

Bandwidth Control

Document revision 1.5 (Fri Feb 03 15:15:03 GMT 2006)

This document applies to V2.9

Table of Contents

[Table of Contents](#)

[Summary](#)

[Specifications](#)

[Related Documents](#)

[Description](#)

[Additional Documents](#)

[Queue Types](#)

[Description](#)

[Property Description](#)

[Interface Default Queues](#)

[Description](#)

[Property Description](#)

[Example](#)

[Simple Queues](#)

[Description](#)

[Property Description](#)

[Queue Trees](#)

[Description](#)

[Property Description](#)

[Example of emulating a 128Kibps/64Kibps Line](#)

[Queue Tree Example With Masquerading](#)

[Equal bandwidth sharing among users](#)

General Information

Summary

Bandwidth Control is a set of mechanisms that control data rate allocation, delay variability, timely delivery, and delivery reliability. The MikroTik RouterOS supports the following queuing disciplines:

- **PFIFO** - Packets First-In First-Out
- **BFIFO** - Bytes First-In First-Out
- **SFQ** - Stochastic Fairness Queuing
- **RED** - Random Early Detect
- **PCQ** - Per Connection Queue
- **HTB** - Hierarchical Token Bucket

Specifications

Packages required: *system*

License required: *level1 (limited to 1 queue), level3*

Home menu level: */queue*

Standards and Technologies: *None*

Hardware usage: *significant*

Related Documents

- [Software Package Management](#)
- [IP Addresses and ARP](#)
- [Mangle](#)

Description

Quality of Service (QoS) means that the router should prioritize and shape network traffic. QoS is not so much about limiting, it is more about providing quality. Below are listed the some features of MikroTik RouterOS Bandwidth Control mechanism:

- limit data rate for certain IP addresses, subnets, protocols, ports, and other parameters
- limit peer-to-peer traffic
- prioritize some packet flows over others
- use queue bursts for faster WEB browsing
- apply queues on fixed time intervals
- share available traffic among users equally, or depending on the load of the channel

The queuing is applied on packets leaving the router through a real interface (i.e., the queues are applied on the outgoing interface, regarding the traffic flow), or any of the 3 additional virtual interfaces (global-in, global-out, global-total).

The QoS is performed by means of dropping packets. In case of TCP protocol, the dropped packets will be resent so there is no need to worry that with shaping we lose some TCP information.

The main terms used to describe the level of QoS for network applications, are:

- **queuing discipline (qdisc)** - an algorithm that holds and maintains a queue of packets. It specifies the order of the outgoing packets (it means that queuing discipline can reorder packets) and which packets to drop if there is no space for them
- **CIR (Committed Information Rate)** - the guaranteed data rate. It means that traffic rate, not exceeding this value should always be delivered
- **MIR (Maximal Information Rate)** - the maximal data rate router will provide
- **Priority** - the order of importance in what traffic will be processed. You can give priority to some traffic in order it to be handled before some other traffic
- **Contention Ratio** - the ratio to which the defined data rate is shared among users (when data rate is allocated to a number of subscribers). It is the number of subscribers that have a single speed limitation, applied to all of them together. For example, the contention ratio of 1:4 means that the allocated data rate may be shared between no more than 4 users

Before sending data over an interface, it is processed with a queuing discipline. By default, queuing disciplines are set under **/queue interface** for each physical interface (there is no default queuing discipline for virtual interfaces). Once we add a queue (in **/queue tree**) to a physical interface, the interface default queue, defined in **/queue interface**, for that particular interface gets ignored. It means - when a packet does not match any filter, it is sent through the interface with the highest priority.

Scheduler and Shaper qdiscs

We can classify queuing disciplines by their influence to packet flow:

- **schedulers** - queuing disciplines only reschedule packets regarding their algorithm and drop packets which 'do not fit in the queue'. Scheduler queuing disciplines are: PFIFO, BFIFO, SFQ, PCQ, RED
- **shapers** - queuing disciplines that also perform the limitation. Shapers are PCQ and HTB

Virtual Interfaces

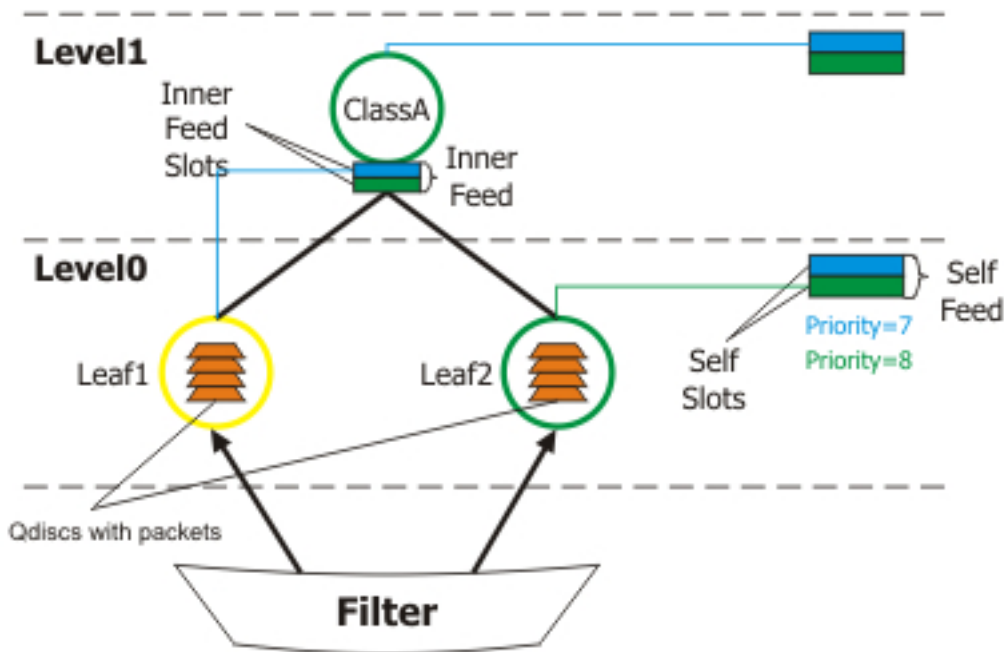
There are 3 virtual interfaces in RouterOS, in addition to real interfaces:

- **global-in** - represents all the input interfaces in general (INGRESS queue). Please note that queues attached to global-in apply to traffic that is received by the router, before the packet filtering. global-in queueing is executed just after mangle and dst-nat
- **global-out** - represents all the output interfaces in general. Queues attached to it apply before the ones attached to a specific interface
- **global-total** - represents a virtual interface through which all the data, going through the router, is passing. When attaching a qdisc to global-total, the limitation is done in both directions. For example, if we set a total-max-limit to 256000, we will get upload+download=256kbps (maximum)

Introduction to HTB

HTB (Hierarchical Token Bucket) is a classful queuing discipline that is useful for applying different handling for different kinds of traffic. Generally, we can set only one queue for an interface, but in RouterOS queues are attached to the main Hierarchical Token Bucket (HTB) and thus have some properties derived from that parent queue. For example, we can set a maximum data rate for a workgroup and then distribute that amount of traffic between the members of that workgroup.

HTB qdisc in detail:



HTB terms:

- **queuing discipline (qdisc)** - an algorithm that holds and maintains a queue of packets. It specifies the order of the outgoing packets (it means that queuing discipline can reorder packets). Qdisc also decides which packets to drop if there is no space for them
- **filter** - a procedure that classifies packets. The filter is responsible for classifying packets so that they are put in the corresponding qdiscs
- **level** - position of a class in the hierarchy
- **inner class** - a class that has one or more child-classes attached to it. Inner classes do not store any packets, but they do traffic shaping. The class also does not have its own priority
- **leaf class** - a class that has a parent but does not have any child-classes. Leaf classes are always located at level 0 of the hierarchy. Each leaf class has a qdisc, attached to it
- **self feed** - an object that represents the exit for the packets from all the classes active at its level of the hierarchy. It consists of 8 self slots
- **self slot** - an element of a self feed that corresponds to each particular priority. All classes, active at the same level, of one priority are attached to one self slot that they are using to send packets out through
- **active class (at a particular level)** - a class that is attached to a self slot at the given level
- **inner feed** - similar to self feed object, which consists of inner self slots, present on each inner class
- **inner feed slot** - similar to self slot. Each inner feed consists of inner slots which represent a priority

Each class has a parent and may have one or more children. Classes that do not have children, are put at level 0, where queues are maintained, and are called 'leaf classes'

Each class in the hierarchy can prioritize and shape traffic. There are 2 main parameters in RouterOS which refer to shaping and one - to prioritizing:

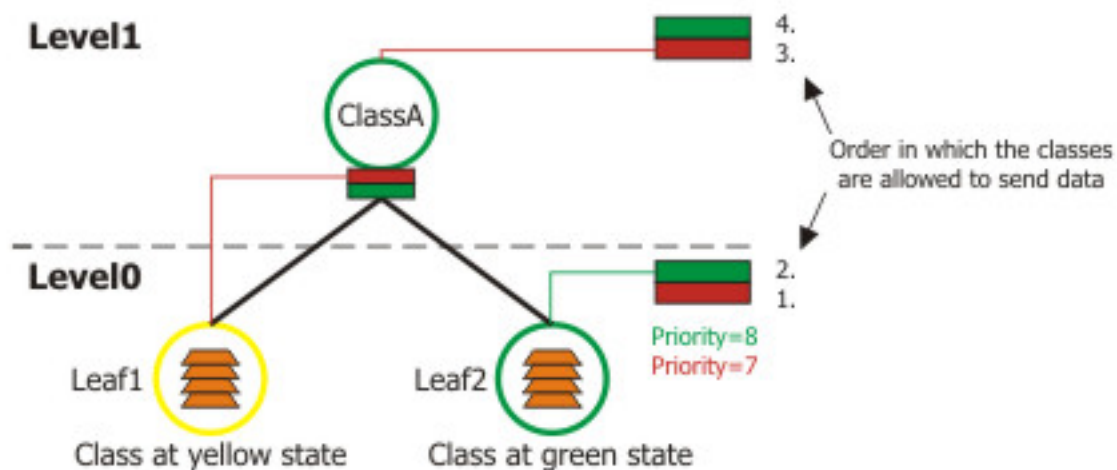
- **limit-at** - data rate that is guaranteed to a class (CIR)
- **max-limit** - maximal data rate that is allowed for a class to reach (MIR)
- **priority** - order in which classes are served at the same level (8 is the lowest priority, 1 is the highest)

Each HTB class can be in one of 3 states, depending on data rate that it consumes:

- **green** - a class the actual rate of which is equal or less than limit-at. At this state, the class is attached to self slot at the corresponding priority at its level, and is allowed to satisfy its limit-at limitation regardless of what limitations its parents have. For example, if we have a leaf class with limit-at=512000 and its parent has max-limit=limit-at=128000, the class will get its 512kbps!
- **yellow** - a class the actual rate of which is greater than limit-at and equal or less than max-limit. At this state, the class is attached to the inner slot of the corresponding priority of its parent's inner feed, which, in turn, may be attached to either its parent's inner slot of the same priority (in case the parent is also yellow), or to its own level self slot of the same priority (in case the parent is green). Upon the transition to this state, the class 'disconnects' from self feed of its level, and 'connects' to its parent's inner feed
- **red** - a class the actual rate of which exceeds max-limit. This class cannot borrow rate from its parent class

Priorities

When a leaf class wants to send some traffic (as they are the only classes that hold packets), HTB checks its priority. It will begin with the highest priority and the lowest level and proceed until the lowest priority at highest level is reached:



As you can see from the picture, leaf-classes which are at the green state, will always have a higher priority than those which are borrowing because their priority is at a lower level (level0). In this picture, **Leaf2** will be served only after **Leaf1**, although it has a higher priority (8) than **Leaf1** (7).

In case of equal priorities and equal states, HTB serves these classes, using round robin algorithm.

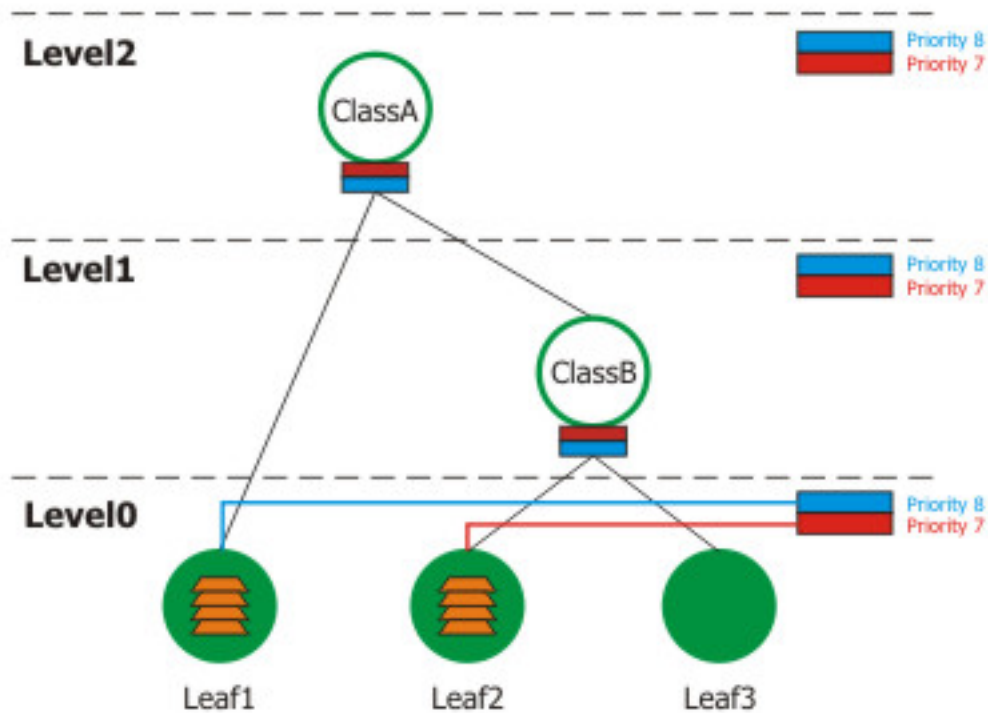
HTB Examples

Here are some examples on how the HTB works.

Imagine the following scenario - we have 3 different kinds of traffic, marked in `/ip firewall mangle` (`packet_mark1`, `packet_mark2` and `packet_mark3`), and now have built a HTB hierarchy:

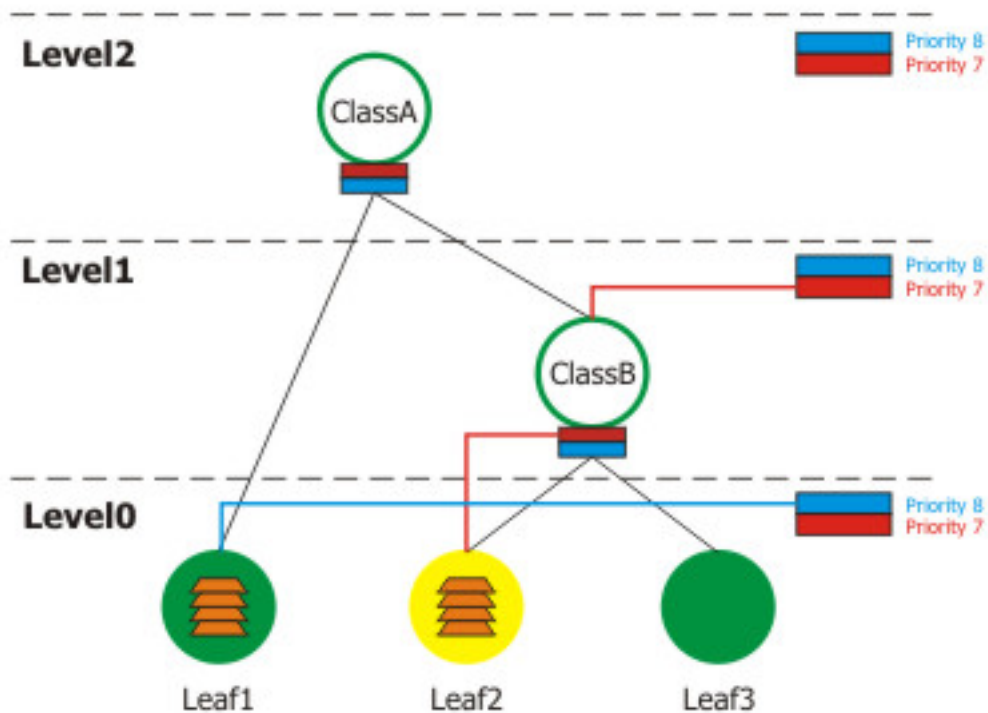
Now let us describe some scenarios, using this HTB hierarchy.

1. Imagine a situation when there have packets arrived at Leaf1 and Leaf2. Because of this, Leaf1 attaches itself to this level's (Level 0) self slot with `priority=8` and Leaf2 attaches to self slot with `priority=7`. Leaf3 has nothing to send, so it does nothing.



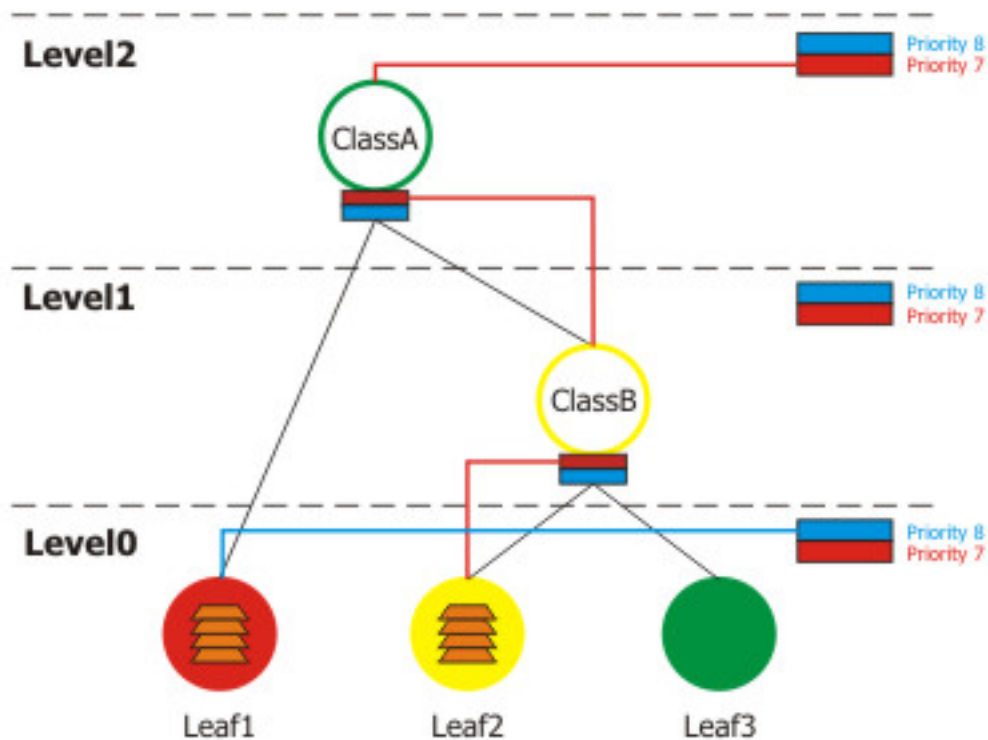
This is a simple situation: there are active classes (Leaf1 and Leaf2) at Level 0, and as they both are in green state, they are processed in order of their priorities - at first, we serve Leaf2, then Leaf1.

2. Now assume that Leaf2 has to send more than 256kbps, for this reason, it attaches itself to its parent's (ClassB) inner feed, which recursively attaches itself to Level1 self slot at `priority=7`. Leaf1 continues to be at green state - it has to send packets, but not faster than 1Mbps. Leaf3 still has nothing to send.



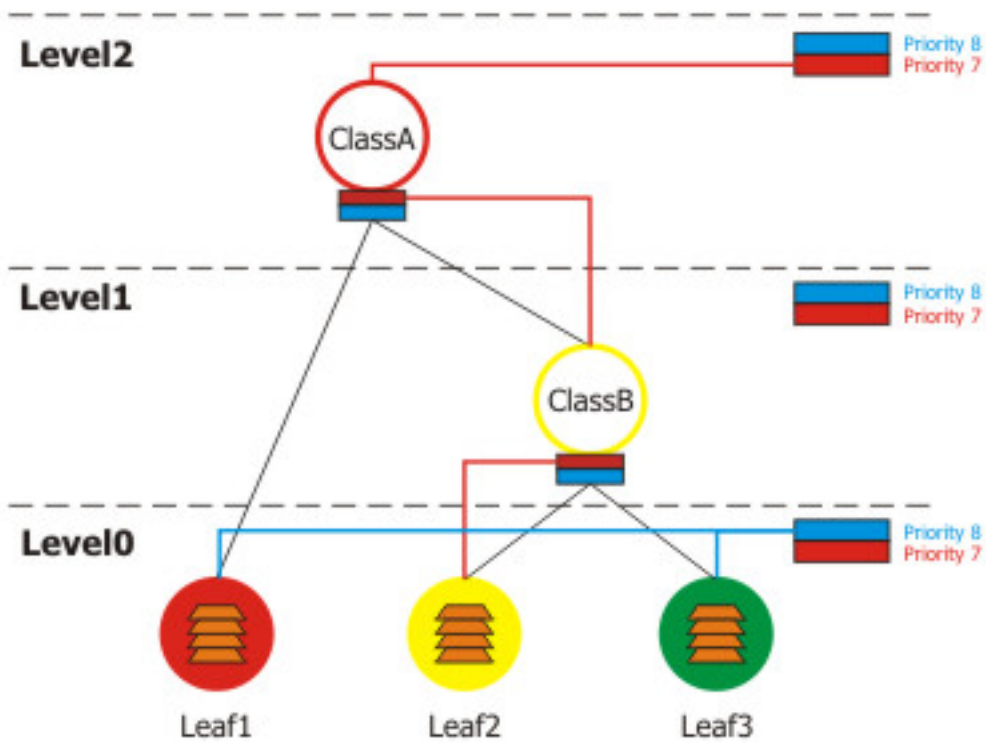
This is a very interesting situation because Leaf1 gets a higher priority than Leaf2 (when it is in the green state), although we have configured it for a lower priority (8) than Leaf2. It is because Leaf2 has disconnected itself from self feed at Level 0 and now is borrowing from its parent (ClassB) which has attached to self feed at Level 1. And because of this, the priority of Leaf2 'has traveled to Level1'. Remember that at first, we serve those classes which are at the lowest level with the highest priority, then continuing with the next level, and so on.

3. Consider that Leaf1 has reached its max-limit and changed its state to red, and Leaf2 now uses more than 1Mbps (and less than 2Mbps), so its parent ClassB has to borrow from ClassA and becomes yellow. Leaf3 still has no packets to send.



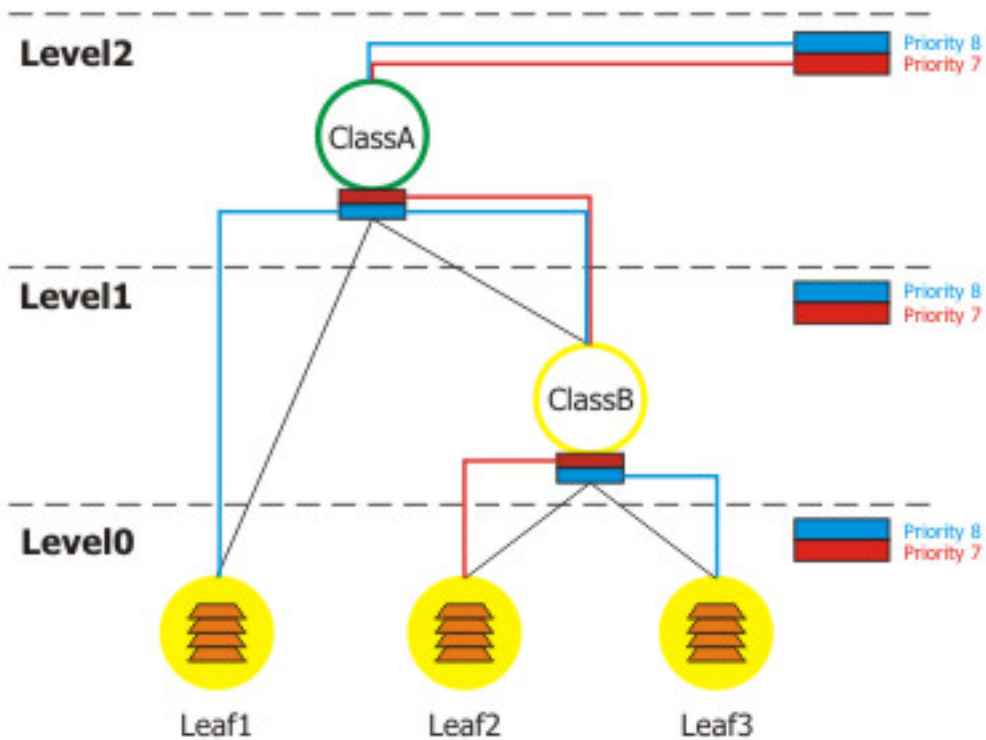
This scenario shows that Leaf1 has reached its max-limit, and cannot even borrow from its parent (ClassA). Leaf2 has hierarchical reached Level2 and borrows from ClassB which recursively must borrow from ClassA because it has not enough rate available. As Leaf3 has no packets to send, the only one class who sends them, is Leaf2.

4. Assume that Leaf2 is borrowing from ClassB, ClassB from ClassA, but ClassA reaches its max-limit (2Mbps).



In this situation Leaf2 is in yellow state, but it cannot borrow (as Class B cannot borrow from Class A).

- Finally, let's see what happens, if Leaf1, Leaf2, Leaf3 and ClassB are in the yellow state, and ClassA is green.

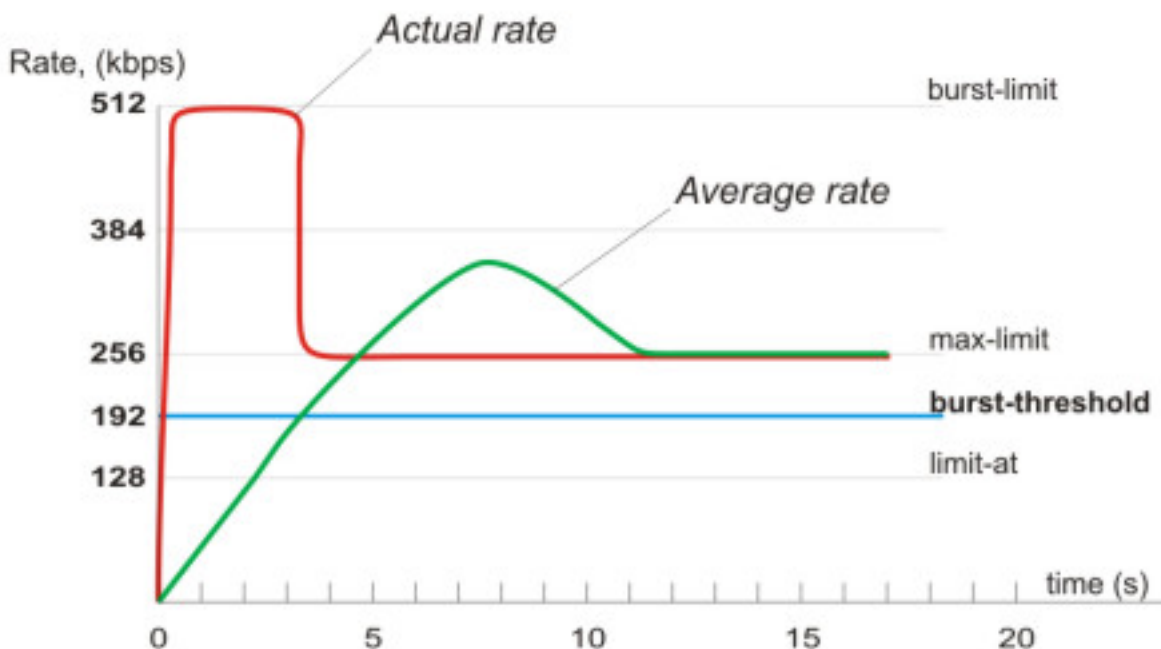


Leaf1 borrows from ClassA, Leaf2 and Leaf3 from ClassB, and ClassB also borrows from ClassA. Now all the priorities have 'moved' to Level2. So Leaf2 is on the highest priority and is served at first. As Leaf1 and Leaf3 are at the same priority (8) on the same level (2), they are served, using the round robin algorithm.

Bursts

Bursts are used to allow higher data rates for a short period of time. Every 1/16 part of the **burst-time**, the router calculates the average data rate of each class over the last **burst-time** seconds. If this average data rate is less than **burst-threshold**, burst is enabled and the actual data rate reaches **burst-limit** bps, otherwise the actual data rate falls to **max-limit** or **limit-at**.

Let us consider that we have a setup, where **max-limit**=256000, **burst-time**=8, **burst-threshold**=192000 and **burst-limit**=512000. When a user is starting to download a file via HTTP, we can observe such a situation:



At the beginning the average data rate over the last 8 seconds is 0bps because before applying the queue rule no traffic was passed, using this rule. Since this average data rate is less than **burst-threshold** (192kbps), burst is allowed. After the first second, the average data rate is $(0+0+0+0+0+0+0+512)/8=64$ kbps, which is under **burst-threshold**. After the second second, average data rate is $(0+0+0+0+0+0+512+512)/8=128$ kbps. After the third second comes the breakpoint when the average data rate becomes larger than **burst-threshold**. At this moment burst is disabled and the current data rate falls down to **max-limit** (256kbps).

HTB in RouterOS

There are 4 HTB trees maintained by RouterOS:

- global-in
- global-total

- global-out
- interface queue

When adding a simple queue, it creates 3 HTB classes (in global-in, global-total and global-out), but it does not add any classes in interface queue.

Queue tree is more flexible - you can add it to any of these HTB's.

When packet travels through the router, it passes all 4 HTB trees - global-in, global-total, global-out and interface queue. If it is directed to the router, it passes global-in and global-total HTB queues. If packets are sent from the router, they are traversing global-total, global-out and interface queues

Additional Documents

- <http://linux-ip.net/articles/Traffic-Control-HOWTO/overview.html>
- <http://luxik.cdi.cz/~devik/qos/htb/>
- <http://www.docum.org/docum.org/docs/>

Queue Types

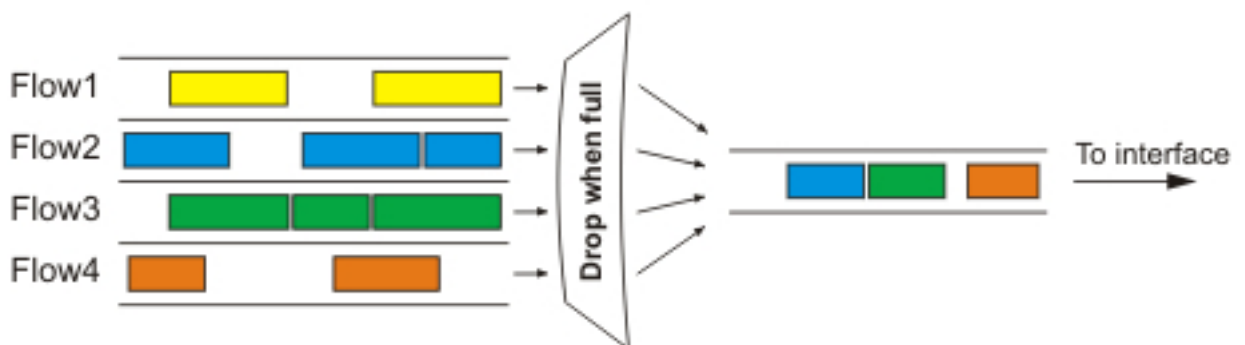
Home menu level: */queue type*

Description

In this submenu you can create your custom queue types. Afterwards, you will be able to use them in */queue tree*, */queue simple* or */queue interface*.

PFIFO and BFIFO

These queuing disciplines are based on the FIFO algorithm (First-In First-Out). The difference between PFIFO and BFIFO is that one is measured in packets and the other one in bytes. There is only one parameter called **pfifo-limit** (**bfifo-limit**) which defines how much data a FIFO queue can hold. Every packet that cannot be enqueued (if the queue is full), is dropped. Large queue sizes can increase latency.

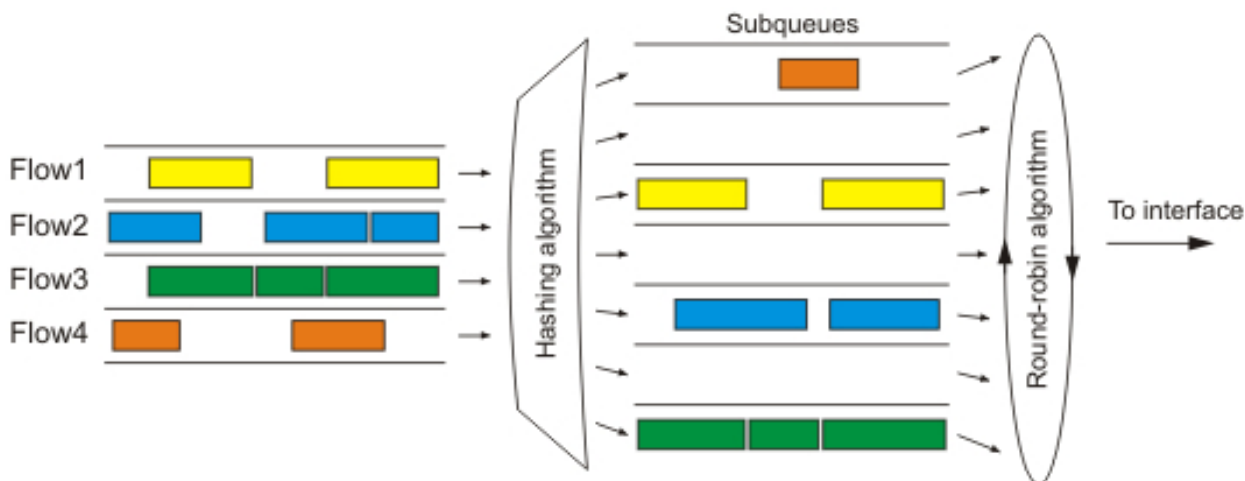


Use FIFO queuing disciplines if you haven't a congested link

SFQ

Stochastic Fairness Queuing (SFQ) cannot limit traffic at all. Its main idea is to equalize traffic flows (TCP sessions or UDP streams) when your link is completely full.

The fairness of SFQ is ensured by hashing and round-robin algorithms. Hashing algorithm divides the session traffic over a limited number of subqueues. After **sfq-perturb** seconds the hashing algorithm changes and divides the session traffic to other subqueues. The round-robin algorithm dequeues **pcq-allot** bytes from each subqueue in a turn.



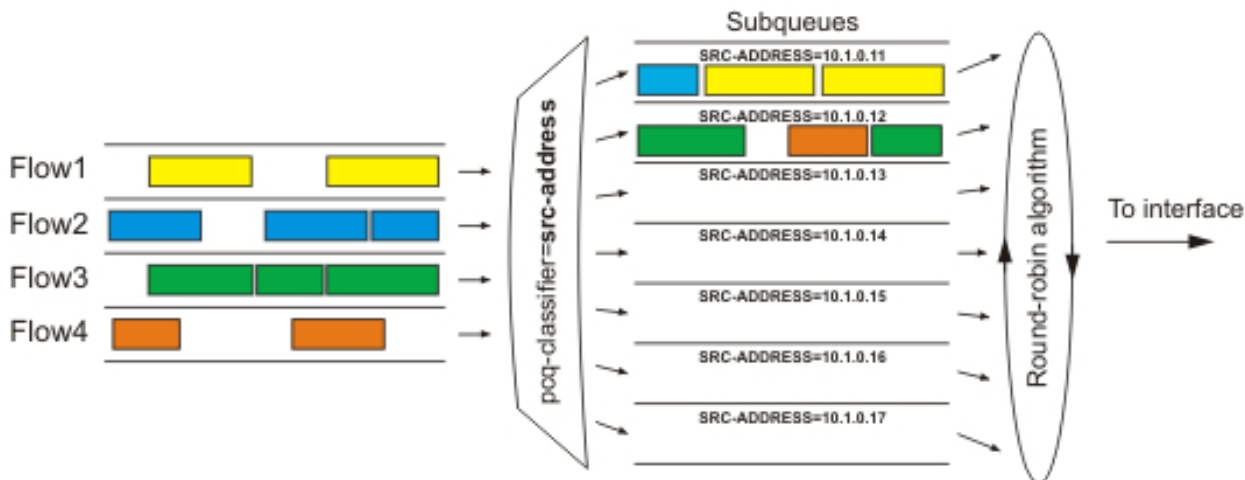
The whole SFQ queue can contain 128 packets and there are 1024 subqueues available for these packets.

Use SFQ for congested links to ensure that some connections do not starve

PCQ

To solve some SFQ imperfectness, Per Connection Queuing (PCQ) was created. It is the only classless queuing type that can do limitation. It is an improved version of SFQ without its stochastic nature. PCQ also creates subqueues, regarding the **pcq-classifier** parameter. Each subqueue has a data rate limit of **pcq-rate** and size of **pcq-limit** packets. The total size of a PCQ queue cannot be greater than **pcq-total-limit** packets.

The following example demonstrates the usage of PCQ with packets, classified by their source address.



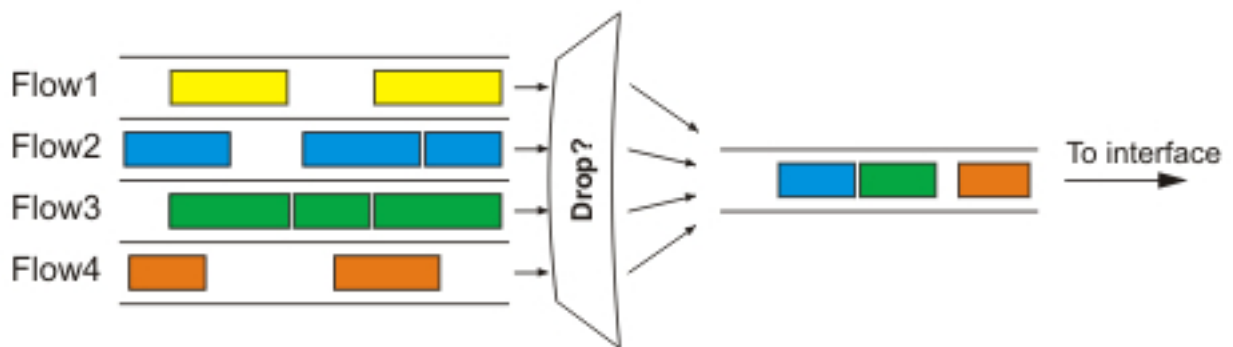
If you classify the packets by **src-address** then all packets with different source IP addresses will be grouped into different subqueues. Now you can do the limitation or equalization for each subqueue with the **pcq-rate** parameter. Perhaps, the most significant part is to decide to which interface should we attach this queue. If we will attach it to the Local interface, all traffic from the Public interface will be grouped by **src-address** (probably it's not what we want), but if we attach it to the Public interface, all traffic from our clients will be grouped by **src-address** - so we can easily limit or equalize upload for clients.

To equalize rate among subqueues, classified by the **pcq-classifier**, set the **pcq-rate** to **0!**

PCQ can be used to dynamically equalize or shape traffic for multiple users, using little administration.

RED

Random Early Detection is a queuing mechanism which tries to avoid network congestion by controlling the average queue size. When the average queue size reaches **red-min-threshold**, RED randomly chooses which arriving packet to drop. The probability how many packets will be dropped increases when the average queue size becomes larger. If the average queue size reaches **red-max-threshold**, the packets are dropped. However, there may be cases when the real queue size (not average) is much greater than **red-max-threshold**, then all packets which exceed **red-limit** are dropped.



Mainly, RED is used on congested links with high data rates. Works well with TCP protocol, but not so well with UDP.

Property Description

bfifo-limit (*integer*; default: **15000**) - maximum number of bytes that the BFIFO queue can hold

kind (*bfifo | pcq | pfifo | red | sfq*) - which queuing discipline to use

- **bfifo** - Bytes First-In, First-Out
- **pcq** - Per Connection Queue
- **pfifo** - Packets First-In, First-Out
- **red** - Random Early Detection
- **sfq** - Stochastic Fairness Queuing

name (*name*) - associative name of the queue type

pcq-classifier (*dst-address | dst-port | src-address | src-port*; default: **""**) - a classifier by which PCQ will group its subqueues. Can be used several classifiers at once, e.g., **src-address,src-port** will group all packets with different source address and source-ports into separate subqueues

pcq-limit (*integer*; default: **50**) - number of packets that can hold a single PCQ sub-queue

pcq-rate (*integer*; default: **0**) - maximal data rate allowed for each PCQ sub-queue. Value 0 means that there is no limitation set

pcq-total-limit (*integer*; default: **2000**) - number of packets that can hold the whole PCQ queue

pfifo-limit (*integer*) - maximum number of packets that the PFIFO queue can hold

red-avg-packet (*integer*; default: **1000**) - used by RED for average queue size calculations

red-burst (*integer*) - value in bytes which is used for determining how fast the average queue size will be influenced by the real queue size. Larger values will slow down the calculation by RED - longer bursts will be allowed

red-limit (*integer*) - value in bytes. If the real queue size (not average) exceeds this value then all packets above this value are dropped

red-max-threshold (*integer*) - value in bytes. It is the average queue size at which packet marking probability is the highest

red-min-threshold (*integer*) - average queue size in bytes. When average RED queue size reaches this value, packet marking becomes possible

sfq-allot (*integer*; default: **1514**) - amount of bytes that a subqueue is allowed to send before the next subqueue gets a turn (amount of bytes which can be sent from a subqueue in a single round-robin turn)

sfq-perturb (*integer*; default: **5**) - time in seconds. Specifies how often to change SFQ's hashing algorithm

Interface Default Queues

Home menu level: */queue interface*

Description

In order to send packets over an interface, they have to be enqueued in a queue even if you do not want to limit traffic at all. Here you can specify the queue type which will be used for transmitting data.

Note that if other queues are applied for a particular packet, then these settings are not used!

Property Description

interface (*read-only: name*; default: **name of the interface**) - name of the interface

queue (*name*; default: **default**) - queue type which will be used for the interface

Example

Set the wireless interface to use **wireless-default** queue:

```
[admin@MikroTik] queue interface> set 0 queue=wireless-default
[admin@MikroTik] queue interface> print
# INTERFACE QUEUE
0 wlan1 wireless-default
[admin@MikroTik] queue interface>
```

Simple Queues

Description

The simplest way to limit data rate for specific IP addresses and/or subnets, is to use simple queues.

You can also use simple queues to build advanced QoS applications. They have useful integrated features:

- Peer-to-peer traffic queuing
- Applying queue rules on chosen time intervals
- Priorities
- Using multiple packet marks from */ip firewall mangle*
- Shaping of bidirectional traffic (one limit for the total of upload + download)

Property Description

burst-limit (*integer* | *integer*) - maximum data rate which can be reached while the burst is active in form of in/out (target upload/download)

burst-threshold (*integer* | *integer*) - used to calculate whether to allow burst. If the average data rate over the last burst-time seconds is less than burst-threshold, the actual data rate may reach burst-limit. set in form of in/out (target upload/download)

burst-time (*integer* | *integer*) - used to calculate average data rate, in form of in/out (target upload/download)

direction (*none* | *both* | *upload* | *download*) - traffic flow directions, affected by this queue

- **none** - the queue is effectively inactive
- **both** - the queue limits both target upload and target download
- **upload** - the queue limits only target upload, leaving the download rates unlimited
- **download** - the queue limits only target download, leaving the upload rates unlimited

dst-address (*IP address* | *netmask*) - destination address to match

dst-netmask (*netmask*) - netmask for dst-address

interface (*text*) - interface, this queue applies to (i.e., the interface the target is connected to)

limit-at (*integer* | *integer*) - guaranteed data rate to this queue in form of in/out (target upload/download)

max-limit (*integer* | *integer*) - data rate which can be reached if there is enough bandwidth available, in form of in/out (target upload/download)

name (*text*) - descriptive name of the queue

p2p (*any* | *all-p2p* | *bit-torrent* | *blubster* | *direct-connect* | *edonkey* | *fasttrack* | *gnutella* | *soulseek* | *winx*) - which type of P2P traffic to match

- **all-p2p** - match all P2P traffic
- **any** - match any packet (i.e., do not check this property)

packet-marks (*name*; default: *''*) - packet mark to match from */ip firewall mangle*. More packet

marks are separated by a comma (",").

parent (*name*) - name of the parent queue in the hierarchy. Can be only other simple queue

priority (*integer: 1..8*) - priority of the queue. 1 is the highest, 8 - the lowest

queue (*name | name*; default: **default/default**) - name of the queue from /queue type in form of in/out

target-addresses (*IP address | netmask*) - limitation target IP addresses (source addresses). To use multiple addresses, separate them with comma

time (*time | time | sat | fri | thu | wed | tue | mon | sun*; default: **""**) - limit queue effect to a specified time period

total-burst-limit (*integer*) - burst limit for global-total queue

total-burst-threshold (*integer*) - burst threshold for global-total queue

total-burst-time (*time*) - burst time for global-total queue

total-limit-at (*integer*) - limit-at for global-total queue (limits cumulative upload + download to total-limit-at bps)

total-max-limit (*integer*) - max-limit for global-total queue (limits cumulative upload + download to total-max-limit bps)

total-queue (*name*) - queuing discipline to use for global-total queue

Queue Trees

Home menu level: */queue tree*

Description

The queue trees should be used when you want to use sophisticated data rate allocation based on protocols, ports, groups of IP addresses, etc. At first you have to mark packet flows with a mark under **/ip firewall mangle** and then use this mark as an identifier for packet flows in queue trees.

Property Description

burst-limit (*integer*) - maximum data rate which can be reached while the burst is active

burst-threshold (*integer*) - used to calculate whether to allow burst. If the average data rate over the last burst-time seconds is less than burst-threshold, the actual data rate may reach burst-limit

burst-time (*time*) - used to calculate average data rate

flow (*text*) - packet flow which is marked in /ip firewall mangle. Current queue parameters apply only to packets which are marked with this flow mark

limit-at (*integer*) - guaranteed data rate to this queue

max-limit (*integer*) - data rate which can be reached if there is enough bandwidth available

name (*text*) - descriptive name for the queue

parent (*text*) - name of the parent queue. The top-level parents are the available interfaces (actually, main HTB). Lower level parents can be other queues

priority (*integer: 1..8*) - priority of the queue. 1 is the highest, 8 - the lowest

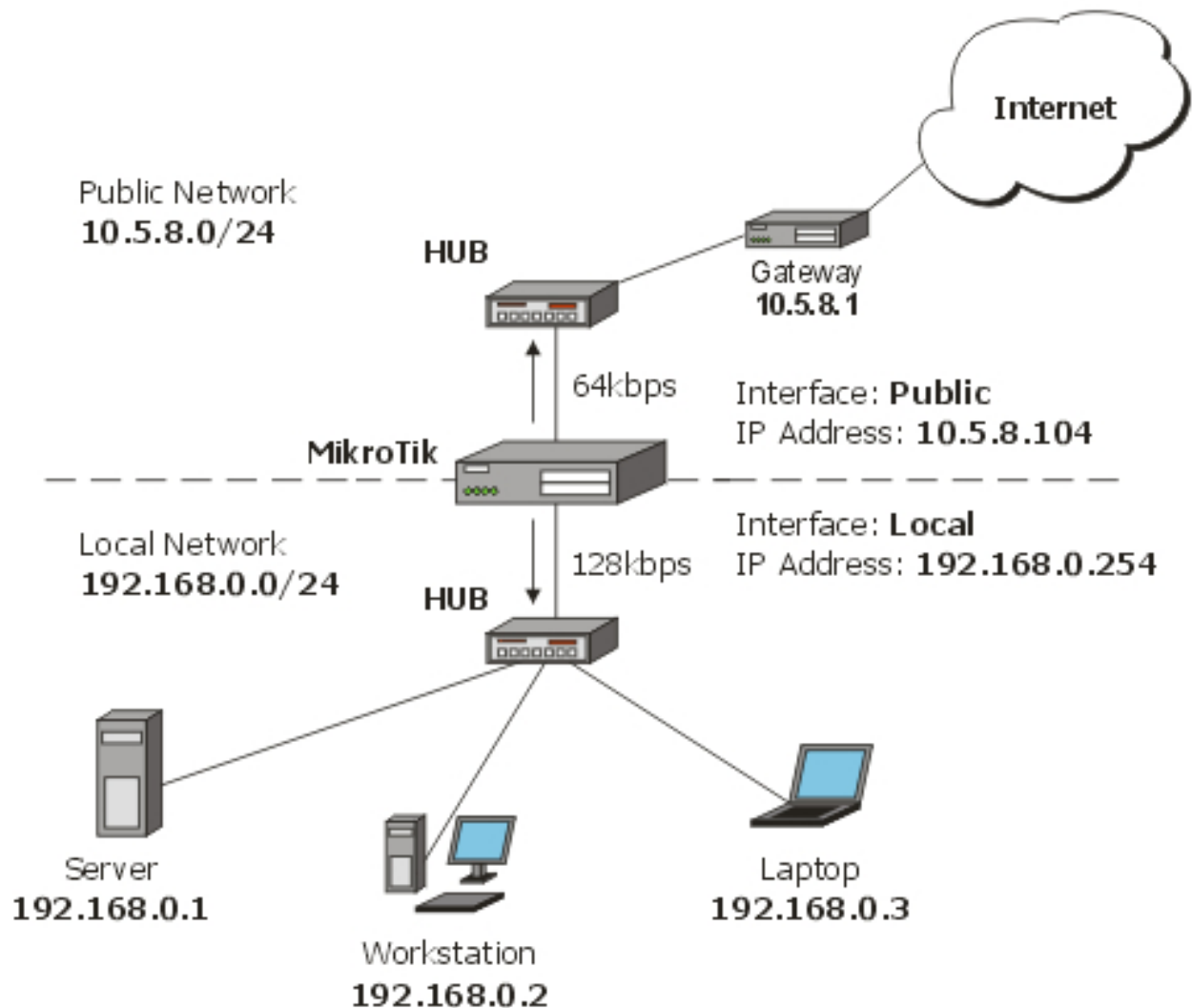
queue (*text*) - name of the queue type. Types are defined under /queue type. This parameter applies

only to the leaf queues in the tree hierarchy

Application Examples

Example of emulating a 128Kibps/64Kibps Line

Assume, we want to emulate a 128Kibps download and 64Kibps upload line, connecting IP network **192.168.0.0/24**. The network is served through the Local interface of customer's router. The basic network setup is in the following diagram:



To solve this situation, we will use simple queues.

IP addresses on MikroTik router:

```
[admin@MikroTik] ip address> print
Flags: X - disabled, I - invalid, D - dynamic
# ADDRESS NETWORK BROADCAST INTERFACE
0 192.168.0.254/24 192.168.0.0 192.168.0.255 Local
1 10.5.8.104/24 10.5.8.0 10.5.8.255 Public
[admin@MikroTik] ip address>
```

And routes:

```
[admin@MikroTik] ip route> print
Flags: X - disabled, A - active, D - dynamic,
C - connect, S - static, r - rip, b - bgp, o - ospf
#      DST-ADDRESS      G GATEWAY      DISTANCE  INTERFACE
0 ADC 10.5.8.0/24
1 ADC 192.168.0.0/24
2 A S 0.0.0.0/0      r 10.5.8.1      Public
[admin@MikroTik] ip route>
```

Add a simple queue rule, which will limit the download traffic to 128Kib/s and upload to 64Kib/s for clients on the network **192.168.0.0/24**, served by the interface **Local**:

```
[admin@MikroTik] queue simple> add name=Limit-Local interface=Local \
\... target-address=192.168.0.0/24 max-limit=65536/131072
[admin@MikroTik] queue simple> print
Flags: X - disabled, I - invalid, D - dynamic
0 name="Limit-Local" target-addresses=192.168.0.0/24 dst-address=0.0.0.0/0
  interface=Local parent=none priority=8 queue=default/default
  limit-at=0/0 max-limit=65536/131072 total-queue=default
[admin@MikroTik] queue simple>
```

The **max-limit** parameter cuts down the maximum available bandwidth. From the clients' point of view, the value **65536/131072** means that they will get maximum of 131072bps for download and 65536bps for upload. The **target-addresses** parameter defines the target network (or networks, separated by a comma) to which the queue rule will be applied.

Now see the traffic load:

```
[admin@MikroTik] interface> monitor-traffic Local
received-packets-per-second: 7
received-bits-per-second: 68kbps
sent-packets-per-second: 13
sent-bits-per-second: 135kbps

[admin@MikroTik] interface>
```

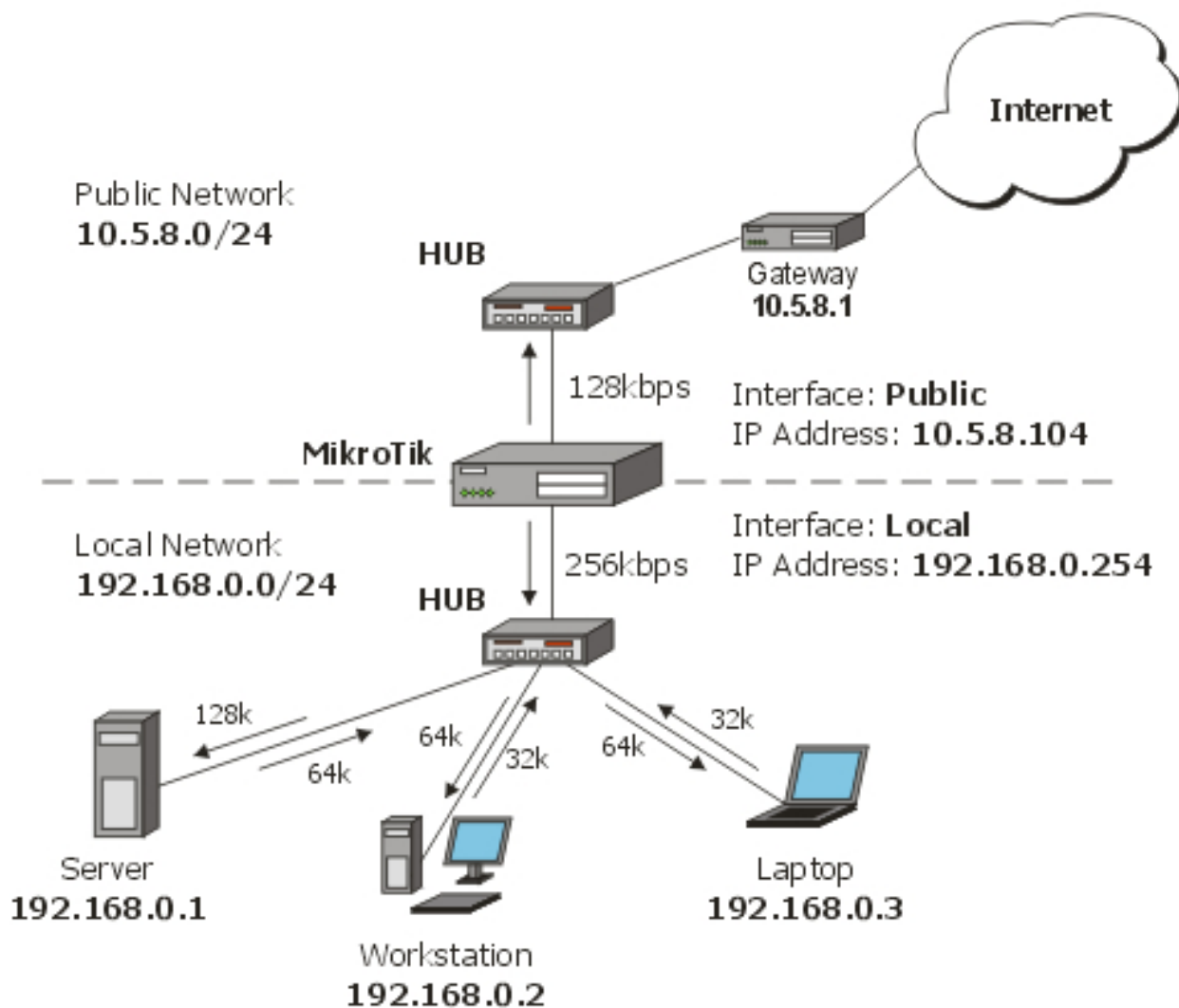
Probably, you want to exclude the server from being limited, if so, add a queue for it without any limitation (**max-limit=0/0** which means no limitation) and move it to the beginning of the list:

```
[admin@MikroTik] queue simple> add name=Server target-addresses=192.168.0.1/32 \
\... interface=Local
[admin@MikroTik] queue simple> print
Flags: X - disabled, I - invalid, D - dynamic
0 name="Limit-Local" target-addresses=192.168.0.0/24 dst-address=0.0.0.0/0
  interface=Local parent=none priority=8 queue=default/default
  limit-at=0/0 max-limit=65536/131072 total-queue=default
1 name="Server" target-addresses=192.168.0.1/32 dst-address=0.0.0.0/0
  interface=Local parent=none priority=8 queue=default/default
  limit-at=0/0 max-limit=0/0 total-queue=default
[admin@MikroTik] queue simple> mo 1 0
[admin@MikroTik] queue simple> print
Flags: X - disabled, I - invalid, D - dynamic
0 name="Server" target-addresses=192.168.0.1/32 dst-address=0.0.0.0/0
  interface=Local parent=none priority=8 queue=default/default
  limit-at=0/0 max-limit=0/0 total-queue=default
1 name="Limit-Local" target-addresses=192.168.0.0/24 dst-address=0.0.0.0/0
  interface=Local parent=none priority=8 queue=default/default
  limit-at=0/0 max-limit=65536/131072 total-queue=default
[admin@MikroTik] queue simple>
```

Queue Tree Example With Masquerading

In the previous example we dedicated 128Kib/s download and 64Kib/s upload traffic for the local network. In this example we will guarantee 256Kib/s download (128Kib/s for the server, 64Kib/s for the Workstation and also 64Kib/s for the Laptop) and 128Kib/s for upload (64/32/32Kib/s, respectively) for local network devices. Additionally, if there is spare bandwidth, share it among users equally. For example, if we turn off the laptop, share its 64Kib/s download and 32Kib/s upload to the Server and Workstation.

When using masquerading, you have to mark the outgoing connection with **new-connection-mark** and take the **mark-connection** action. When it is done, you can mark all packets which belong to this connection with the **new-packet-mark** and use the **mark-packet** action.



1. At first, mark the Server's download and upload traffic. With the first rule we will mark the outgoing connection and with the second one, all packets, which belong to this connection:

```
[admin@MikroTik] ip firewall mangle> add src-address=192.168.0.1/32 \
\... action=mark-connection new-connection-mark=server-con chain=prerouting
[admin@MikroTik] ip firewall mangle> add connection-mark=server-con \
\... action=mark-packet new-packet-mark=server chain=prerouting
[admin@MikroTik] ip firewall mangle> print
Flags: X - disabled, I - invalid, D - dynamic
0 chain=prerouting src-address=192.168.0.1 action=mark-connection
new-connection-mark=server-con
1 chain=prerouting connection-mark=server-con action=mark-packet
```

```
new-packet-mark=server
[admin@MikroTik] ip firewall mangle>
```

2. The same for Laptop and Workstation:

```
[admin@MikroTik] ip firewall mangle> add src-address=192.168.0.2 \
...\ action=mark-connection new-connection-mark=lap_works-con chain=prerouting
[admin@MikroTik] ip firewall mangle> add src-address=192.168.0.3 \
...\ action=mark-connection new-connection-mark=lap_works-con chain=prerouting
[admin@MikroTik] ip firewall mangle> add connection-mark=lap_works-con \
...\ action=mark-packet new-packet-mark=lap_work chain=prerouting
[admin@MikroTik] ip firewall mangle> print
Flags: X - disabled, I - invalid, D - dynamic
 0 chain=prerouting src-address=192.168.0.1 action=mark-connection
  new-connection-mark=server-con

 1 chain=prerouting connection-mark=server-con action=mark-packet
  new-packet-mark=server

 2 chain=prerouting src-address=192.168.0.2 action=mark-connection
  new-connection-mark=lap_works-con

 3 chain=prerouting src-address=192.168.0.3 action=mark-connection
  new-connection-mark=lap_works-con

 4 chain=prerouting connection-mark=lap_works-con action=mark-packet
  new-packet-mark=lap_work
[admin@MikroTik] ip firewall mangle>
```

As you can see, we marked connections that belong for Laptop and Workstation with the same flow.

3. In /queue tree add rules that will limit Server's download and upload:

```
[admin@MikroTik] queue tree> add name=Server-Download parent=Local \
...\ limit-at=131072 packet-mark=server max-limit=262144
[admin@MikroTik] queue tree> add name=Server-Upload parent=Public \
...\ limit-at=65536 packet-mark=server max-limit=131072
[admin@MikroTik] queue tree> print
Flags: X - disabled, I - invalid
 0 name="Server-Download" parent=Local packet-mark=server limit-at=131072
  queue=default priority=8 max-limit=262144 burst-limit=0
  burst-threshold=0 burst-time=0s

 1 name="Server-Upload" parent=Public packet-mark=server limit-at=65536
  queue=default priority=8 max-limit=131072 burst-limit=0
  burst-threshold=0 burst-time=0s
[admin@MikroTik] queue tree>
```

And similar config for Laptop and Workstation:

```
[admin@MikroTik] queue tree> add name=Laptop-Wkst-Down parent=Local \
...\ packet-mark=lap_work limit-at=65535 max-limit=262144
[admin@MikroTik] queue tree> add name=Laptop-Wkst-Up parent=Public \
...\ packet-mark=lap_work limit-at=32768 max-limit=131072
[admin@MikroTik] queue tree> print
Flags: X - disabled, I - invalid
 0 name="Server-Download" parent=Local packet-mark=server limit-at=131072
  queue=default priority=8 max-limit=262144 burst-limit=0
  burst-threshold=0 burst-time=0s

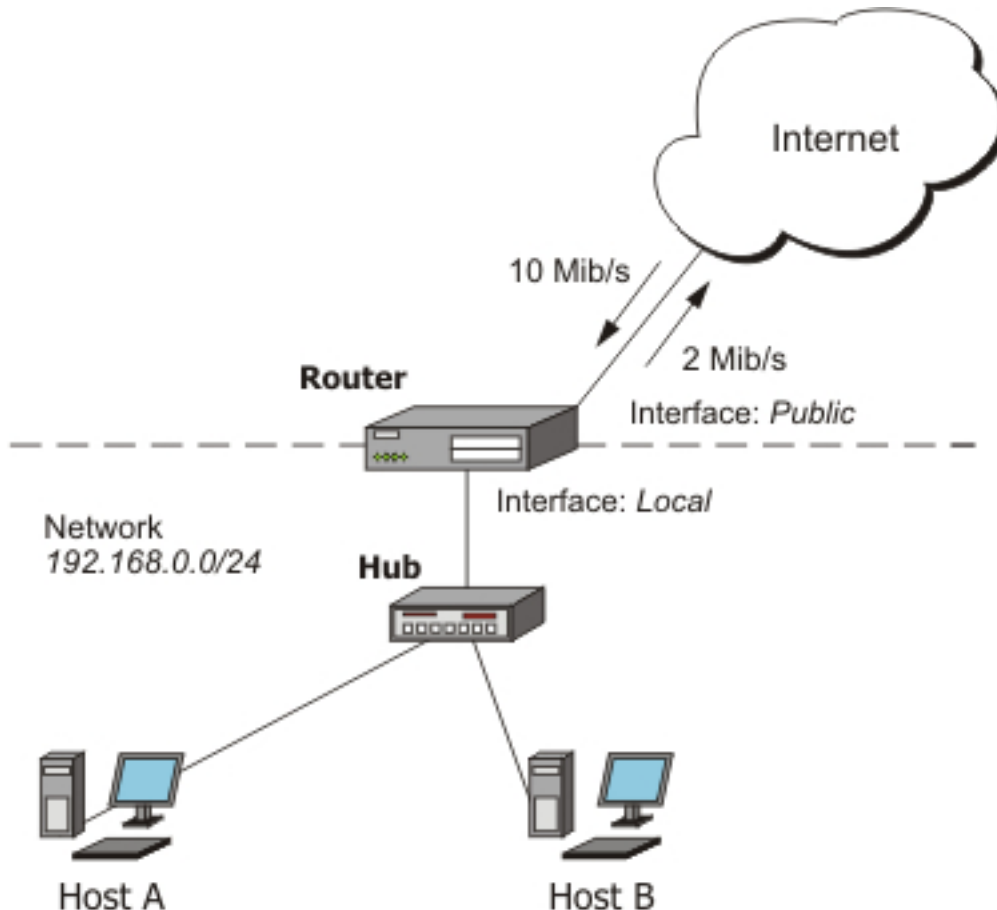
 1 name="Server-Upload" parent=Public packet-mark=server limit-at=65536
  queue=default priority=8 max-limit=131072 burst-limit=0
  burst-threshold=0 burst-time=0s

 2 name="Laptop-Wkst-Down" parent=Local packet-mark=lap_work limit-at=65535
  queue=default priority=8 max-limit=262144 burst-limit=0
  burst-threshold=0 burst-time=0s

 3 name="Laptop-Wkst-Up" parent=Public packet-mark=lap_work limit-at=32768
  queue=default priority=8 max-limit=131072 burst-limit=0
  burst-threshold=0 burst-time=0s
[admin@MikroTik] queue tree>
```

Equal bandwidth sharing among users

This example shows how to equally share 10Mibps download and 2Mibps upload among active users in the network **192.168.0.0/24**. If **Host A** is downloading 2 Mibps, **Host B** gets 8 Mibps and vice versa. There might be situations when both hosts want to use maximum bandwidth (10 Mibps), then they will receive 5 Mibps each, the same goes for upload. This setup is also valid for more than 2 users.



At first, mark all traffic, coming from local network **192.168.0.0/24** with a mark **users**:

```
/ip firewall mangle add chain=forward src-address=192.168.0.0/24 \  
  action=mark-connection new-connection-mark=users-con \  
/ip firewall mangle add connection-mark=users-con action=mark-packet \  
  new-packet-mark=users chain=forward
```

Now we will add 2 new PCQ types. The first, called **pcq-download** will group all traffic by destination address. As we will attach this queue type to the **Local** interface, it will create a dynamic queue for each destination address (user) which is downloading to the network **192.168.0.0/24**. The second type, called **pcq-upload** will group the traffic by source address. We will attach this queue to the **Public** interface so it will make one dynamic queue for each user who is uploading to Internet from the local network **192.168.0.0/24**.

```
/queue type add name=pcq-download kind=pcq pcq-classifier=dst-address \  
/queue type add name=pcq-upload kind=pcq pcq-classifier=src-address
```

Finally, make a queue tree for download traffic:

```
/queue tree add name=Download parent=Local max-limit=10240000  
/queue tree add parent=Download queue=pcq-download packet-mark=users
```

And for upload traffic:

```
/queue tree add name=Upload parent=Public max-limit=2048000  
/queue tree add parent=Upload queue=pcq-upload packet-mark=users
```

Note! If your ISP cannot guarantee you a fixed amount of traffic, you can use just one queue for upload and one for download, attached directly to the interface:

```
/queue tree add parent=Local queue=pcq-download packet-mark=users  
/queue tree add parent=Public queue=pcq-upload packet-mark=users
```