NetworkTests Monitor — network report

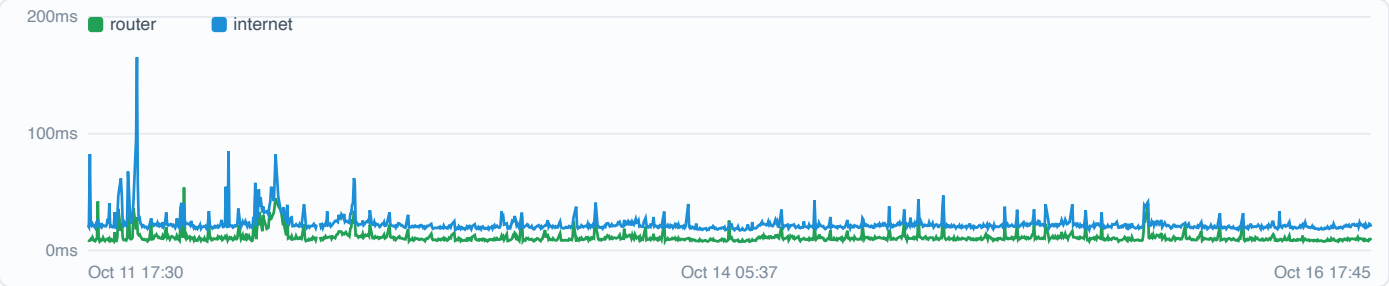
networktests.com/monitor · free network monitoring for Mac, Windows and Linux

Window: **last 7 days** (Oct 9 17:53 → Oct 16 17:53 PDT) · Machine: this computer

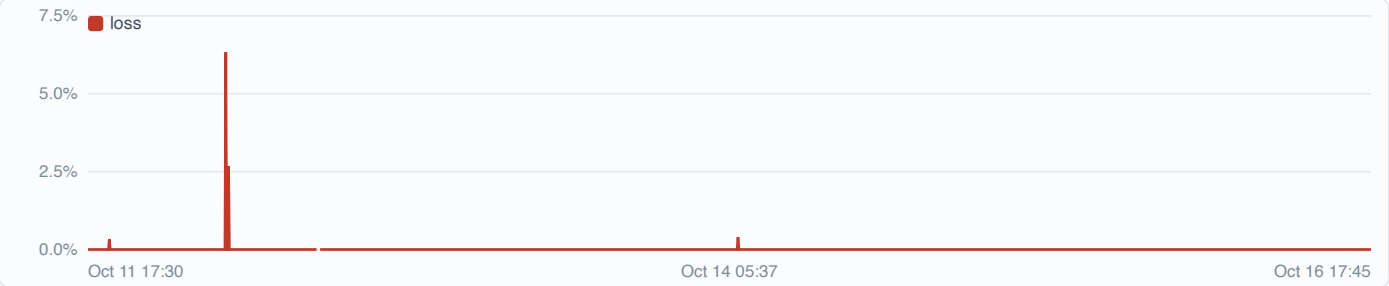
Connection summary

SEGMENT	AVG RTT	PACKET LOSS	PROBES
Router (gateway)	10.6 ms	0.00%	383986
Internet (best of 3 anchors)	22.8 ms	0.01%	383990
Real-time (UDP) to the SJC test server	25.4 ms	0.00%	385535

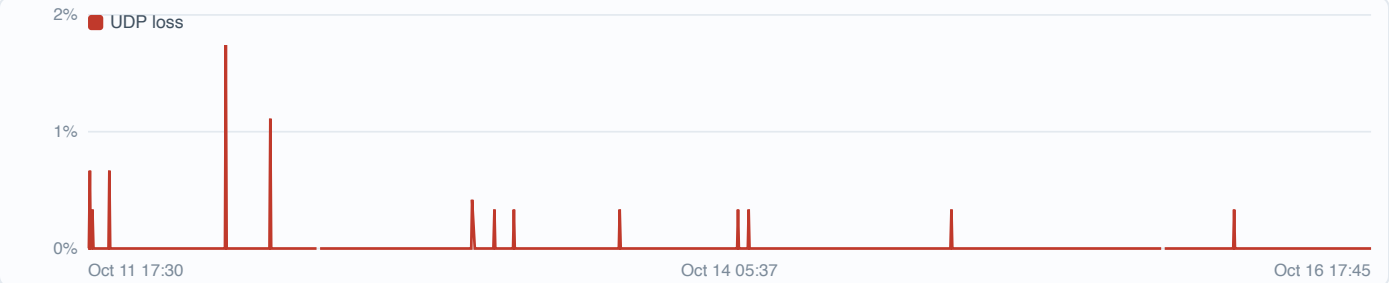
Latency over time



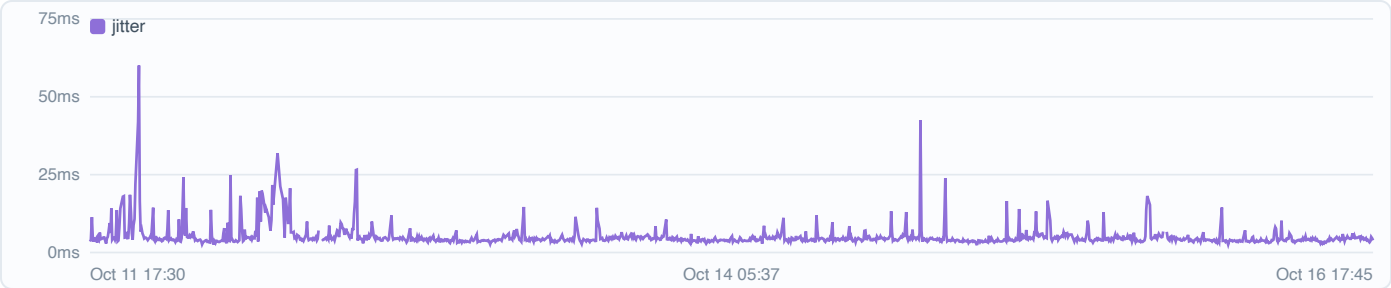
Internet packet loss over time



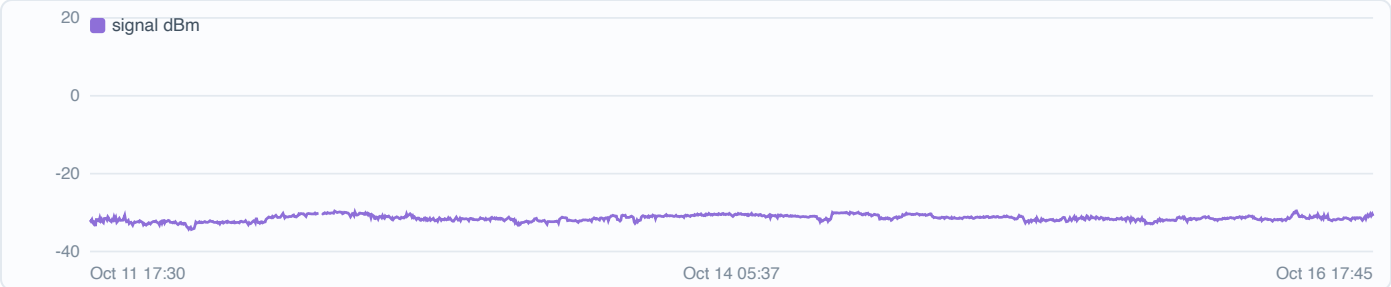
Call quality — real-time (UDP) packet loss over time



Call quality — real-time (UDP) jitter over time



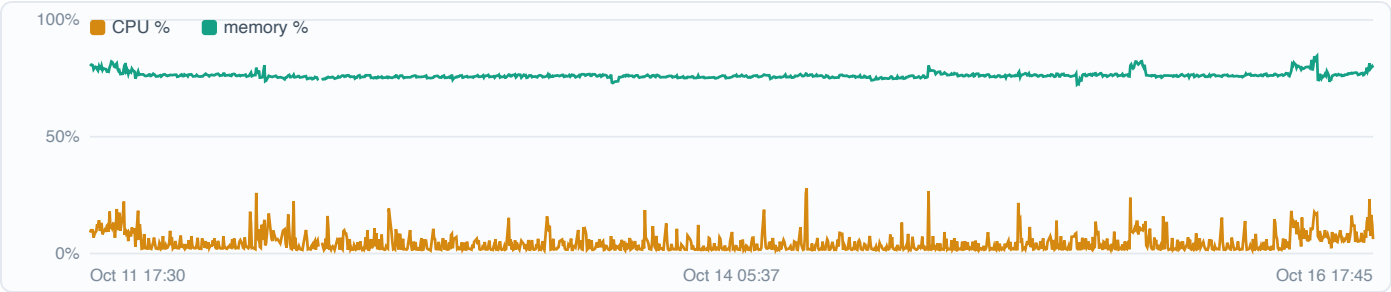
Wi-Fi signal strength over time



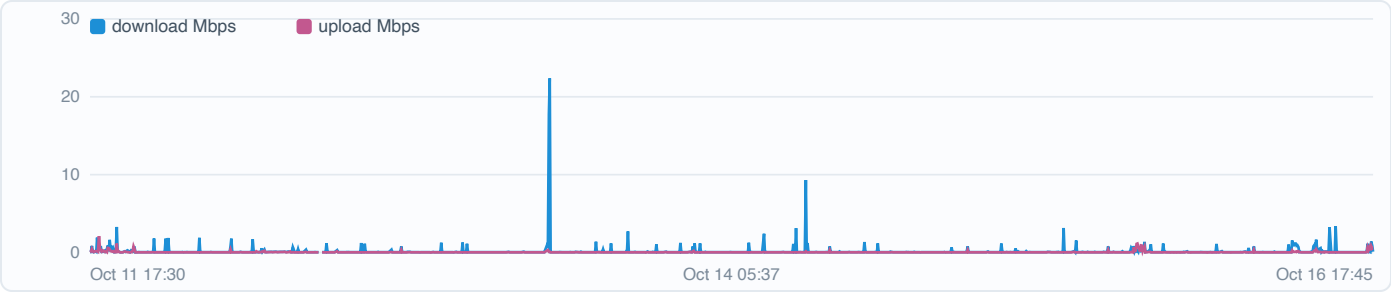
Closer to 0 is stronger: above –60 dBm excellent, –60 to –70 good, –70 to –75 fair, below –75 weak.

Jitter (internet): 5.5 ms · DNS: 12852/12852 lookups ok, avg 11 ms · Wi-Fi signal avg: -31 dBm

This machine — CPU and memory over time



This machine — network usage over time



Peak CPU 28%, peak memory 85% in this window. If network symptoms coincide with CPU/memory saturation or heavy transfers here, the cause may be this machine rather than the connection — flat lines here rule that out.

Detected events

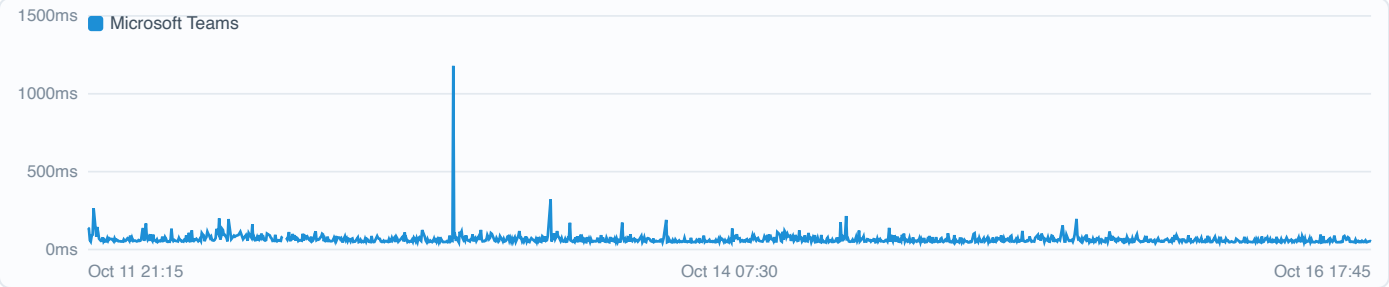
WHAT HAPPENED	SEVERITY	TIMES	FIRST	LAST	TIME ACTIVE
Your internet connection is dropping packets. 6.3% loss on the path beyond your router, and Slack, Zoom, Salesforce are all affected.	bad	1	Oct 12 06:30	Oct 12 06:30	3m
Your home network is healthy, but your ISP is experiencing congestion. home network clean (0.0% loss), internet path losing 6.3%	bad	1	Oct 12 06:30	Oct 12 06:30	1m
Slack is responding slowly. responding at 395 ms — usually ~197 ms	warn	11	Oct 11 22:02	Oct 16 14:10	42m
Salesforce is responding slowly. responding at 185 ms — usually ~78 ms	warn	9	Oct 12 02:31	Oct 16 11:50	29m
Microsoft Teams is responding slowly. responding at 223 ms — usually ~63 ms	warn	9	Oct 12 02:31	Oct 14 22:04	26m
Speed test found bufferbloat on this connection. During the download, latency rose from 30 ms to 136 ms while the line was busy (something on your network was downloading). Delay this large under load is called bufferbloat, and it is the router's queue, not your speed — turning on SQM or "Smart Queue" in your router settings usually fixes it.	warn	2	Oct 11 17:43	Oct 16 17:38	< 1m
Zoom is responding slowly. responding at 168 ms — usually ~45 ms	warn	2	Oct 12 06:30	Oct 12 09:14	7m
Your local network is adding delay. The round trip to your own router rose from 8 ms to 127 ms without much traffic from this computer — usually a busy Wi-Fi channel or another device on the network. Salesforce slowed with it.	warn	2	Oct 12 02:31	Oct 12 09:13	6m
Something is saturating your connection. A download is filling the link and adding about 21 ms of queueing delay — the round trip to your own router went from 8 ms to 29 ms. Everything on this network waits behind that queue until the transfer finishes.	warn	1	Oct 13 12:36	Oct 13 12:36	< 1m
Calls and games would stutter — real-time traffic is unstable. packet delay swings by 70 ms (jitter) — no significant loss (0.0%) on UDP to the nearest test server — what video calls, voice and games send, so this is what they would feel	warn	1	Oct 11 22:06	Oct 11 22:06	1m
Internet connectivity degraded between 6:30–6:31 AM. The first affected hop was your ISP. trigger: isp_loss	info	1	Oct 12 06:31	Oct 12 06:31	< 1m

40 events of 11 kinds in this window, grouped; the latest detail is shown under each.

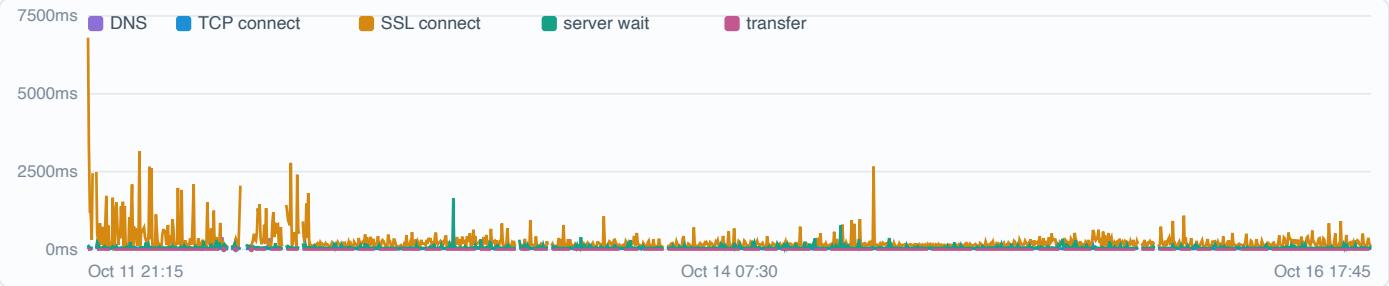
Monitored applications

APPLICATION	CHECK	REACHABLE	AVG RESPONSE	DNS	TCP	SSL	SERVER WAIT
Microsoft Teams	HTTPS · teams.microsoft.com	100.0%	64.0 ms	39.9 ms	26.0 ms	253.9 ms	66.0 ms
Salesforce	HTTPS · login.salesforce.com	100.0%	78.1 ms	58.0 ms	45.8 ms	208.8 ms	75.0 ms
Slack	HTTPS · slack.com	100.0%	205.7 ms	33.3 ms	43.8 ms	159.5 ms	241.7 ms
Zoom	HTTPS · zoom.us	100.0%	44.5 ms	40.1 ms	32.5 ms	141.4 ms	47.1 ms

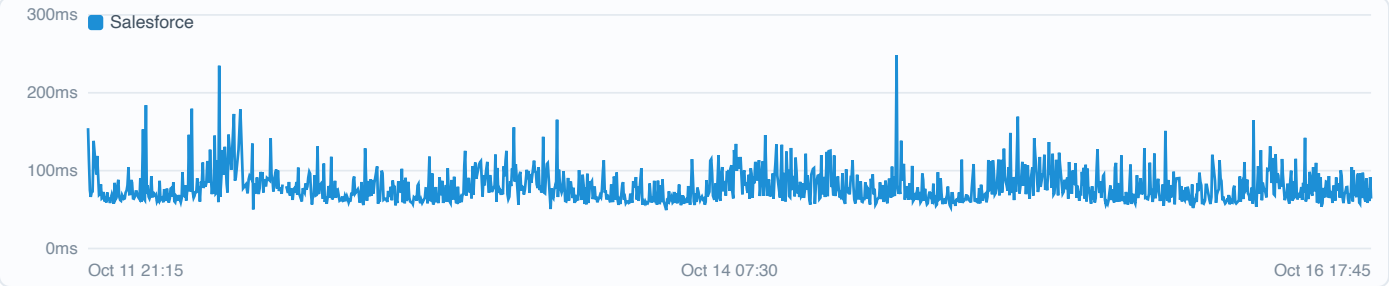
Microsoft Teams — response time over time



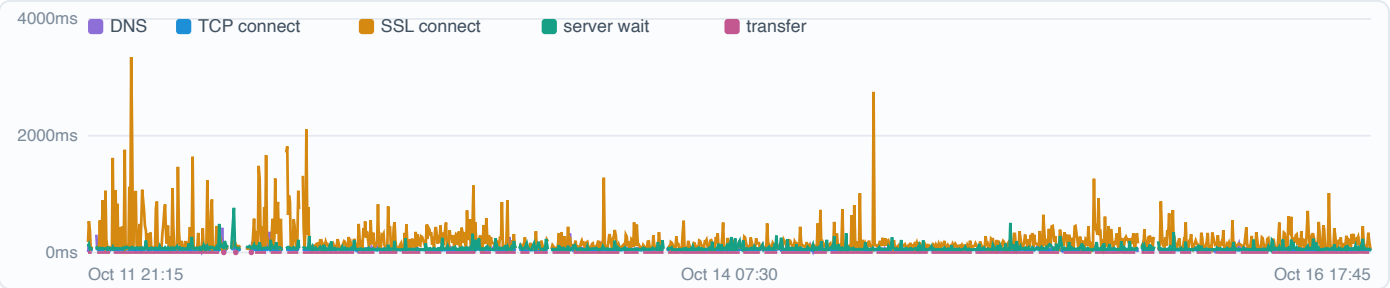
Microsoft Teams — phase breakdown over time



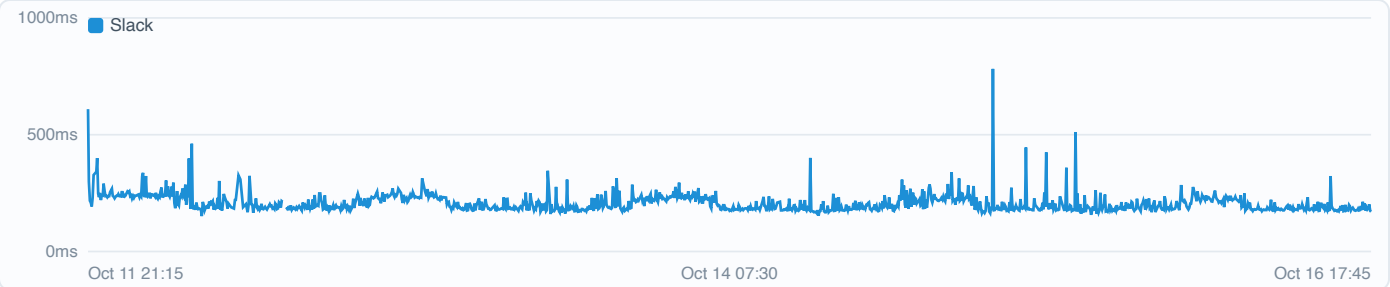
Salesforce — response time over time



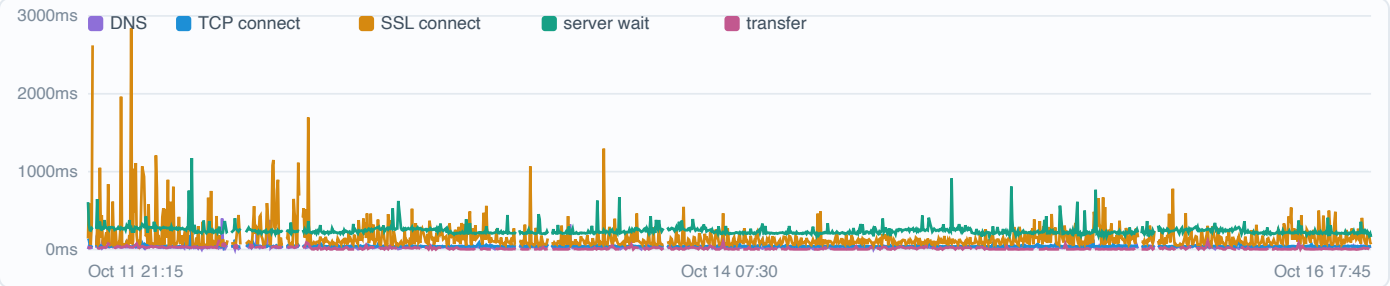
Salesforce — phase breakdown over time



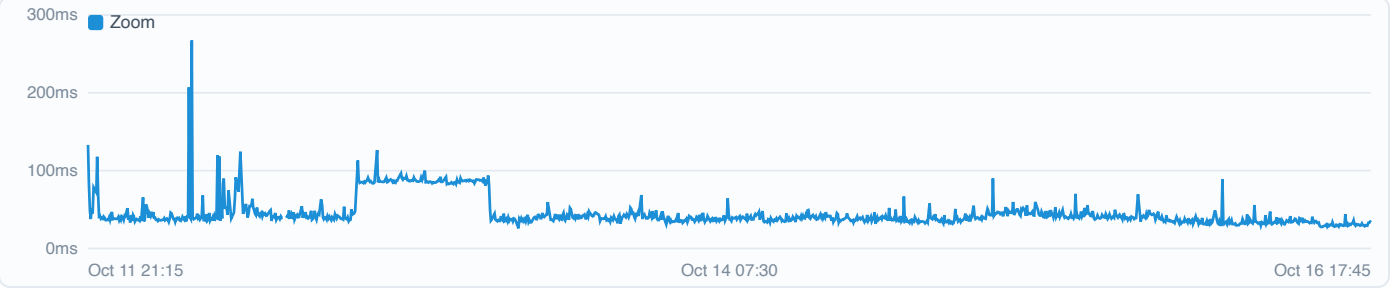
Slack — response time over time



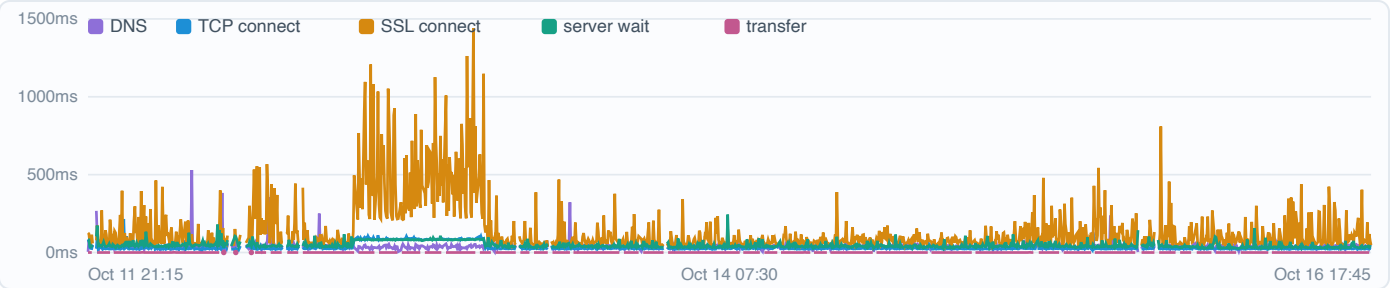
Slack — phase breakdown over time



Zoom — response time over time



Zoom — phase breakdown over time



Network path — Internet (8.8.8.8) · ICMP

HOP	ADDRESS	LOSS	AVG RTT	PROBES
1	private address	0%	13.3 ms	6426
2	private address	0%	22.0 ms	6426
3	public router	0%	23.4 ms	6426
4	public router	1%	23.1 ms	6426
5	public router	0%	23.5 ms	6426
6	public router	0%	21.8 ms	6426
7	public router	0%	24.7 ms	6426
8	public router, 8.8.8.8	0%	21.4 ms	6426
9	8.8.8.8	0%	21.2 ms	6425
10	8.8.8.8	0%	23.9 ms	1

Network path — Internet (1.1.1.1) · ICMP

HOP	ADDRESS	LOSS	AVG RTT	PROBES
1	private address	0%	13.1 ms	6426
2	private address	0%	22.4 ms	6426
3	public router	0%	23.7 ms	6426
4	public router	0%	22.7 ms	6426
5	public router	0%	20.9 ms	6426
6	public router	0%	24.2 ms	6426
7	public router	1%	24.1 ms	6426
8	public router	0%	23.9 ms	6426
9	no reply	—	—	6426

10	public router	0%	23.1 ms	6426
11	public router	0%	25.8 ms	6426
12	1.1.1.1	0%	21.7 ms	6426

Loss at a middle hop only matters if it persists at every hop after it — many routers deprioritize probe replies while forwarding real traffic fine.

Methodology: ICMP echo to the router, the discovered ISP first hop, and three independent anycast services — Google 8.8.8.8, Cloudflare 1.1.1.1 and Quad9 9.9.9.9 — every second, spread across the second rather than sent together; hop-by-hop TTL trace every 60 seconds; system-resolver DNS check every 30 seconds; application checks every 1–10 seconds by type. Internet packet loss is the lowest loss among the three, so it counts only when every provider loses at once — a single service rate-limiting ICMP cannot fabricate loss — and it is cross-checked against TCP connections to the same three every 10 seconds, so ping rate-limiting on a network is not reported as packet loss. Call quality is measured with a continuous UDP echo — the traffic video calls, voice and games send — to the nearest NetworkTests server, one packet per second; replies are never larger than the request. All data was collected on the machine named above by NetworkTests Monitor and stored locally.

Made with **NetworkTests Monitor** 0.4.3 — free for Mac, Windows and Linux at **networktests.com/monitor**