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2018-04-09 12:09 Source: Other Authors: Name Responsible Editor: Konbeier Do you know how to turn on analog mode inisco packet tracer? If you do not know, look for a diagram tutorial that turns on analog mode in cisco packet tracer and we hope you can get help. Cisco packet tracer analog mode on method: 1, open Cisco Packet Tracer, note that there are two buttons in the lower right corner of the software interface, not Realtime mode) and simulation mode (analog mode) toggle button. When it comes to real-time mode, I don't have to introduce it. Everyone understands that. 2. Click, switch to analog mode, then on the right side of the interface the action box appears. 3rd Let's experiment to understand a specific function: open cmd command window pc1, enter ping 192.168.0.254, ping router in the network segment. At this point, the ping pack stops moving. We need to click the Auto Capture/Paly button in the action window. 4. Now you will see an envelope-like packet on the topological map that is transmitted as animation. In the picture the eyes in 1 represent the packets moving in the picture, 2 represent the time d'it takes, 3 represent the last device the packet passed, 4 represents the device where the packet is located, 5 represents the type of packet, and 6 represents the color of the packet in red on the image, you can set the packet transfer rate. Set the speed quickly and you don't have to wait in a hurry. 6. Double click on the packet in the animation, a dialog box appears. We can clearly see the detailed packet format, including source address, destination address, and other details. 7. Click Edit Filter), if you just want to see the icmp packet in the animation, then just check icmp. You won't see other packets that will shake the line of sight. These are diagram tutorials for turning on analog mode in cisco packet tracer, everyone learned? Last updated August 2, 2020 admin replies Note: Red font color or gray highlighting indicates text that appears only in the reply copy. Adresa tabul'ka rozhrania IP adresa / predpona 255.255.255.252 N/A R2 S0/0/1 2001:db8:1:3::1/64 N/A R2 S0/0/1 fe80::2 N/A R3 G0/0 2001:db8:1:4:1/64 N/A R3 G0/1 10.10.17 255.255.255.255.255.255.255 N/A R3 S0/0/1 2001:db8:1:3:2/64 N/A R3 S0/0/1 fe80::3 N/A PC1 NIC 10.10.1.98 255.255.255.254 10.10.1.97 PC2 NIC 2001 :d b8:1:1::2/64 fe80::1 PC3 NIC 10.10.1.18 255.255.240 10.10.1.2 17 PC4 NIC 2001:db8:1:4::2/64 fe80::1 Part 1: Test and restore IPv4 Connection Part 2: Test and restore the IPv6 connection scenario There are connectivity issues in this action. Except a dokumentovania dokumentovania network information, find problems, and implement acceptable solutions to restore your connection. Note The EXEC user password is a class. Instructions Click PC1 to open the command prompt. Type ipconfig /all to collect IPv4 information. Complete the addressing table with an IPv4 address, a subnet mask, and a default gateway. Click PC3 to open the command prompt. Type ipconfig /all to collect IPv4 information. Complete the addressing table with an IPv4 address, a subnet mask, and a default gateway. Ping to test the connection between pc1 and PC3. Ping should fail. From PC1, type the necessary command to track the route to PC3. What is the last successful IPv4 address that was reached? 10.10.1.97 The trace will eventually end after 30 attempts. To stop tracking before 30 attempts, type Ctrl+C. From PC3, type the command you need to track the route to PC1. Q: What is the last successful IPv4 address that was reached? 10.10.1.17 Type Ctrl+C to stop tracking. Open the configuration window Click R1. Press ENTER to log on to your router. Enter the display ip interface brief command for the list of interfaces and their status. There are two IPv4 addresses on the router. One should have been recorded in step 2a. Q: What's the second? 10.10.1.6/32, 10.10.1.4/30 to the router is connected. Note that there are two networks connected to the serial/0/1 interface. Q: What are they? 10.10.1.6/32, 10.10.1.4/30 Repeat steps 2e to 2g with R3 and record your answers. 10.10.1.10, 10.10.1.8/30, 10.10.10/32 Click R2. Press ENTER to log on to your router. Enter the display ip interface brief command and record your addresses. Enter your addresses here. 10.10.1.2, 10.10.1.9 If it helps visualize the problem, run further tests. Simulation mode is available. Close configuration window Step 3: Propose a solution to resolve the issue. Compare your answers in step 2 with the documentation available to you for your network. Q: What's the error? The R2 Serial 0/0/0 interface is configured with the wrong IP address. What solution would you suggest to fix the problem? Configure the correct IP address on serial interface R2 0/0/0 (10.10.1.5) Step 4: Implement the solution that you proposed in step 3b. Step 5: Verify that the connection is restored. From PC1 test connection to PC3. From PC3 test connection to PC1. Q: Is the problem resolved? Yes Step 6: Document solution. Part 2: Test and restore IPv6 Connection Step 1: Use ipv6config and ping to authenticate the connection. Click PC2 to open the command prompt. Type ipv6config /all to collect IPv6 information. Complete the addressing table with the IPv6 address, subnet prefix, and default Click PC4 to open command line. Type ipv6config /all to collect IPv6 information. Complete the address, subnet prefix, and default gateway. Test the connection between PC2 and PC4. Ping should fail. Step 2: Locate the source of the connection failure. From PC2, type the necessary command to track the route on PC4. Q: What is the last successful IPv6 address that was reached? 2001:db8:1:3:2 The trail will eventually end after 30 attempts. To stop tracking before 30 attempts, type Ctrl+C. From PC4, type the command you need to track the route on PC2. O: What is the last successful IPv6 address that was reached? No IPv6 address was reached. To stop tracking, type Ctrl+C. Click R3. Press ENTER to log on to your router. Enter the display ipv6 interface brief command for the list of interfaces and their status. There are two IPv6 addresses on the router. One should match the gateway address recorded in step 1d. Question: Is there a mismatch? Yes Run additional tests if it helps visualize the problem. Simulation mode is available. Close the command prompt Step 3: You propose a solution to resolve the issue. Compare your answers in step 2 with the documentation available to you for your network. O: What's the error? PC4 uses an incorrect default gateway configuration. What solution would you suggest to fix the problem? Configure your computer with the correct default gateway address: FE80::3. Step 4: Implement the plan. Implement the solution that you proposed in step 3b. Step 5: Verify that the connection to PC4. From PC4 test connection to PC2. Q: Is the problem resolved? Yes Step 6: Document solution. Get Packet Tracer Network Simulator now with O'Reilly online learning. O'Reilly members experience live online training, plus books, videos and digital content from 200+ publishers. All this was done while we were working in real-time mode, so the only sign of traffic was the link status flashing green. However, you can use simulation mode to see packets flowing from one node to another, and you can also click a packet to see detailed information categorized by OSI layers. Use the realtime/simulation mode. Click Auto Capture/Play to start capturing packets. Try a simple PDU as described in the previous section, and the event list will be filled with three entries, indicating the creation of an ICMP packet, an ICMP packet, and digital online learning. O'Reilly members experience live online training, plus books, videos and digital content from 200+ publishers. Instructor note: The red font color or gray accent indicates the text that is only in a copy of the instructor. 9.2.9 Packet Tracer – Examine the ARP Part 2: Examine the ARP process in remote communication This activity is optimized for PDU viewing. Devices are already configured. You will collect PDU information in simulation mode and answer a series of questions about the data you collect. A. Click 172.16.31.2 to open the command prompt. B. Type arp -d to clear the ARP table. c. Enter the simulation mode and type ping 172.16.31.3. Two PDUs are generated. The ping command cannot complete an ICMP packet without knowing the MAC address of the destination. So the computer sends an ARP broadcast frame to find the MAC address of the destination. d. Click Capture or Forward once. The ARP PDU moves switch1 while the ICMP PDU disappears, waiting for the ARP response. Open the PDU and record the destination MAC address. Is this address listed in the table above? To move the PDU to another device, click Capture or Forward. How many copies of pdu did Switch1 make? 3 What is the IP address of the device that received the PDU? 172.16.31.3 f. Open the PDU and explore layer 2. What happened to the source became the destination, FFFF. FFF. FFF. FFFF. FFF. FF until the PDU returns to 172.16.31.2. How many copies of pdu did the switch during the ARP response? It is also the first time that a member of the Note that the ICMP packet appears again. Open the PDU and examine the MAC address. Are the mac addresses of the source and destination consistent with their IP addresses? Yes, b. Switch back to realtime and ping completes. c. Click 172.16.31.2 and type arp -a. To what IP address entry correspond? 172.16.31.3 In general, when does the terminal equipment issue an IDA requirement? When he doesn't know the mac address of the receiver. a. From 172.16.31.2, type ping 172.16.31.4.b. Click 10.10.10.2 to open the command prompt. c. Type ping 10.10.10.3. How many replies have been sent and received? 4 sent, 4 received? A sent, 4 received. A. Click Switch1, and then click the CLI tab. Type show mac-address table. Do the items listed in the table correspond to the above? Yes, b. Click Switch0, and then click the CLI tab. Type show mac-address table. Do the items listed in the table correspond to the above? Yes Why are two MAC addresses associated with one port? Because both devices connect to one port through an access point. A. Click 172.16.31.2 to open the command prompt. B. Type ping 10.10.10.1.c. Enter arp -a. What is the IP address of the new ARP table entry? 172.16.31.1 d. To clear the ARP table and switch to simulation mode, type arp -d. E. Ping 10.10.10.1 again. How many PDUs will appear? It is also the first time that a member of the Click Capture /Forward. Click the PDU that is now on Switch1. What is the target IP address is not 10.10.10.1, why? The router interface gateway address is stored in the IPv4 host configuration. If the receiving host is not on the same network, the source uses the ARP process to determine the MAC address for the router interface that serves as the gateway. A. Switch to Realtime mode. Click Router1, and then click the CLI.b. Enter privileged EXEC mode, and then type the view table in the mac-address-pane. How many MAC addresses are in the table? Why? Zero, This command means something completely different than the command switch to display the mac address-table. c. Type show arp. Is there a record for 172.16.31.2? Yes What happens to the first ping in a situation where the router responds to an ARP request? It's Time. Previous Lab 9.1.3 Packet Tracer - Identify MAC and IP Addresses Next Lab 9.3.4 Packet Tracer - IPv6 Neighbor Discovery Discovery

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