

How to use Load Sharing

TW-EAV510/AC

The TW-EAV510/AC supports multiple WAN media interface, like DSL, EWAN and 3G/LTE. Load sharing function is great feature to help you to make load sharing on each interface.

The Load Sharing setting page can be found at **Advanced Setup -> Routing -> Load Sharing**.

Load Sharing -- Maximum entries: 7

Name	Physical LAN Port	Physical WAN Port	Protocol	SrcIP/Prefix Length	SrcPort	DstIP/Prefix Length	DstPort	Remove	Edit
<input type="button" value="Add"/>	<input type="button" value="Remove"/>								

Click **Add** button to add new load sharing rule.

Load Sharing

Name:	<input type="text"/>
Physical LAN Port:	<input type="text"/>
Physical WAN Port:	<input type="text" value="DSL"/>
Protocol:	<input type="text" value="TCP/UDP"/>
Source IP address[/Prefix Length]:	<input type="text"/>
Source Port (port or port:port):	<input type="text"/>
Destination IP address[/Prefix Length]:	<input type="text"/>
Destination Port (port or port:port):	<input type="text"/>
<input type="button" value="Apply/Save"/>	

Name: The name for the rule.

Physical LAN Port: You can specify the physical LAN port, like Ethernet Port 1 or Wireless and make all traffic from this specified port to specified WAN port. If leave it empty, it means all LAN ports.

Physical WAN Port: Specify the WAN port for the outgoing traffic.

Protocol: Specify the protocol of outgoing traffic. If leave it empty, it means all protocols

Source IP address[/Prefix Length]: Specify the source IP of outgoing traffic. If leave it empty, it will not check source IP address.

Source Port (port or port:port): Specify the source port of outgoing traffic. If leave it empty, it will not check source port.

Destination IP address[/Prefix Length]: Specify the destination IP of outgoing traffic. If leave it empty, it will not check destination IP address.

Destination Port (port or port:port): Specify the destination port of outgoing traffic. If leave it empty, it will not check destination port.

Note: If the specified WAN interface is down, then all traffic will just follow the default route for Internet access.

Example 1: BitTorrent Usage

Normally, the PC which runs BitTorrent will allocate all bandwidth and we can make one specify LAN port for BitTorrent. In this case, the main connection is DSL and we use EWAN for BitTorrent.

Load Sharing

Name:	<input type="text" value="BitTorrent"/>
Physical LAN Port:	<input type="text" value="LAN1"/>
Physical WAN Port:	<input type="text" value="EWAN"/>
Protocol:	<input type="text"/>
Source IP address[/Prefix Length]:	<input type="text"/>
Destination IP address[/Prefix Length]:	<input type="text"/>

Example 2: Video Streaming Usage

Most video streaming are use UDP packet for transmission. In this case, the main connection is LTE and use DSL for video streaming.

Load Sharing

Name:	<input type="text" value="Video_Streaming"/>
Physical LAN Port:	<input type="text" value=""/>
Physical WAN Port:	<input type="text" value="DSL"/>
Protocol:	<input type="text" value="UDP"/>
Source IP address[/Prefix Length]:	<input type="text" value=""/>
Source Port (port or port:port):	<input type="text" value=""/>
Destination IP address[/Prefix Length]:	<input type="text" value=""/>
Destination Port (port or port:port):	<input type="text" value=""/>

If you know the port number that will be used for UDP traffic, you can also fill in the port number on it.

Load Sharing

Name:	<input type="text" value="Video_Streaming"/>
Physical LAN Port:	<input type="text" value=""/>
Physical WAN Port:	<input type="text" value="DSL"/>
Protocol:	<input type="text" value="UDP"/>
Source IP address[/Prefix Length]:	<input type="text" value=""/>
Source Port (port or port:port):	<input type="text" value=""/>
Destination IP address[/Prefix Length]:	<input type="text" value=""/>
Destination Port (port or port:port):	<input type="text" value="1000:2000"/>

Example 3: Game playing usage

Online game is getting more popular and it always need most stable connection like EWAN or DSL. If we don't know the online game server IP address, we can just specify the source IP. In this case, the specified IP address can have guarantee connection for game playing.

Load Sharing

Name:	<input type="text" value="Game"/>
Physical LAN Port:	<input type="text" value=""/>
Physical WAN Port:	<input type="text" value="DSL"/>
Protocol:	<input type="text" value=""/>
Source IP address[/Prefix Length]:	<input type="text" value="192.168.0.100"/>
Destination IP address[/Prefix Length]:	<input type="text" value=""/>

If you know the IP address of online game server, you can just change the settings as below. It applies to all game players at LAN side.

Load Sharing

Name:	<input type="text" value="Game"/>
Physical LAN Port:	<input type="text" value=""/>
Physical WAN Port:	<input type="text" value="DSL"/>
Protocol:	<input type="text" value=""/>
Source IP address[/Prefix Length]:	<input type="text" value=""/>
Destination IP address[/Prefix Length]:	<input type="text" value="123.123.10.5"/>