

Template:Networking rut manual qos legacy

The information in this page is updated in accordance with firmware version .

Note: this user manual page is for {{{name}}}'s old WebUI style available in earlier FW versions. **[[{{{name}}} Traffic Shaping|Click here]]** for information based on the latest FW version.

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Summary

QoS provides the possibility to prioritize network traffic based on hosts, ports or services and limit download & upload speeds on a selected interface.

This chapter of the user manual provides an overview of the **QoS** page in {{{name}}} devices.

Interfaces

The **Interfaces** section is used to set up download and upload speed limits on the device's network interfaces.

Field	Value	Description
Interface	WAN LAN WiFi_WAN Mobile	Interface to which the rule applies.
Enable	yes no; default: no	Turns the rule on or off.
Calculate overhead	yes no; default: no	Decreases upload and download ratio to prevent link saturation.
Download speed (kbit/s)	integer; default: none	Maximum download speed for the specified interface.
Upload speed (kbit/s)	integer; default: none	Maximum upload speed for the specified interface.

Classification Rules

The **Classification Rules** section is used to configure rules that prioritize certain traffic over other, less important traffic. This traffic can be defined by a source or destination host, port or a network protocol. Traffic that matches a rule with higher preference will be handled with higher priority.

Generally, this should be used in cases where you want to isolate certain types of traffic in order to make sure the {{{name}}} is handling more important traffic (for example, video streaming, SSH) at a higher priority and less important traffic (FTP, HTTP) at a lower priority.

Field	Value	Description
Target	Priority Express Normal Low; default: Normal	Defines the priority of handling the type of traffic defined in this rule.
Source host	All IP; default: All	Host(s) from which data will be transmitted.
Destination host	All IP; default: All	Host(s) to which data will be transmitted.
Protocol	All TCP UDP ICMP -- custom --; default: All	Data transmission protocol to match the rule.
Ports	All integer [0..65535]; default: none	Port number(s) to match the rule. You can enter multiple ports by separating them by commas (e.g., 22,53,80).
Number of bytes	integer; default: none	Maximum number of bytes for this connection.

[[Category:{{name}} Services section (legacy)]]