

**SNE**  
Release 06.10



## Upgrade Information

This release requires an update of the firmware and the client GUI software.

## Release Bundle

The SNE release is delivered as a zip file. The file contains:

- Documentation: these Release Notes, the **Operating Manual** and the **RESTful Remote Control API Manual**.
- GUI Installer: **setup\_XXX\_6.1.0-XXXX.exe**
- Firmware: **sne-release-6.1.0.xx.pck**

Note: The SNE CLI has been deprecated in favour of the RESTful API. The CLI will be supported for v6.xx but no support will be available for subsequent releases. If you require the CLI, please contact your SNE Sales Representative.

## Upgrade Procedure

**Step 1:** Installation of the latest firmware

- Do not power off the SNE during the upgrade process
- Ensure that all maps are stopped
- Open a web browser
- Navigate to the IP address of your SNE ([http://<ip\\_address>](http://<ip_address>))
- Click on Select File
- Select the firmware file **sne-release-6.1.0.xx.pck**
- Click Update
- Once the unit completes the update and reboots, refresh the page
- Confirm that the Firmware Info Version is now 6.1.0.xx

**Step 2:** Install the latest version of the SNE GUI

- Close any running instances of the SNE GUI application
- Launch the setup executable (**setup\_XXX\_6.1.0-XXXX.exe**). Note that the installer requires administrator privileges which may require a password to be provided.
- Once the installer completes, the SNE GUI may ask you for a license key to activate, please use the key that was shipped along with your unit on the supplied USB or via email

## Fixes

- Improved Packet Delay throughput for modes other than Constant
- Fixed an issue restarting maps containing a packet capture TAP in overwrite mode
- Improved Bandwidth Throttle performance with TCP based packet streams
- Fixed a memory leak
- Fixed an issue that could cause an upgrade to fail if the system clock was not set to the correct time
- Fixed a Packet Drop issue in the time constraints functionality
- Fixed an issue that would prohibit large maps from starting successfully
- Fixed the Packet Reorder distance based mode and improved throughput of this impairment
- Fixed an issue that caused Jitter to reorder packets
- Fixed an issue that could cause the Virtual router to stop processing packets
- Filters downstream of a VLAN filter on the failed path no longer increment their offsets by 4 bytes
- Fixed an issue with Jitter at high packet rates
- VLAN IDs are now constrained to 0-4095
- Fixed an issue with VLAN filters whereby traffic with non-zero PCP values would always fail
- Fixed an issue whereby PCAP files downloaded via the RESTful Remote Control API did not include a .pcap file extension
- Added enabling and disabling of Traffic Capture, Packet Corruption and Generic Modifier via the RESTful Remote Control API
- Revised and updated the DiffServ filter DSCP list
- Fixed an issue that could cause a 10G port to advertise incorrect sync speeds
- Updated supported Ethernet card firmware versions
- Added additional debug info to the support logs

## Known Issues

- When starting a map and then logging in as a different user, it is possible to stop (but not restart) the same map
- Packet capturing of delayed traffic does not operate correctly
- Load Generator targets do not operate correctly in bridged mode; they operate correctly in the Virtual Routed mode