Signaling and Traffic Simulation using MAPS



Message Automation and Protocol Simulation (MAPS™)

MA - Message Automation

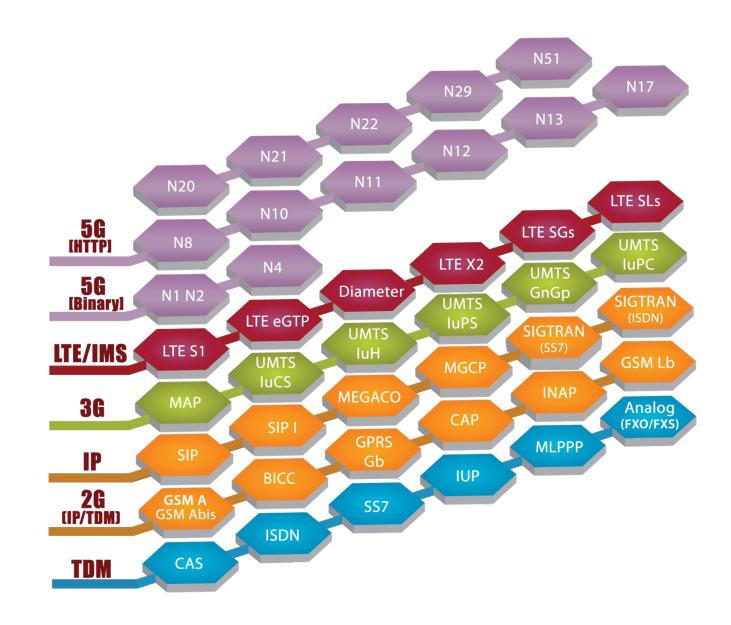
+

PS - Protocol Simulation



About MAPS™

- MAPS stands for <u>Message Automation and Protocol Simulation</u>
- It is a generic framework for the generation of telecommunications protocol messages and transmission of bearer traffic
- MAPS™ is built on a proprietary scripting language developed by GL Communications
- All MAPS™ products come with out-of-the-box scripts that act as fully functional state machines for the relevant protocol





About MAPS™ (Contd.)

- Scripts: Scripts act as the state-machine, or engine for a given call. The logic of what messages to send when is all contained in a script
- **Messages:** MAPS has an inventory of generic Message Templates (ex: Invite.txt) which it loads from the hard drive when transmitting an actual message. Messages are completely customizable
- **Profiles:** Scripts and Messages are kept as generic as possible. Specific information (ex: Contact = 12345@sip.carrier.com) about a call is sourced from .xml profiles



Basic Requirements for Emulation

Message Templates

➤ The message templates are nothing but structure of message stored in particular file format. e.g.: SS7 Protocol suite message template will have ". HDL" format

A 'Script'

> To send and receive these messages between two nodes and take appropriate actions for a particular message

An 'Import' mechanism

A mechanism for reading the contents of the message template, and replacing the Key Identifier with the value given by the user (or some other means) at the run time. This process of inserting the user values into the message template before sending is called "Import"



Basic Requirements for Emulation (Contd.)

An 'Export' mechanism

> A mechanism to extracting Key Identifier values from the received response and store for the future use (in the same call scenario) is called "Export" (This exported value can also be imported to message template in future)

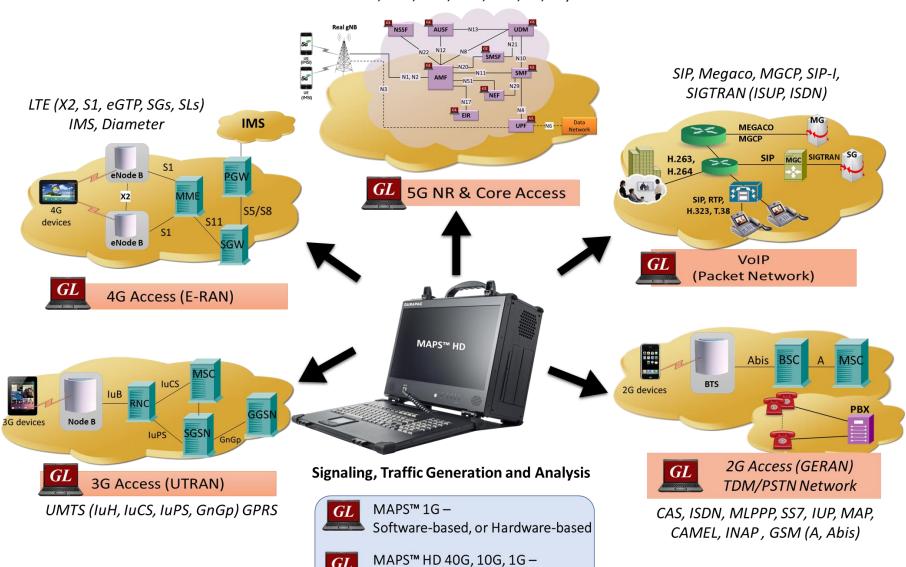
A 'Profile' file

> Once the Key Identifiers are identified for all the message templates in a call scenario, required values are configured for these Key Identifiers in a file called Profile



Supported Protocols / Interfaces

5G (N1N2, N4, N8, N10, N11, N12, N13, N14, N17, N20, N21, N22, 29, 51)

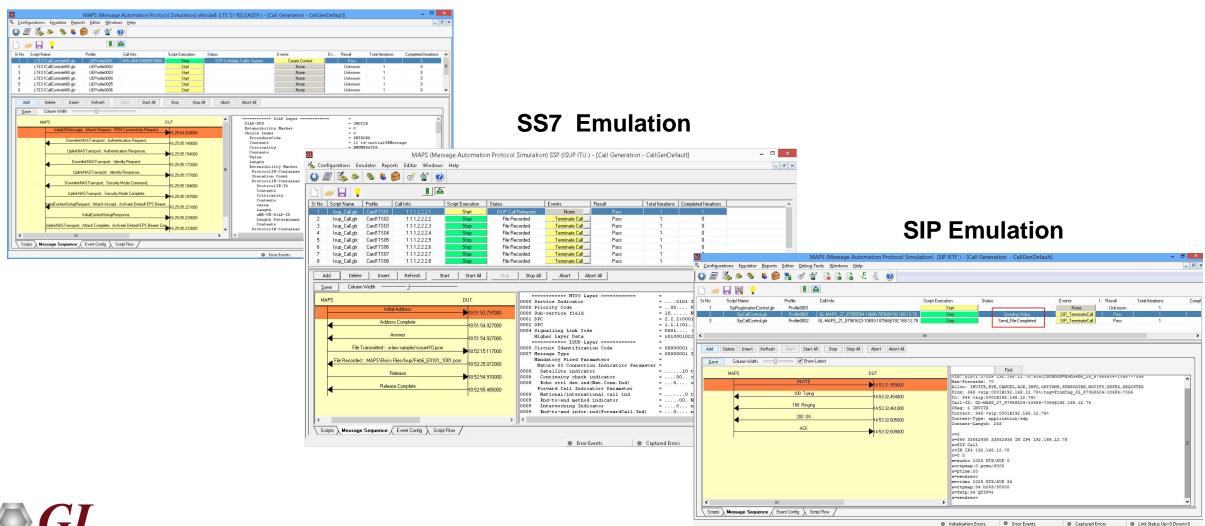


Rackmount Platforms



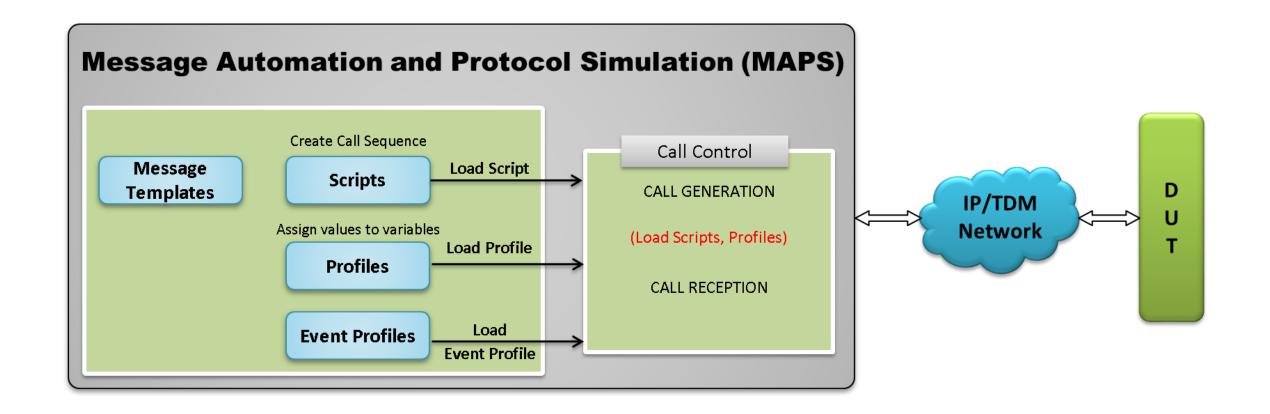
Common Protocol Emulation Framework

LTE Emulation



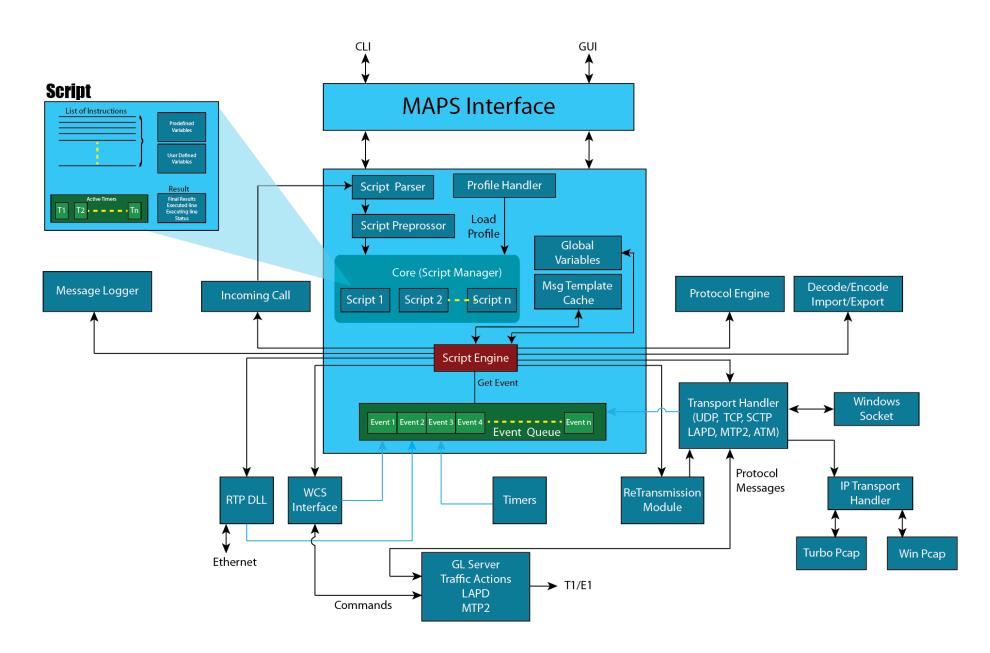


Working Principle





MAPS™ Architecture





Customize Test Scenarios using Scripts

- Unlimited access in creating test scenarios
- Build valid or invalid and conformance test cases
- A simple, easy to learn but very powerful scripting language
- Can be an Extremely simple scripts to test a particular scenario. But Flexible enough to simulate a complete protocol state machine
- A GUI based 'Script Editor' helps to build scripts even before syntax and semantics of the scripting language is familiar



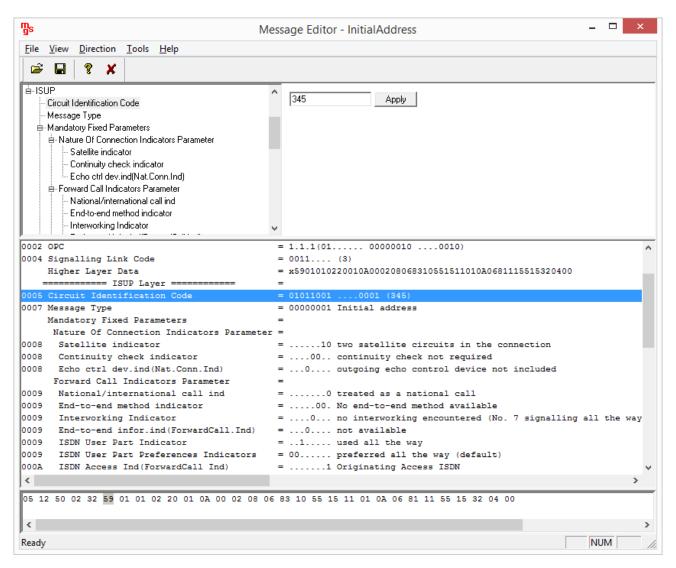
Sample Script

```
Send "Initial Address" "Initial AddressImport";
Recv "Address Complete" "AddressCompleteExport;
Recv "Answer" "AnswerImport";
TxRx:tx _TDM file: filename = "Vijay.pcm";
Send "Release" "ReleaseImport";
Recv "Release Complete" "ReleaseCompleteExport";
```



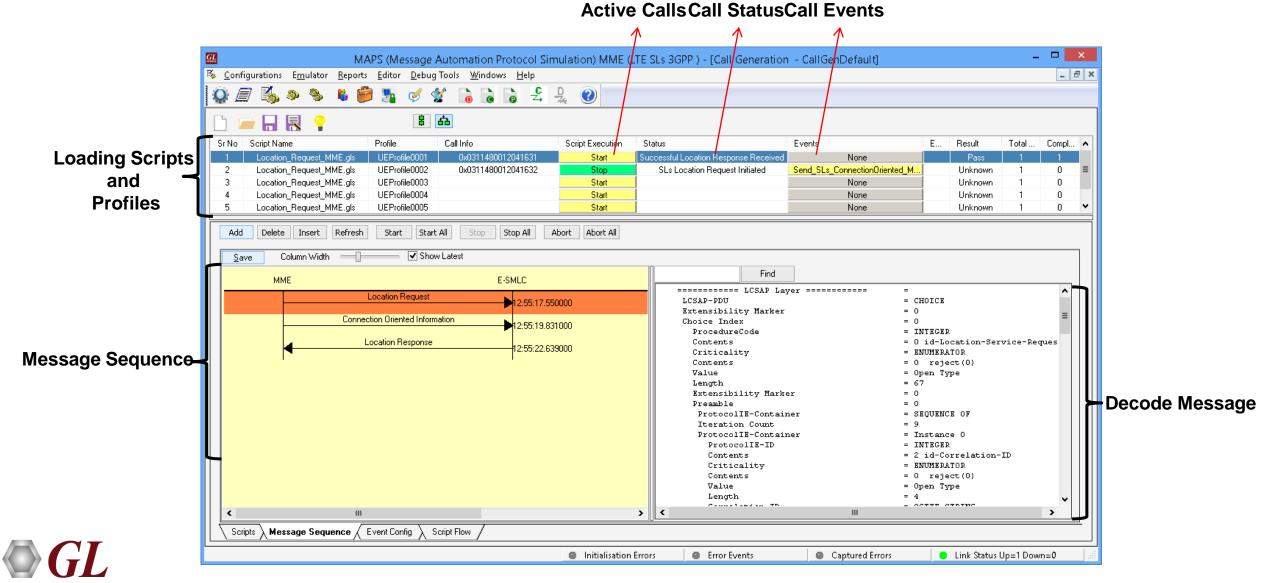
Customize Protocol Messages

Message Editor



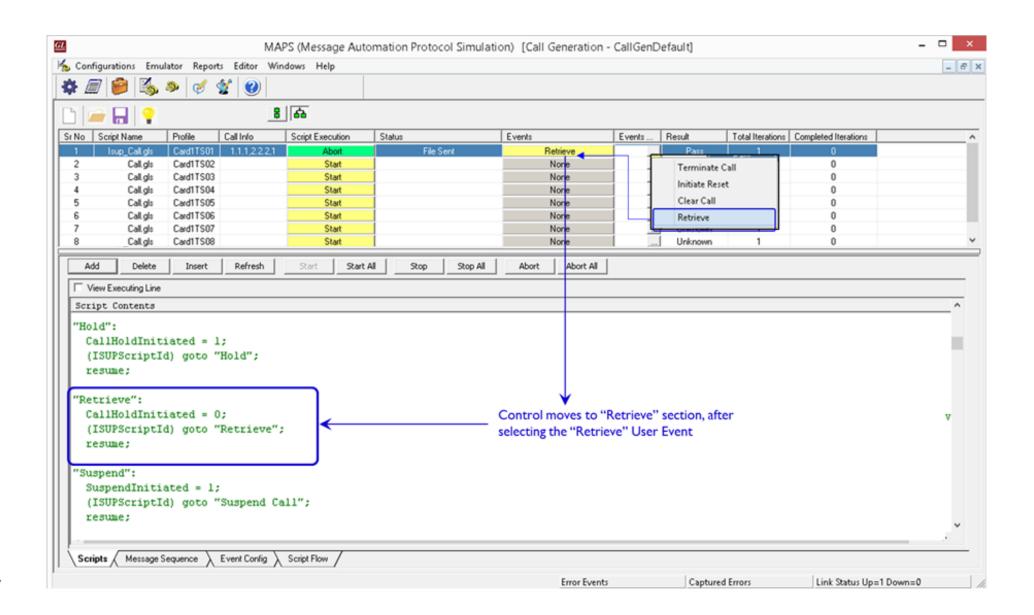


Call Generation



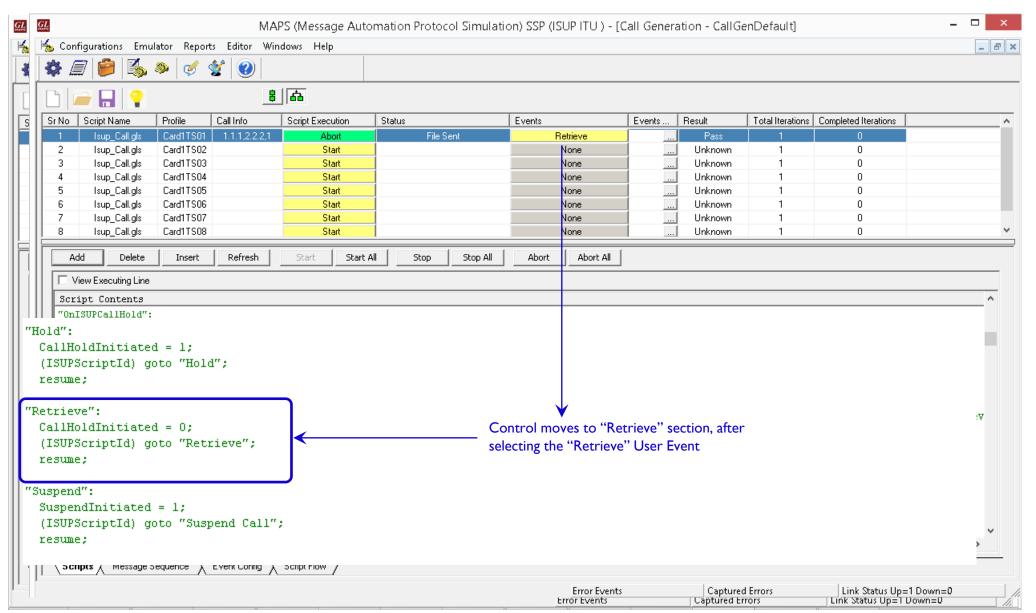
Communications

Fine Control over Call Behavior





User Events





Script Content View

```
Script Contents
"PlaceCall" (opc, dpc, cic):
    StartChildScript (ISUPScriptId,"ISUP","ISUP.gls",LoadedProfileName);
   ActiveUserEvent: Add: "Terminate Call", "Initiate Reset", "Clear Call";
  Status = "ISUP Call Initiated";
  ISUPState = "ISUP CALL INITIATED";
    (ISUPScriptId)goto"ISUPMakeCall":cic,opc,dpc,SLS,NetInd,ConnectionId,StreamID
    return;
"OnISUPCallInitiated" (opc, dpc, cic):
    ReportEvent (InitialAddress = "Initial Address");
    resume;
"OnISUPCallProgressReceived":
 ReportEvent (AddressComplete = "Address Complete");
    resume;
"OnISUPCallConnected":
   Result="Pass";
 ReportEvent (Answer = "Answer");
  Status = "ISUP Call Connected";
  ISUPState = "ISUP CALL CONNECTED";
  if (StopAll==1)
    goto "Terminate Call": Cause;
    endif
  ActiveUserEvent: Add: "Hold", "Suspend";
  ActiveUserEvent:Remove: "Accept Call", "Reject Call";
  if (CallDuration != 0)
    starttimer CallDurationTimer CallDuration msec;
  else
    goto "Terminate Call": Cause;
          Message Seguence
                            Event Config
Scripts
                                         Script Flow
```

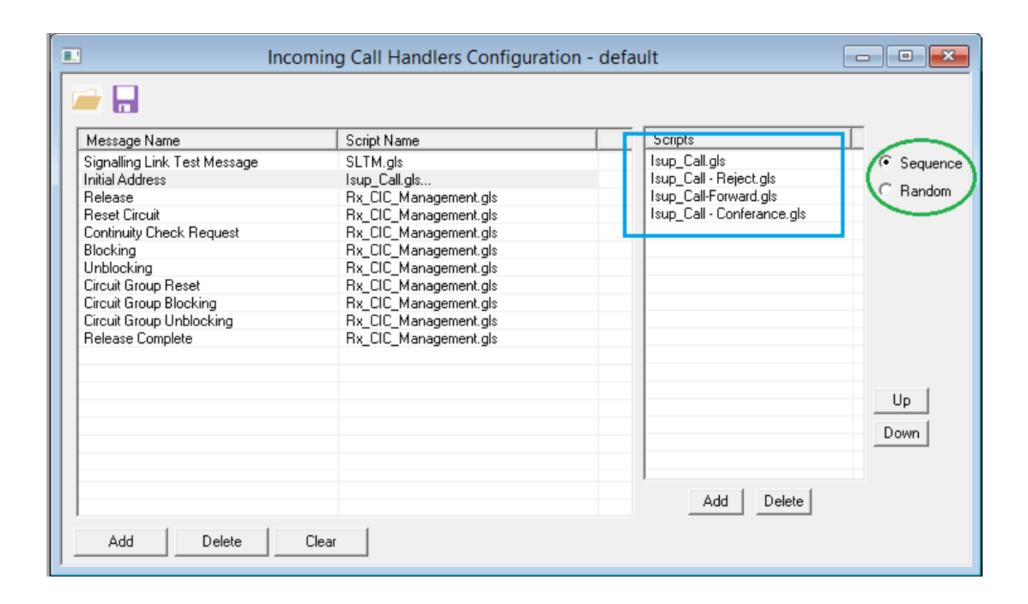


Script Flow

Script ID	Script Name	Subscript Name	Line No	Script Flow	
*	Isup_Call.gls		68	goto "PlaceCall":opc,dpc,cic;	
*	Isup_Call.gls		94	"PlaceCall"(opc,dpc,cic):	
*	Isup_Call.gls		95	StartChildScript (ISUPScriptId,"ISUP","ISUP.gls",LoadedProfileName);	
ISUP	ISUP.gls		6	"Init":	
ISUP	ISUP.gls		7	<pre>ISUPState = "IDLE";</pre>	
ISUP	ISUP.gls		8	<pre>ISUPResult = "Unknown";</pre>	
ISUP	ISUP.gls		9	SetScriptVariable(ParentScriptId,ISUPResult = ISUPResult);	
ISUP	ISUP.gls		10	ParentScriptId = "*";	
ISUP	ISUP.gls		11	Cause = 16;	
ISUP	ISUP.gls		12	COTExpected = 0;	
ISUP	ISUP.gls		13	AddressCompleteSent=0;	
ISUP	ISUP.gls		14	KeyIdentifier: opc , dpc, cic ;	
ISUP	ISUP.gls		15	ReleaseInitiated = 0;	
ISUP	ISUP.gls		16	ReleaseReceived = 0;	
ISUP	ISUP.gls		17	CallActive = 0;	
ISUP	ISUP.gls		18	MsgHandler : "ISUPMsgHandler";	
ISUP	ISUP.gls		19	ReleaseGuardTimerStarted=0;	
ISUP	ISUP.gls		21	wait;	
*	Isup_Call.gls		96	ActiveUserEvent:Add:"Terminate Call","Initiate Reset","Clear Call";	
*	Isup_Call.gls		97	Status = "ISUP Call Initiated";	
*	Isup_Call.gls		98	ISUPState = "ISUP CALL INITIATED";	
*	Isup Call.gls		99	(ISUPScriptId)goto"ISUPMakeCall":cic,opc,dpc,SLS,NetInd,ConnectionId,StreamID,	
ISUP	ISUP.gls		32	"ISUPMakeCall"(cic,opc,dpc,SLS,NetInd,ConnectionId,StreamID, CallingNumber,CalledNu	
ISUP	ISUP.gls		33	send "InitialAddress" "InitialAddressImport" "StreamId" = StreamID "ConnectionI	
ISUP	ISUP.gls		34	if (ContinuityCheckIndicator!=0)	
ISUP	ISUP.gls		36	endif	
ISUP	ISUP.gls		37	ISUPState="CALL INITIATED";	
ISUP	ISUP.gls		38	Status = "Call Initiated";	
ISUP	ISUP.gls		39	<pre>EventLog ("Call Initiated");</pre>	
ISUP	ISUP.gls		40	starttimer T7 _T7TimeOut;	
ISUP	ISUP.gls		41	(ParentScriptId) goto "OnISUPCallInitiated":opc,dpc,cic;	



Incoming Call Handler





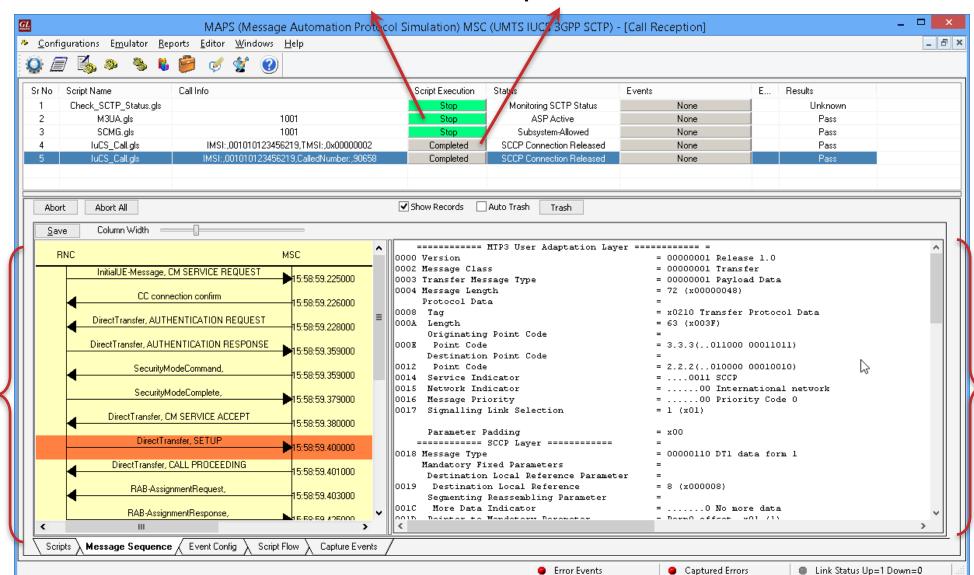
Incoming Call Handler (Contd.)

Incoming Call Handler AnswerCall.gls IAM **ACM Script Loaded ANM** MAPS™ searching for appropriate script to load against the received msg IAM CIC=1 Answer Call Script ID 1 CIC=1 **Answer call Script is bind to the** recv msg with CIC=1 Answer Call Script ID 2 CIC=2 IAM CIC=1 Another IAM msg is received Recv msg is bind to with CIC=1 the same script I AM CIC=2 2Another IAM msg is Binds to the new script MAPS™ received with CIC= with ID=2



Call Reception

Active Calls Completed Calls



© GL Communications

Message

Sequence

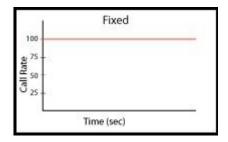
Decoded

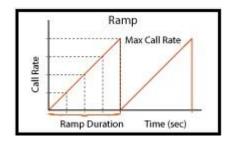
Message

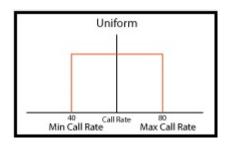
Details

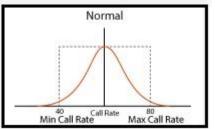
Load Generation

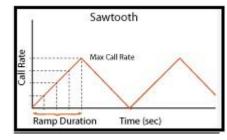
- Stability/Stress and Performance testing using Load Generation
- Different types of Load patterns to distribute load
- User can load multiple patterns for selected script
- User configurable Test Duration, CPS, Maximum and Minimum Call Rate etc.

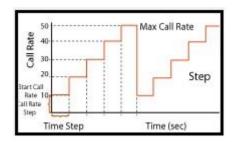


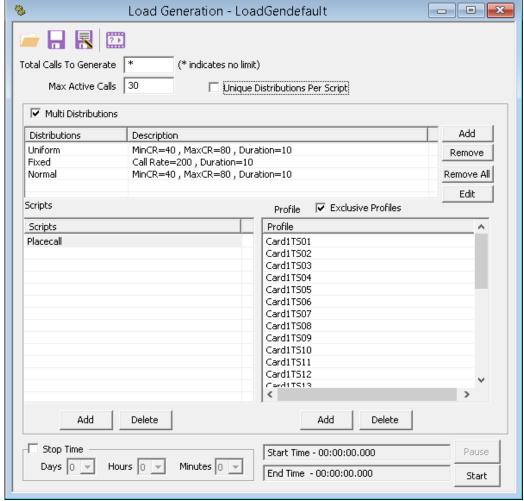










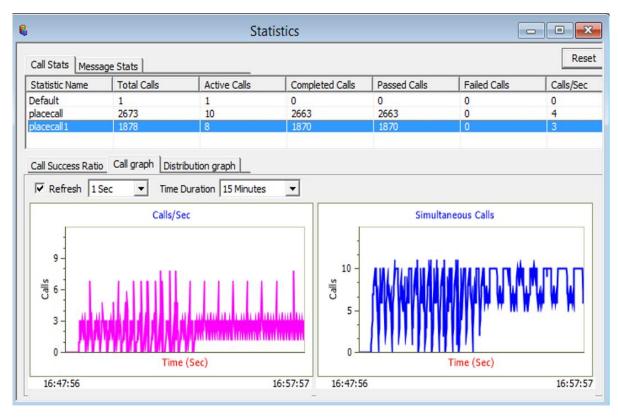




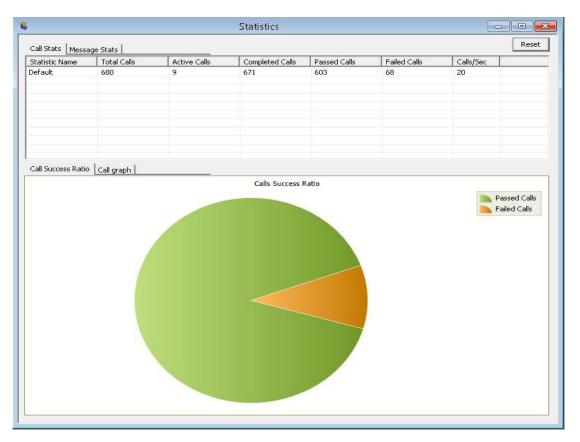
Success Call Ratio Statistics

MAPS™ Features

Call Graph



Call Stats





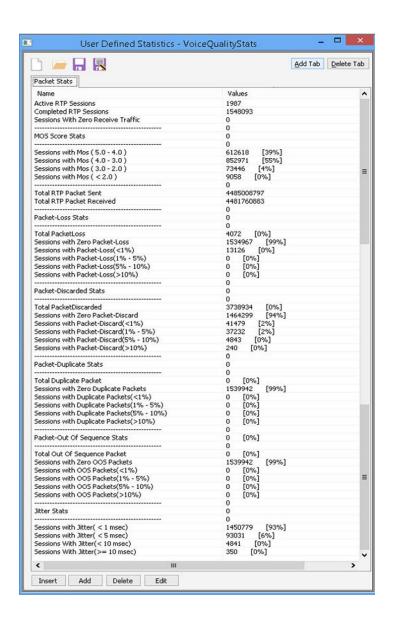
Message Statistics

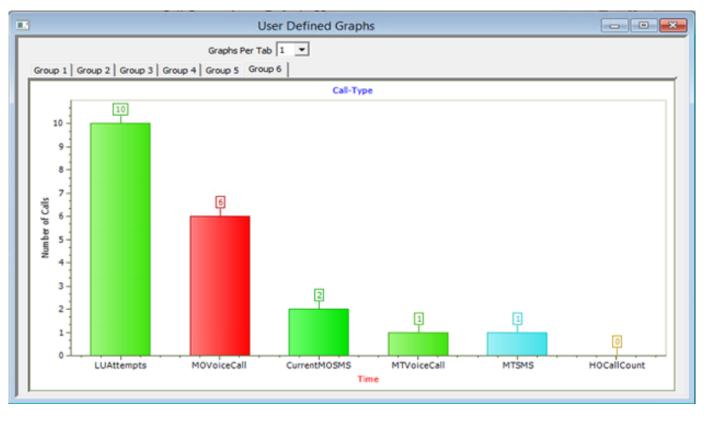
- Message Stats provides a running tabular log of all messages transmitted, retransmitted and received during the session
- Provides an easy way to monitor the reception of error responses during load generation

}:	Statistics	Statistics		
Call Stats Message Stats			Reset	
Message Type	Tx Count	Rx Count	Retransmit Count	
ALERTING	240	0	0	
CALL PROCEEDING	240	0	0	
CONNECT	240	0	0	
CONNECT ACKNOWLEDGE	0	240	0	
SETUP	0	240	0	
DISCONNECT	0	210	0	
RELEASE	210	0	0	
RELEASE COMPLETE	0	210	0	



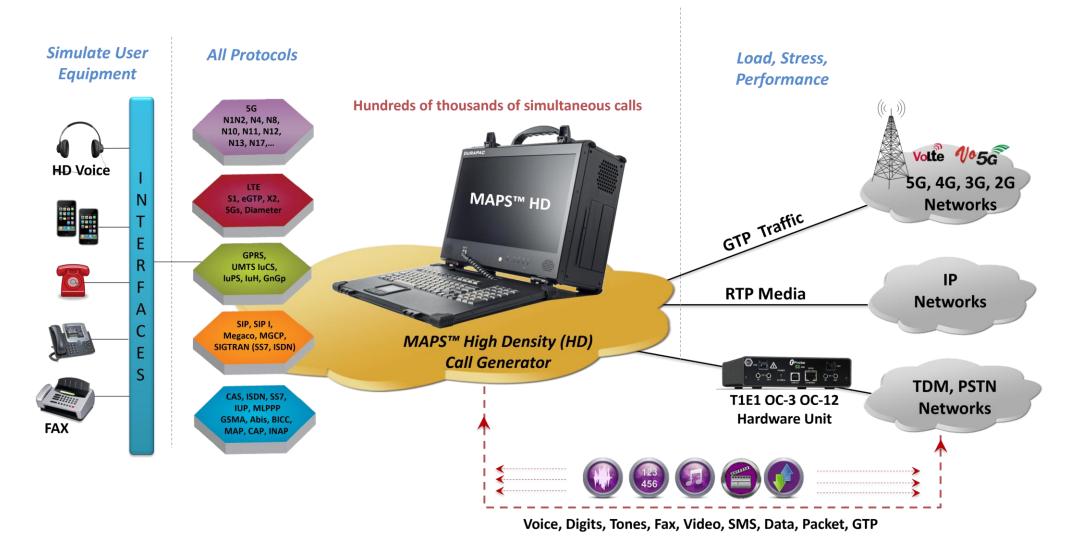
User Defined Graphs and Statistics







Traffic Simulation





Supported RTP Codecs

- PCMU/PCMA: 64kbps, 8000Hz, VAD
- **G.722/G.722.1:** 24/32/64kbps, 16000Hz, No VAD
- **G.729/G.729B:** 8kbps, 8000Hz, VAD
- **GSM 6.10 FR:** 13.2kbps, 8000Hz, No VAD
- GSM EFR: 12.2kbps, 8000Hz Yes VAD
- **GSM:** 5.6kbps, 8000Hz, Yes VAD
- **G.726:** 16/24/32/40kbps, 8000Hz, Yes VAD
- **AMR:** 4.75/5.15/5.9/6.7/7.4/7.95/10.2/12.2kbps, 8000Hz, Yes VAD (*OPTIONAL LICENSE*)
- **AMR WB:** 4.75/5.15/5.9/6.7/7.4/7.95/10.2/12.2kbps, 16000Hz, Yes VAD (OPTIONAL LICENSE)
- **EVRC:** 1/8, 1/2, 1 rate, 8000Hz, No VAD (OPTIONAL LICENSE)
- **EVRC_B:** 1/8, 1/2, 1 rate, 8000Hz, Yes VAD (*OPTIONAL LICENSE*)
- **EVRC_C:** 1/8, 1/2, 1 rate, 16000Hz, Yes VAD (*OPTIONAL LICENSE*)
- **SMV:** Modes 0,1,2 and 3, 8000Hz, No VAD (OPTIONAL LICENSE)
- **ILBC:** 15.2/13.33kbps, 8000Hz, No VAD
- SPEEX: 8kbps, 8000Hz, Yes VAD
- **SPEEX WB:** 11.2kbps, 16000Hz, Yes VAD



TDM Traffic Simulation



Tx

- Pre recorded PCM files
- DTMF, MF, MFR2B and MFR2F Digits
- User Defined Tones
- FAX
- AAL2

Rx

- PCM files
- DTMF, MF, MFR2B and MFR2F Digits
- User Defined Tones
- FAX
- AAL2



RTP Traffic Simulation

IP Network



Tx

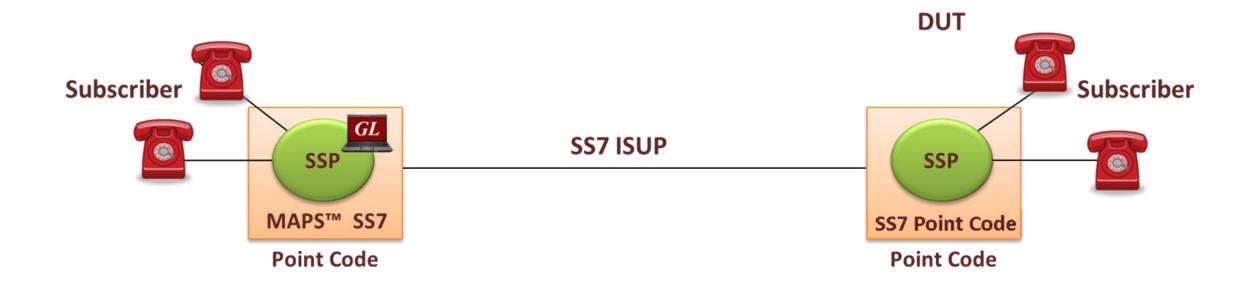
- Pre recorded GLW files
- DTMF, MF Digits
- User Defined Tones
- Insert Voice
- FAX T.30

Rx

- GLW files
- DTMF, MF Digits
- User Defined Tones
- FAX T.30

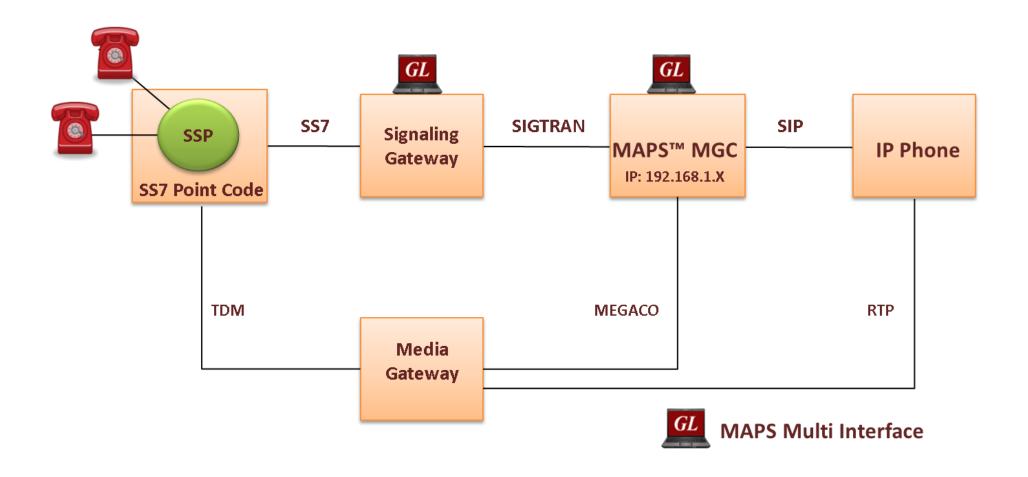


Single Interface Simulation





Multi Interface Simulation





Multiple Transport Support



Dual T1 E1 Express (PCIe) Board

Quad / Octal T1 E1 PCle Card

Rackmount Quad T1 E1 Analyzer

16-Port T1 E1 Breakout-Box





tProbe™ - Portable USB based T1 E1 VF FXO FXS and Serial Datacom Analyzer



IP Hardware

- IP variants of MAPS[™] can be run on any modern
 Windows server
- A typical i7 platform will be able to handle ~2000 concurrent RTP sessions through a conventional servergrade NIC
- We also offer an HD (High Density) appliance which can deliver up to 20,000 concurrent RTP sessions per Unit of rack space





High Density (HD) RTP Traffic Simulation

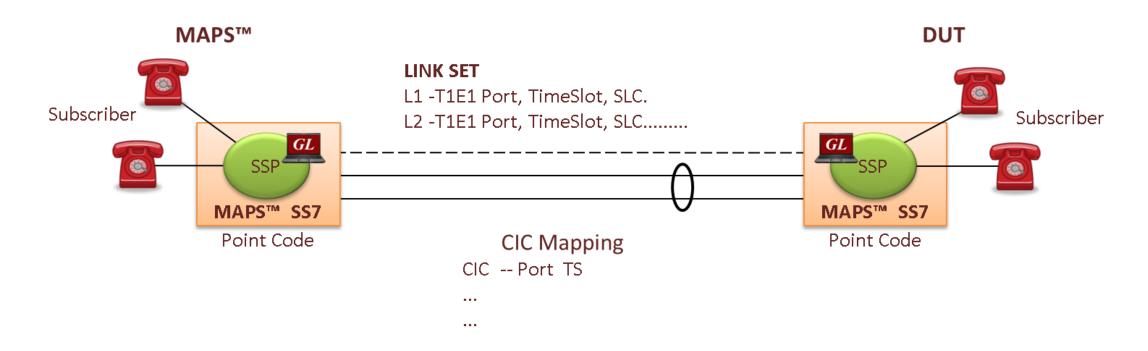
- Rackmount network appliance with 4x1GigE NIC
- Transport over UDP and TCP, IPv4 and IPv6, and TLS for secure transport
- Easily achieve up to 20,000 endpoints per appliance (5000 per port)
- Up to 350 calls per second (with RTP traffic)
- Scales to around 100,000 to 200,000 endpoints with use of Master Controller for single point of control
- Manage 10+ MAPS[™] systems with single point of control from master controller





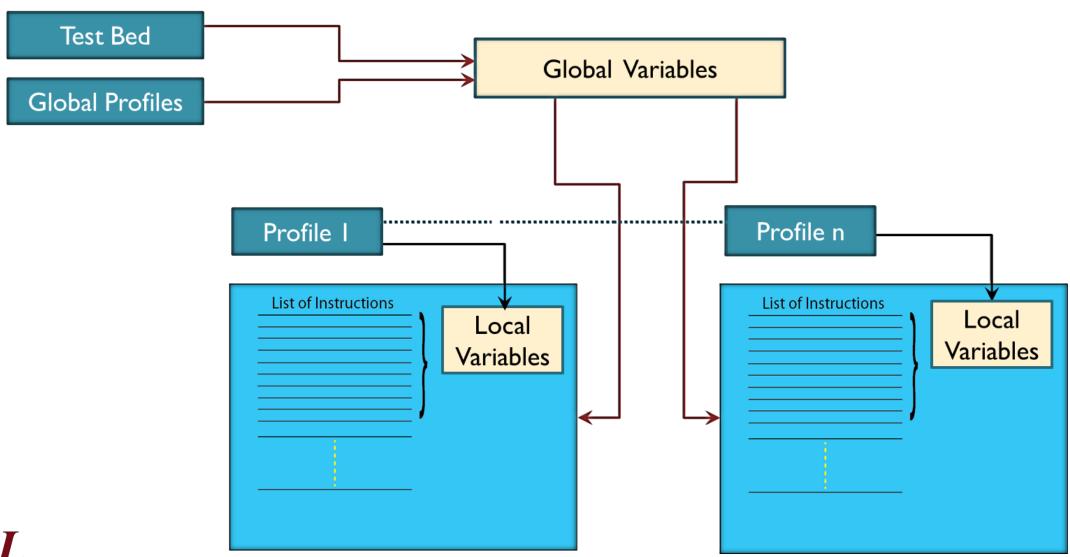
Introduction to MAPS™ Configurations

- Testbed Setup
- Global Configuration
- Profiles



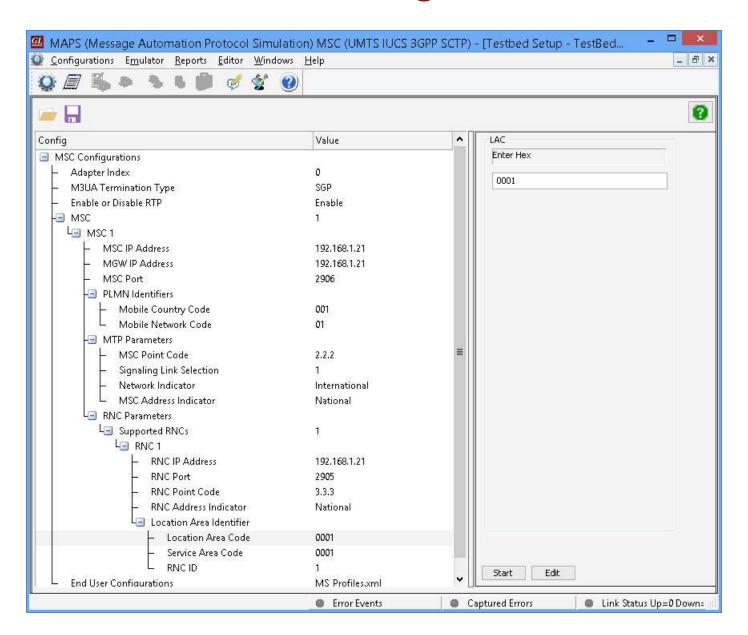


Local and Global Variables



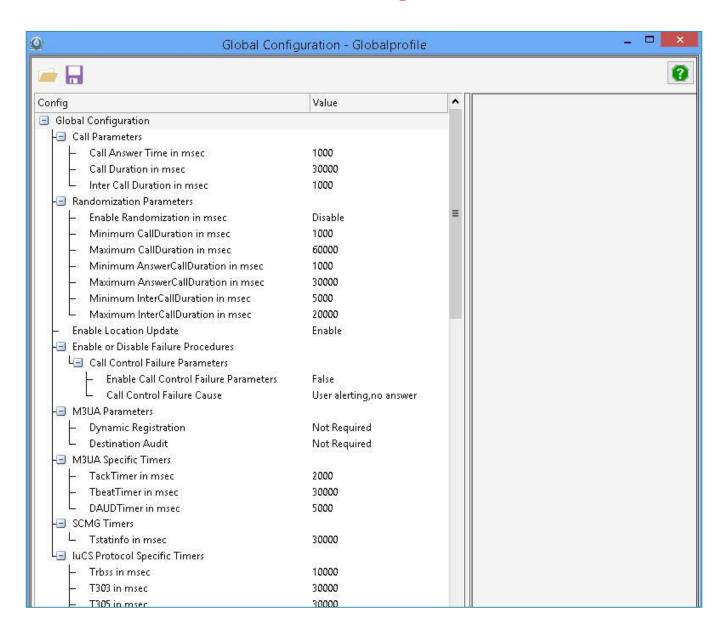


Testbed Configuration



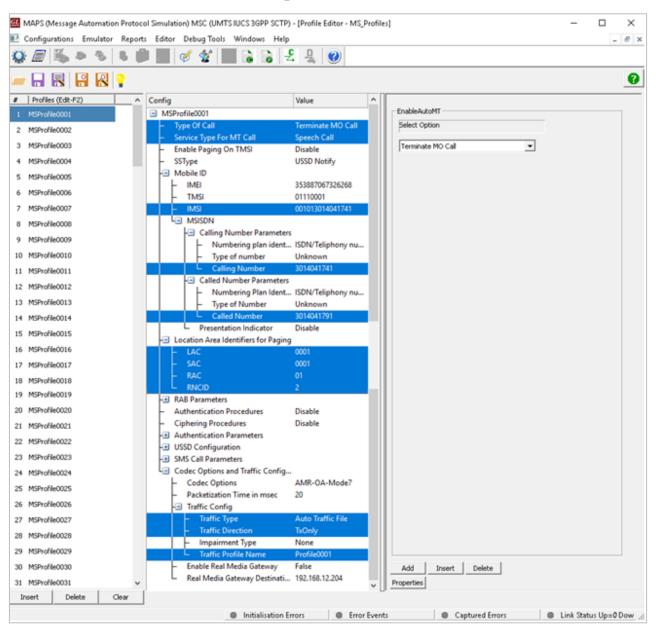


Global Configuration





Sample Profile





MAPS™ Scripting



Script Variants

- MAPS™ Scripts can be written in different ways as we have flexible commands such as Go to, IF Else IF,
 Timers, Actions, User Events etc.
- Two Types of Scripting
 - > Simple, Non-Event driven
 - Event Driven
- **Non-Event driven:** Defines flow sequentially without monitoring any events. These can be small and simple scripts using send and receive actions
- Event Driven: Defines flow on basis of user selected events. Using Event Driven scripting one can achieve Protocol State Machines as per protocol specifications



Structure of Non Event Driven Script

```
//Script Description .....
//Initalization Section
//Action section
Send "MessageName" "ImportFile Name";
Recv "Message" "ExportFile Name";
Result = "Pass";
State = ".....";
Status = ".....";
Exit;
```



Script Events

- Message Handler: On Receipt of any Message Event control move to defined section in script
- **Traffic Event:** On detection of any traffic actions, Control move to detected Traffic Event Section like "Digits Detected", Tone Detected", etc.
- **Timer:** On Expiry of Timer, control moves to respective Timer Expiry section
- User Events:
 - Within scripts: Goto "Label"
 - > User Intervention: User Event
 - Intervention from another Script: Apply Event to another script



Structure of Event Driven Script

//Script Description
//Initialization Section Initialize Variables Initialize Message Handler
Message Handler Section
"Message 1":
"Message 2":
"Timer Expiry Section":
"Traffic Handler Section":
"User Events Section":



Scripts

Below call flow scenario using MAPS Script

Send "Initial Address" "Initial Address Import";

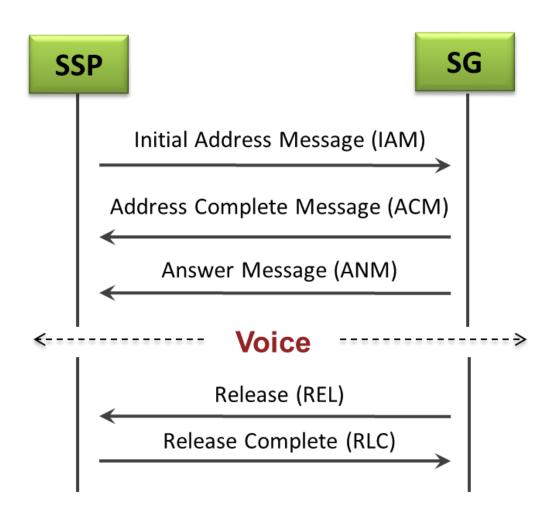
Recv "Address Complete" "AddressCompleteExport;

Recv "Answer" "AnswerImport";

TxRx:tx _TDM file: filename = "Vijay.pcm";

Send "Release" "ReleaseImport";

Recv "Release Complete" "ReleaseCompleteExport";





Sample Script

```
f ScriptEditor - [C:\Program Files\GL Communications Inc\MAPS5G-N1N2\MAPS\N1N2\RELEASE15\gNB\Scripts\5GMMHandler.gls]
                                                                                                                                                           X

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                            ₹
                        ٥
Command Window
                            ŢΧ
                                       SGNGAP gNB SGMMHandler
                                                                                                                                                            ▶ X
 25
                                                 CI Converted=CellIdentity;
     Send
                                   26
                                            endif
     Recv
                                    27
                                            ConvertToString (CI Converted, CIStr);

    Decode

                                    28
                                            Split (CIStr, 1, Pri, CIstr);
     Bind
                                   29
                                            AccessNetworkInfo="";
     Unbind
                                    30
                                            AppendInAscii (AccessNetworkInfo, MCCstr, MNCstr, TACstr, CIstr);
     - Load Profile
                                   31
                                            RegRegestedTypeOfIdentity=TypeOfIdentity;
     Start Timer
                                    32
                                            goto "GetUESecurityCapabilityDump";
     Stop Timer
                                    33
                                            //incr PTI 1;
     Stop Retransmit Timer
                                   34
                                            AllocUniqueId "gNBDataTEID" gNBDataTEIDInt; // FOR FIRST PDU SESSION
  · Conditional & Flow Control
                                   35
                                            IntToHex(gNBDataTEIDInt,gNBDataTEID);

    if Statements

                                   36
                                            SetScriptVariable(ParentScriptId, gNBDataTEID=gNBDataTEID, gNBDataTEIDInt=gNBDataTEIDInt, MCC=MCC, MNC=MNC, Ti
   37
                                            Split(IMSI, 3, MCC imsi, IMSIRemain);
   ± Loop Statements
                                   38
                                            Split (IMSIRemain, 2, MNC imsi, MSIN);
     · Add Label...
                                   39
                                            ConvertToString(MSIN,MSIN);
                                    40
     GoTo...
                                            ConvertStringToSpecifiedType(MSIN, MSIN, "BinaryString");
                                   41

    Message Handler

     ··· User Event
                                    42
                                            if (IdentifygNB == "True")
                                    43
    ··· Active User Event
                                                 if ( SMPiggyBack=="Enable")
 44
                                                     incr PDUSessionId 1;
                                    45
if (TypeOfIdentity==0)
± Logs / Comment
                                    46
                                                         MobileId=0;
. Init
                                    47
                                                          send "RegistrationRequest NoIdentity" "RegistrationRequest NoIdentityImport" "StreamId" = 1
: Child Script
                                    48
                                                     elseif (TypeOfIdentity==1)
 . DataBase
                                    49
                                                         MobileId=$MSIN;
  Send Report
                                    50
                                                          KIdDispStr="MSIN:";
  -- Resume
                                   51
                                                          send "RegistrationRequest SUCI Piggyback" "RegistrationRequest SUCI PiggybackImport" "Stream
  Return
                                    52
                                                     elseif (TypeOfIdentity==3)
                                    53

    Include

                                                         MobileId=$IMEI;
  -Exit
                                   54
                                                         KIdDispStr="IMEI:";
 Utility Functions
                                    55
                                                          send "RegistrationRequest IMEI" "RegistrationRequest IMEIImport" "StreamId" = UESignalingS
   + Arithmetic Operations
                                   56
                                                     elseif (TypeOfIdentity==4)
                                   57

<u>+</u> Conversions

                                                         MobileId=$TMSI;
   58
                                                         KIdDispStr="TMSI:";
   + Random Numbers
                                   59
                                                          send "RegistrationRequest TMSI" "RegistrationRequest TMSIImport" "StreamId" = UESignalingS

    General
                                    60
                                                     elseif (TypeOfIdentity==5)

    Bit Operation

                                   61
                                                          MobileId=$IMEISV;

→ Append Operation

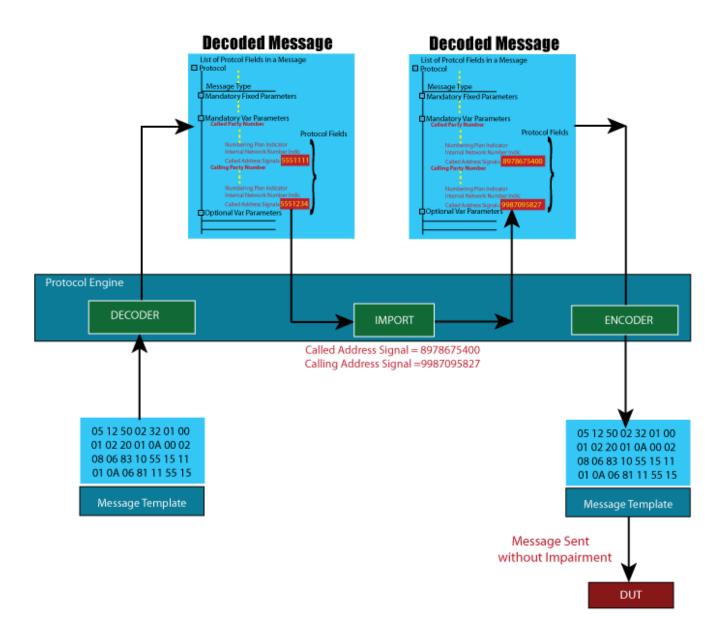
   Time
                                                                                  Line Count - 738 | Line: 1 Col: 1
                                                                                                                                                         NUM
Ready
```



Understanding Send and Receive Messages

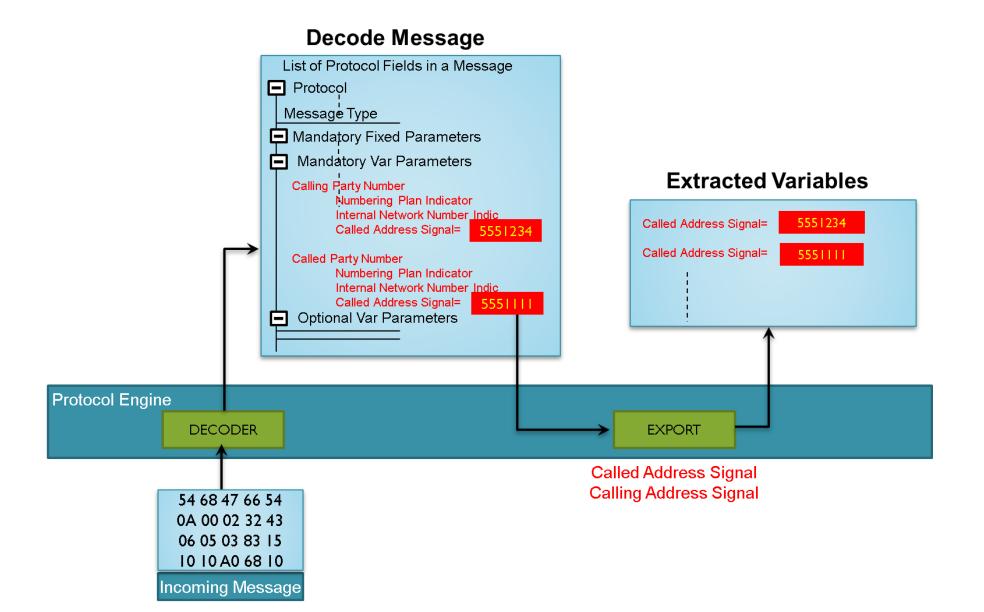


Basic Send Command



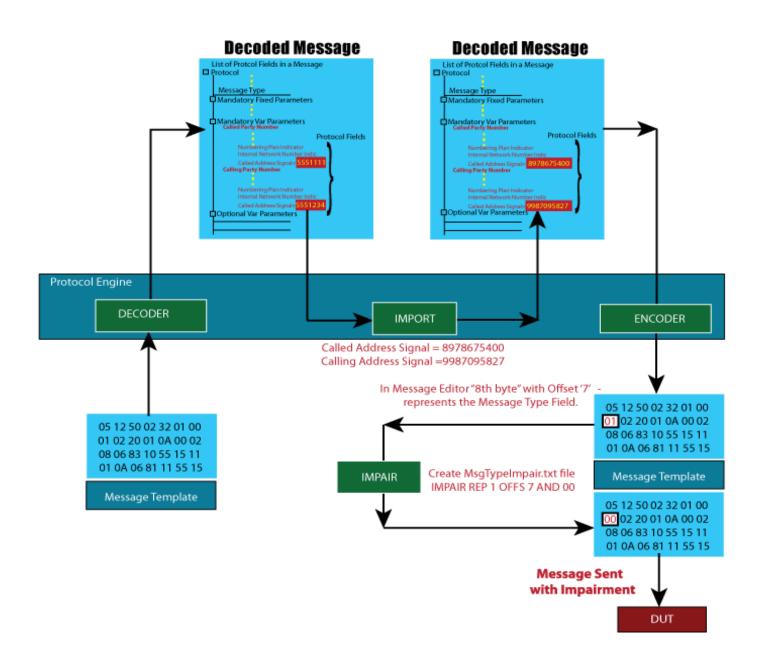


Basic Receive/Decode Command





Send Command With Impairment

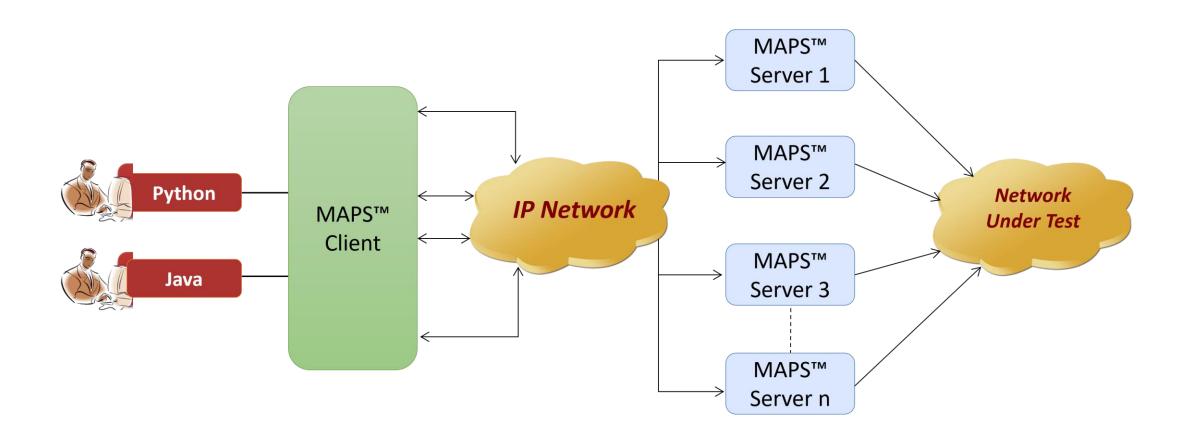




CLI/APIs for Remote Control and Test Automation

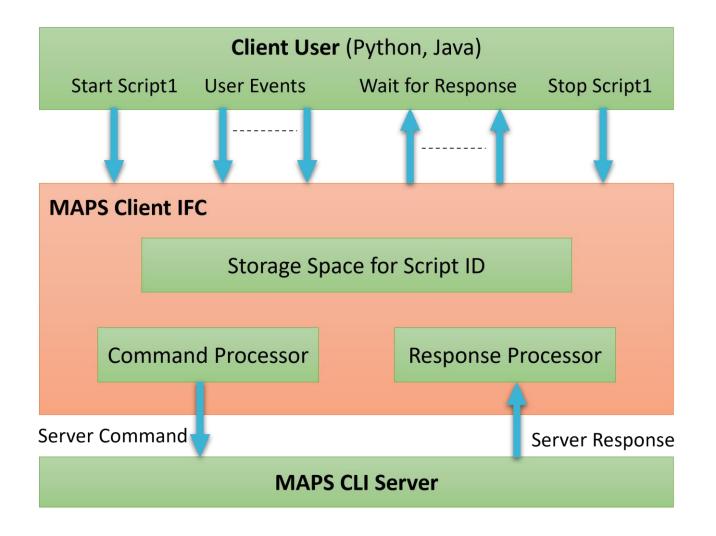


CLI for Remote Call Control & 3rd Party Integration





Command Line Interface Working Principle





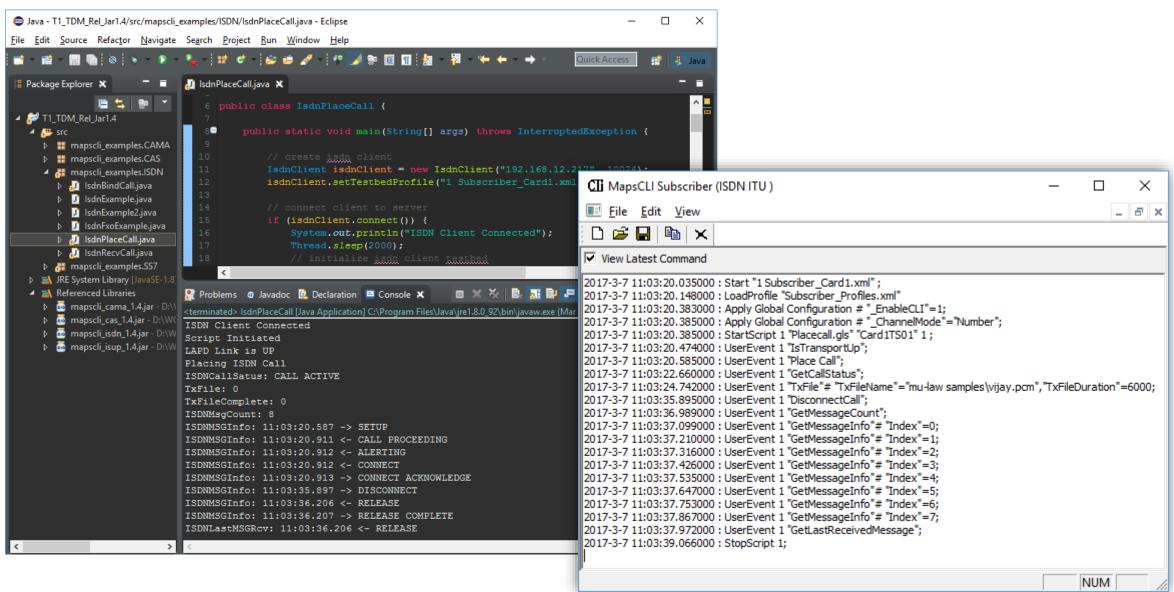
Python Client

```
Python 3.7.5 Shell
                                                                           File Edit Shell Debug Options Windows Help
Python 3.7.5 (tags/v3.7.5:5c02a39a0b, Oct 15 2019, 00:11:34); bit (AMD64)] on win32
Type "copyright", "credits" or "license()" for more information.
>>>
SERVER INITIALIZED
CONNECTED
Negotiated Codec = PCMU
CMOS =
LMOS =
CR FACTOR =
LR FACTOR =
TX PACKETS =
RX PACKETS =
LOST PACKETS =
DISCARDED PACKETS =
OUT OF SEQ PACKETS =
DUPLICATE PACKETS =
AVG JITTER =
17:30:44.246 ->
INVITE sip:00010192.168.1.26 SIP/2.0
Via: SIP/2.0/UDP 192.168.1.36:5060;branch=z9hG4bK 5 178932828-5280-12832
Max-Forwards: 70
Allow: INVITE, BYE, CANCEL, ACK, INFO, OPTIONS, SUBSCRIBE, NOTIFY, REFER, REGISTER
From: 0001 <sip:0001@192.168.1.36>;tag=FromTag 2 178932828-5277-12832
To: 0001 <sip:0001@192.168.1.26>
Call-ID: GL-MAPS 4 178932828-5279-12832@192.168.1.36
CSeq:1 INVITE
Contact: 0001 <sip:00010192.168.1.36>
Supported: 100rel
Content-Type: application/sdp
Content-Length: 266
o=0001 33852938 33852938 IN IP4 192.168.1.36
s=SIP Call
c=IN IP4 192.168.1.36
t=0.0
weenedge 1024 nmm/AVM 10 0 101
```

```
CII MapsCLI (SIP IETF)
                                                                                                                     File Edit View
                                                                                                                         _ B ×
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▼ View Latest Command
1 :: 2018-6-6 17:30:35.649000 : Start "TestBedDefault.xml" :
1 :: 2018-6-6 17:30:41.367000 : LoadProfile "UserAgent Profiles.xml"
1 :: 2018-6-6 17:30:41.829000 : Apply Global Configuration # "_EnableCLI"=1;
1 :: 2018-6-6 17:30:41.841000 : StartScript 1 "SipCallControl.gls" "Profile0001" 1 ;
1 :: 2018-6-6 17:30:41.853000 : UserEvent 1 "SetVariable"# "Contact"="0001@192.168.1.36";
1 :: 2018-6-6 17:30:41.864000 : UserEvent 1 "SetVariable"# "AddressOfRecord"="0001@192.168.1,36":
1 :: 2018-6-6 17:30:41.875000 : UserEvent 1 "SetVariable"# "RtpIpAddress"="192.168.1.36";
1 :: 2018-6-6 17:30:41,886000 : UserEvent 1 "SetVariable"# "To"="0001@192,168,1,26":
1 :: 2018-6-6 17:30:41.897000 : UserEvent 1 "SetVariable"# "Packetizationtime"="20":
1 :: 2018-6-6 17:30:41.908000 : UserEvent 1 "SetVariable"# "OvrCodecListSize"=3;
1:: 2018-6-6 17:30:41.919000 : UserEvent 1 "SetVariable"# "OvrCodecList[0]"="G729"
1 :: 2018-6-6 17:30:41.931000 : UserEvent 1 "SetVariable"# "OvrPayloadList[0]"=18;
1 :: 2018-6-6 17:30:41.942000 : UserEvent 1 "SetVariable"# "OvrCodecList[1]"="PCMU";
1 :: 2018-6-6 17:30:41.954000 : UserEvent 1 "SetVariable"# "OvrPayloadList[1]"=0;
1 :: 2018-6-6 17:30:41,966000 : UserEvent 1 "SetVariable"# "OvrCodecList[2]"="telephone-event";
1 :: 2018-6-6 17:30:41.978000 : UserEvent 1 "SetVariable"# "OvrPayloadList[2]"=101;
1 :: 2018-6-6 17:30:41.989000 : UserEvent 1 "RTP_CreateSession";
1 :: 2018-6-6 17:30:44.758000 : UserEvent 1 "GetCallStatus":
1 :: 2018-6-6 17:30:44.771000 : UserEvent 1 "GetCallStatus";
1 :: 2018-6-6 17:30:44.837000 : UserEvent 1 "GetNegotiatedCodec";
1:: 2018-6-6 17:30:44.860000 : UserEvent 1 "SendFile"# "TxFileName"="voicefiles\Send\G711\ULAW\Vijay.qlw","TxFileDuration"=10;
1 :: 2018-6-6 17:30:54.887000 : UserEvent 1 "GetVoiceQualityStats";
                                                                                                                  NUM.
```



Java Client

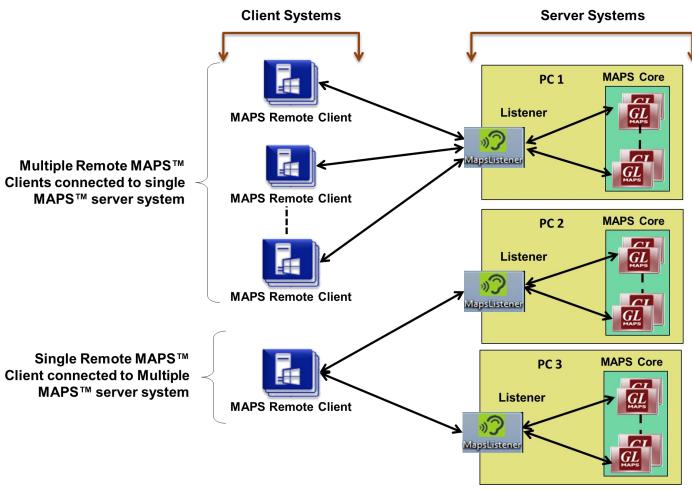




Remote MAPS™ Server

- Multi-node and multi-interface simulation from a single GUI
- Suitable for testing any core network, access network, and interoperability functions
- Single Licensing Server controlling server and client licenses (no. of users)
- Unlimited number of remote client user can be defined at the server
- Admin privileges to control Testbed and access to configuration files for each remote client user
- Remote Client users has privileges to perform all other functions call emulation, edit scripts/profiles, and view statistics
- Option to license multiple clients either at Remote client systems
 (MAPS[™] Remote Client to control one or more MAPS[™] Server PKS111) or at the MAPS[™] Server systems (MAPS[™] Server with
 Multi-user capability PKS113)
- Simultaneous traffic generation/reception at 100% on all servers

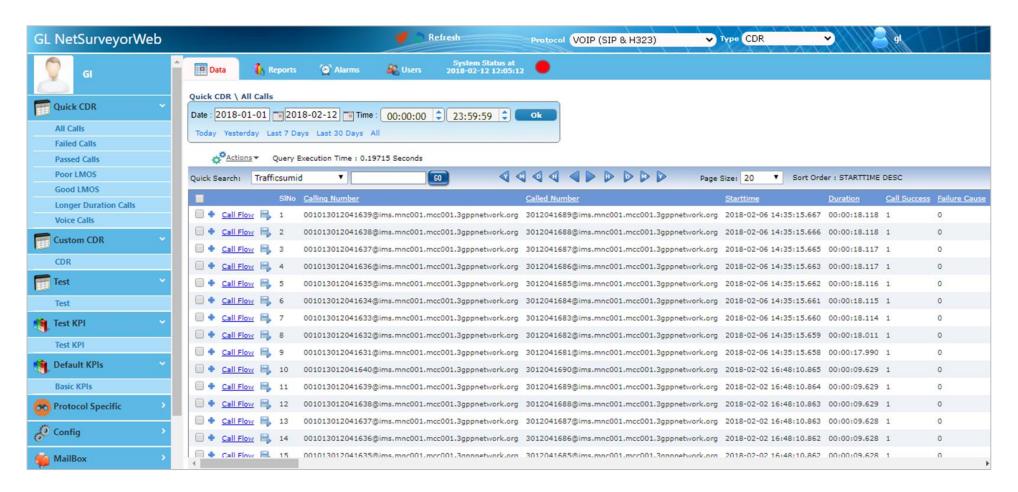
Remote MAPS™ (PKS111 and PKS113) Client Systems





Send Reports to Database

- MAPS[™] generated reports can be sent to Database using built in commands
- This helps to monitor and analyze test Remotely





Thank you

