enter or select a text description of the next user activity and send a series of sequential Ping packets which can be easily located in one continuous packet capture, rather than having to stop the packet capture utility, name and save the file, and re-start the packet capture between each activity.

TextPing also gathers test workstation and traceroute information, and performs latency and Average Effective Throughput measurements during the application test activity to enhance test results.

To supplement the testing session a TextPing Profile can be pre-prepared which specifies any non-default TextPing user settings, the Target URL, Hostname, or IP addresses, a list of application test activities to perform, and (if desired) a set of Quick Reference Instructions accessible from the TextPing user interface to assist in guiding the user through the test scenario. All of the pertinent information from the test session is saved in a log file for later reference.

GettingTextPing

You can download TextPing from the PacketIQ website: <http://www.packetiq.com/Tools/PacketIQ-TextPing.aspx>

Installing TextPing

TextPing is a self-contained (.exe) application that can be saved to the test workstation Desktop or other location and executed without the need for a formal installation or any other changes to the workstation environment (requires .NET Framework 3.5 or greater is pre-installed). You can optionally save TextPing to a specific directory (instead of the Desktop) and create a shortcut icon by right-clicking the TextPing.exe file and, while holding down the right-click button, dragging the shortcut icon to the Desktop or Quick Launch bar.

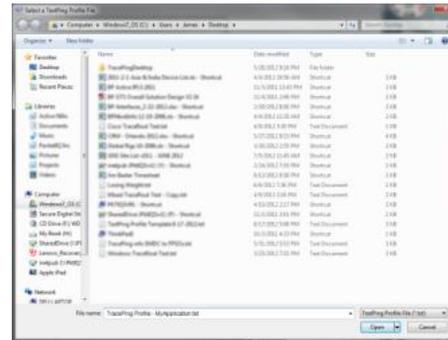
Removing TextPing

Since no formal installation was performed, TextPing can be removed from the workstation by simply deleting the TextPing.exe file.

Using TextPing

1. Double-click the TextPing icon to start the application.
2. If you were provided with a TextPing Profile file, Click 'File - Load Profile' or click the icon  and select / open the file.

Note: Additional instructions may have been provided in the Profile – click 'Instructions' in the TextPing Menu bar or click the  icon.

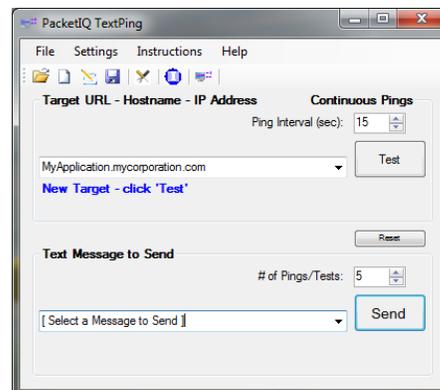


Note: You should also have a pre-prepared Test Script to guide the application testing.

3. Select or enter a Target URL, Hostname, or IP address and click 'Test'.

(If your Profile only included one Target it will appear - just click 'Test')

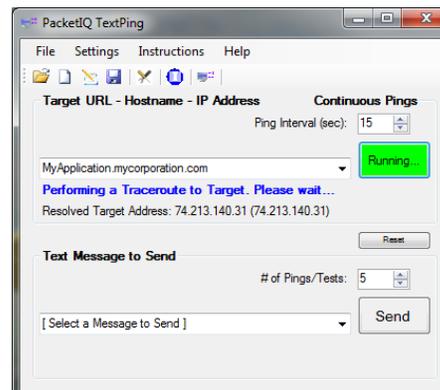
4. You will be prompted to create a TextPing Log file - accept or modify the suggested filename and click 'Save'.



5. TextPing will indicate 'Running...'

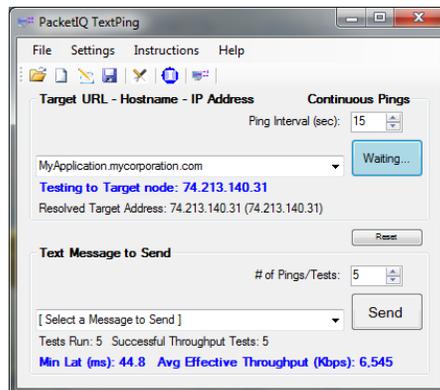
Information about the test workstation will be collected, the Target will be resolved, and a Traceroute to the Target address will be run - this may take a few minutes.

When the traceroute completes, the button will change to 'Start/Stop'.



- Set the Ping Interval (sec) control to the desired number of Pings per test, and then click the 'Start/Stop' button to start the Continuous Pings test function.

The button will turn Green and indicate 'Running' while performing a test, then turn Blue and indicate 'Waiting...' between tests. Latency and Effective Throughput measurement results will be displayed (and logged) for each test.

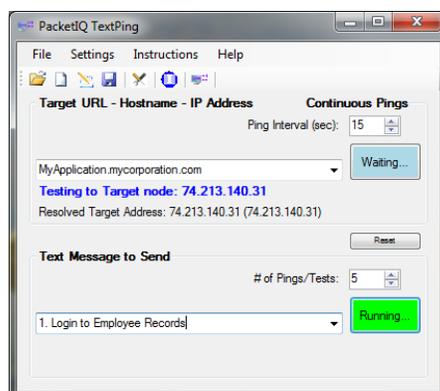


- Start the packet capture application (Wireshark or similar) and ensure packets are being captured.

- Select or enter a Text Message that describes the application test activity you are about to perform and click 'Send'.

Note: Try to 'Send' between Continuous Ping tests to avoid logging conflicts.

One or more 'Ping' packets containing the selected / entered text message (as controlled by the '# of Pings/Tests' setting) will be sent to the Target. The TextPing Function button will turn Green and indicate 'Running...' until all the Ping packets are sent, then then Blue and indicate 'Sent'.



- When you observe that the Text Message has been sent (as indicated by the Blue 'Sent' button and a message containing the Minimum Latency and Average Effective Throughput measurement), perform the applicable application test transaction / activity per the Test Script.

Repeat Steps 8 and 9 for each application transaction / activity in the Test Script.

- When you are finished testing the application, stop the packet capture application and save the packet trace file with a filename that describes the application, version, and the date and time the test occurred.
- Click the Continuous Pings button to stop the interval testing. The button may turn Yellow and indicate 'Stopping...' for several seconds – wait until the button indicates 'Start/Stop'. Then exit the TextPing application (File – Exit or just click the top-right 'X').
- If applicable, send a) the packet trace file, and b) the TextPing Log file to your analyst/consultant; if changes were made to the TextPing Instructions and/or to a custom Profile, send a copy of the modified Profile .txt file as well.