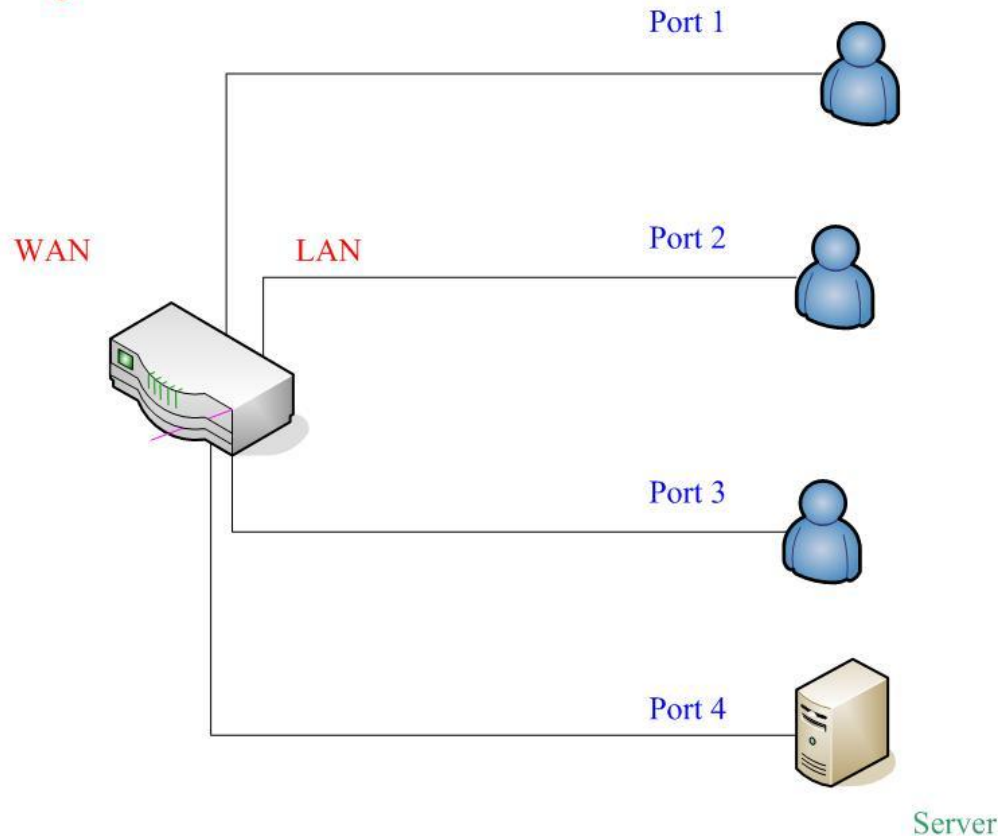


DI-804HV's QoS Function Description:

Physical Port:

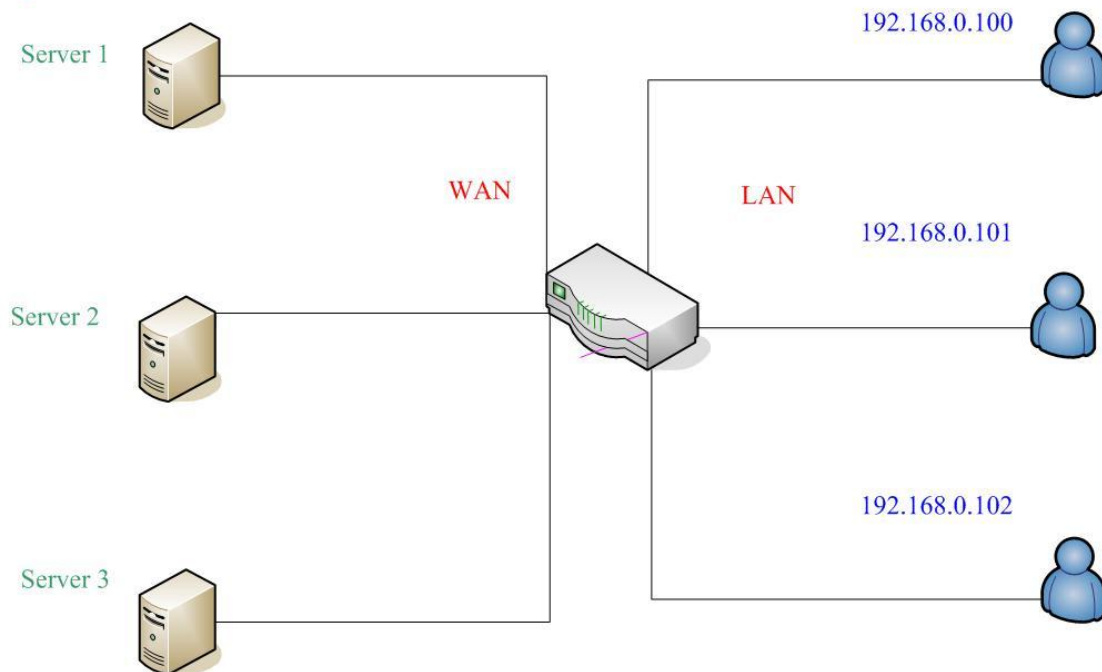
QoS Physical Port Function



Normally, when user uses this function “Physical Port”, he only needs to choose which port high priority or normal priority. You can refer to the picture above. We set up three rules which three PC clients (Port 1,2,3) upload to one server(Port 4) at the same time. Then if we set Port 1 to become High (Port 2 and 3 still keep normal), and let the three rules work at the same time. You will be able to find Port 1's upstream throughput will be higher than Port 2 and Port 3. This is because when DI-804HV get all packets from Port 1, Port 2 and Port 3, it will have high priority to handle the packets from Port 1. So, DI-804HV will pass all the packets from Port 1 to the server (Port 4) first. This is why Port 1's upstream throughput is higher.

Network Port:

QoS Network Port Function



Rule 1: PC1(192.168.0.100) → Server 1

Rule 2: PC2(192.168.0.101) → Server 2

Rule 3: PC3(192.168.0.102) → Server 3

Normally, when user uses this function “Network Port”, he will need to set LAN IP range, WAN IP range and priority. You can also refer to the picture above. We set up three rules which three PC clients (LAN side: 192.168.0.100~102) upload to three servers (WAN side) at the same time. Then if we set PC1 (192.168.0.100) to become High, PC3 (192.168.0.102) to become low and PC2 (192.168.0.101) still keeps normal, and let the three rules work at the same time. You will be able to find PC1’s upstream throughput will be the highest and PC3’s upstream throughput is the lowest. This is because when DI-804HV get all packets from PC1, PC2 and PC3, it will have high priority to handle the packets from PC1 (192.168.0.100) and have low priority to handle the packets from PC3. So, DI-804HV will pass all the packets from PC1 (192.168.0.100) to the server (Server 1) first, and PC3 (192.168.0.102) to the server (Server 3) finally. This is why PC1’s upstream throughput is the highest and PC3’s upstream throughput is the lowest.