

# 星空计划

2018.

网易乐得数据库&运维分享会

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网易北京研发中心C1-M6



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# TCPCopy, 服务器开发必备神器

王斌

<https://github.com/session-replay-tools/tcpcopy>

在底层利用伪造技术模拟线上效果的应用请求复制工具

通过欺骗测试服务器的感情，达到测试的目的

A tcp stream replay tool

# 为什么TCPCopy选择我

# Flowreplay Is Dead

*Posted on October 10, 2007 by synfinatic*

I'm officially killing **flowreplay** as a future feature of **tcpreplay**. After giving more thought to this problem and where protocols and applications are going, it's become clear to me that the goals of **flowreplay** are unobtainable.

The basic issue is that protocols/applications are becoming more state based and even so-called stateless protocols like HTTP have many important stateful characteristics which preclude a tool like **flowreplay** from properly interacting with a target. Also more and more protocols are including security features which actively prevent successful replay.

Hence, rather than spending a lot of effort building a custom IP stack and some basic protocol decoders to handle protocols like FTP and SIP, I've decided my relatively limited free time is better spent elsewhere. With that in mind, I'll be removing the **flowreplay** code from the **tcpreplay** trunk branch. If someone/group of people are interested in continuing development of this project, I'm more than willing to provide hosting and access to the old code, but I'm unlikely to provide much in the way of assistance.

*This entry was posted in News, tcpreplay and tagged dead, flowreplay, tcpreplay. Bookmark the permalink.*

Ezra says:

June 27, 2010 at 6:18 am



Too bad. It sounded like a really cool project and extremely useful. If you had built the basic infrastructure, I am sure people who have contributed there time to build protocol handlers for specific protocols. These plugins could have dealt with statefulness or security features of particular protocols.

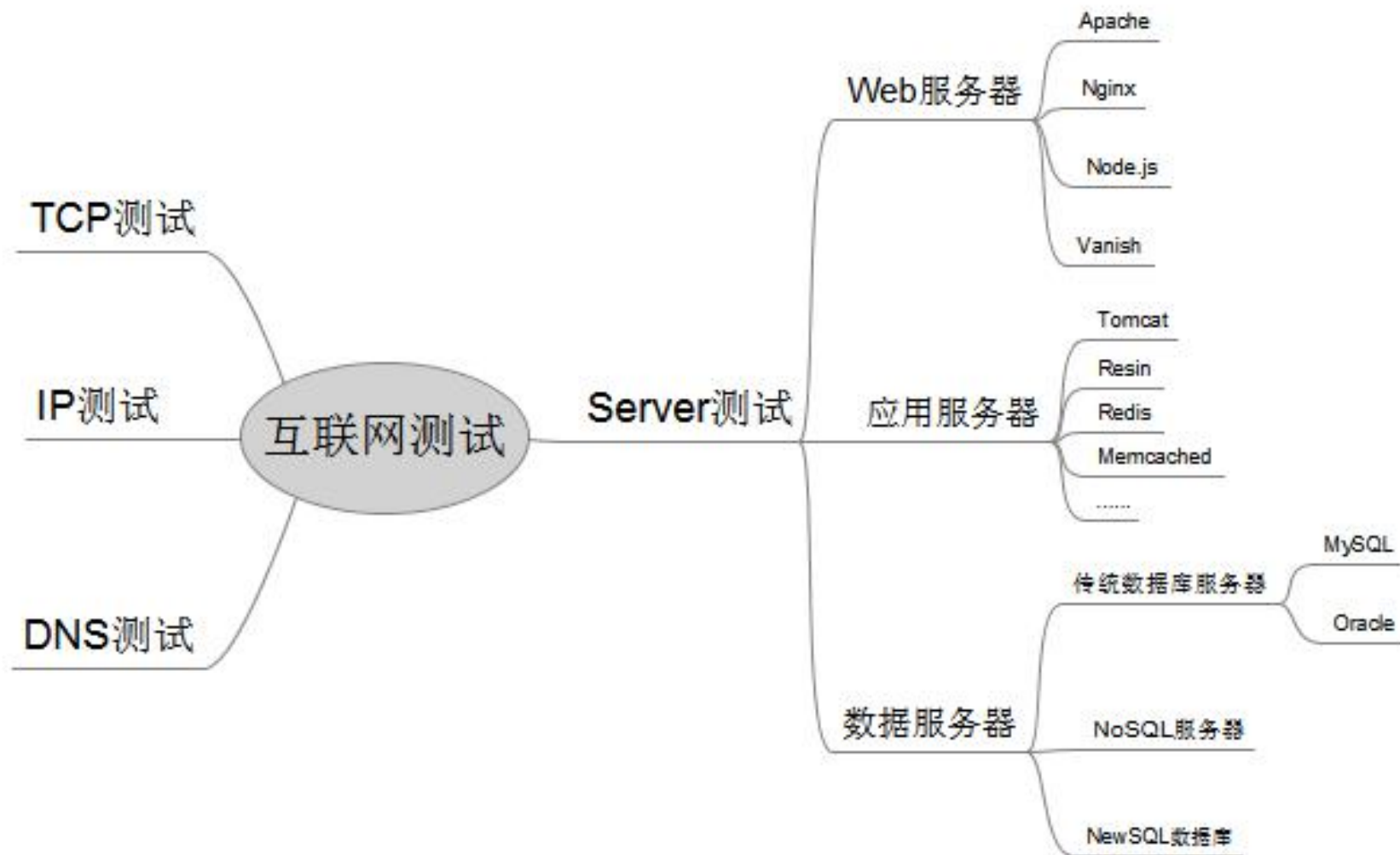


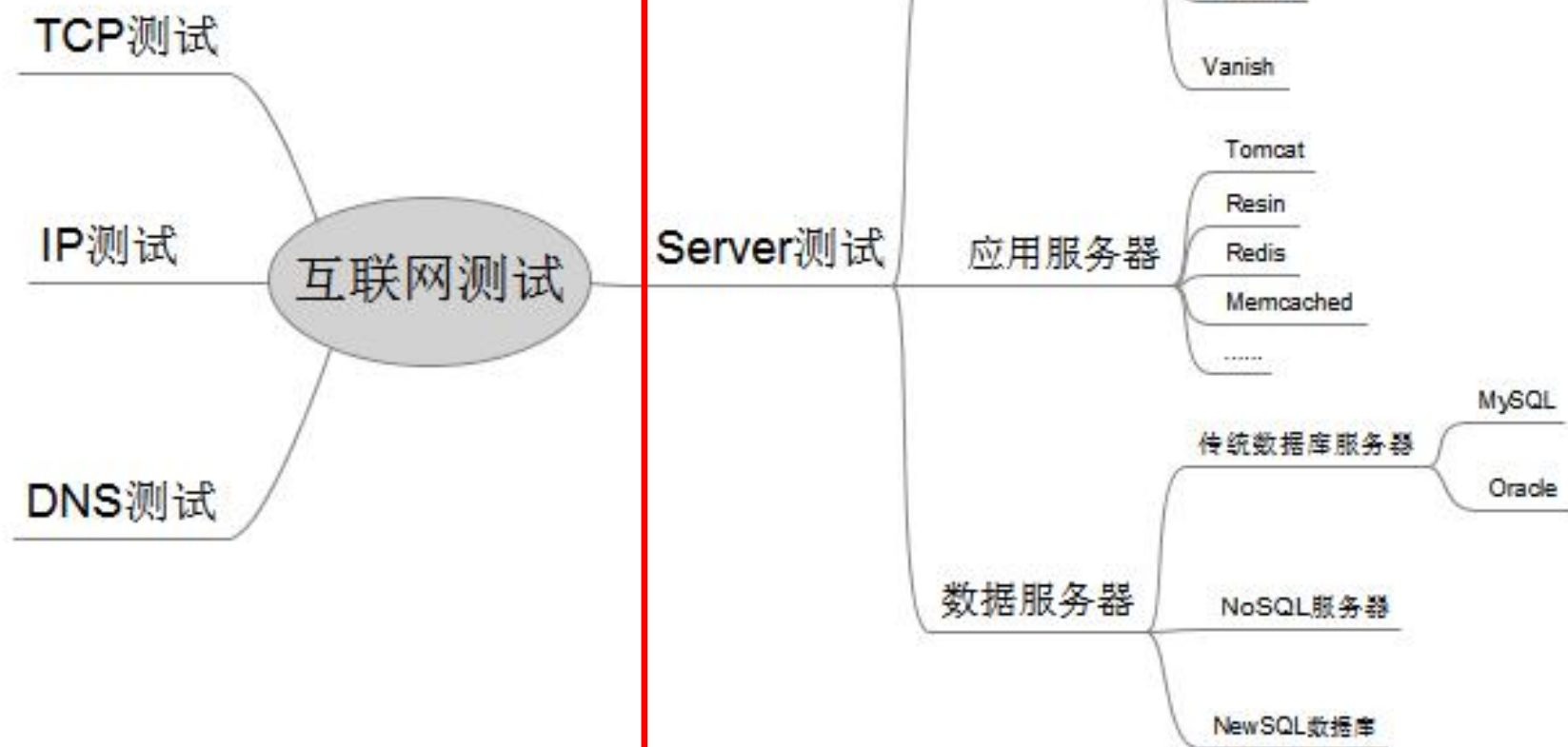
别人知难而退的放弃，有时候就是机会

所以就有了现在的TCPCopy

# 开发TCPCopy的目的

# 互联网测试

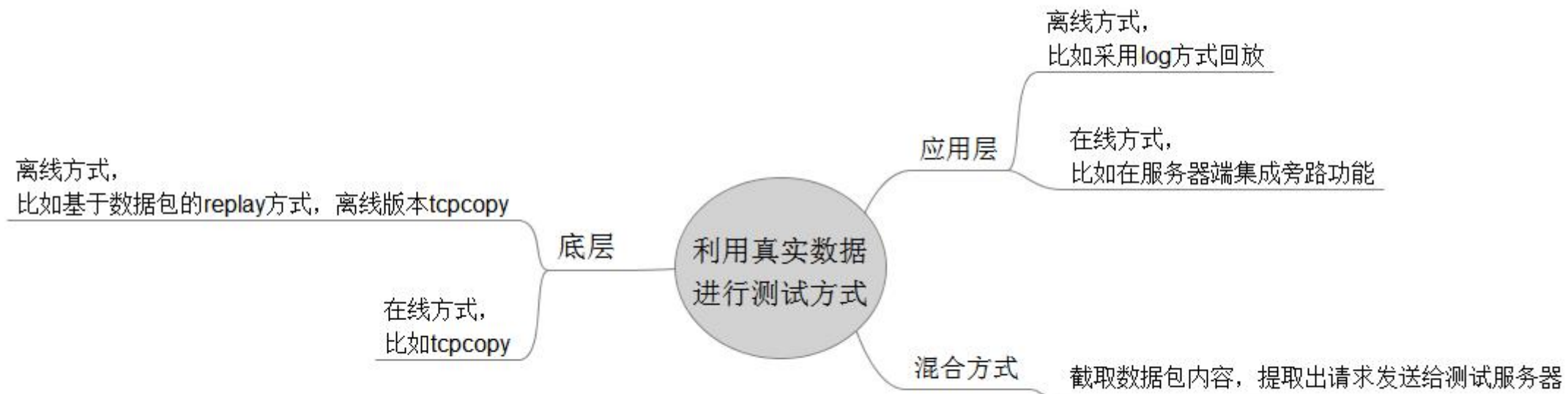


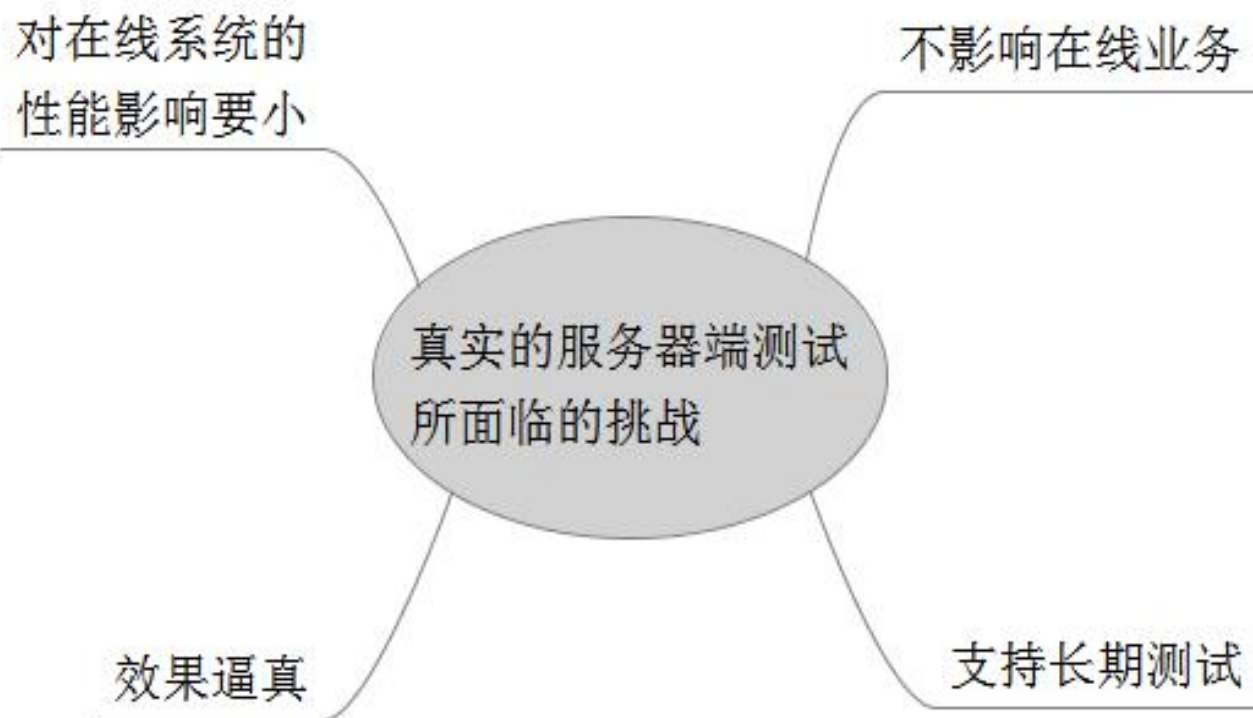


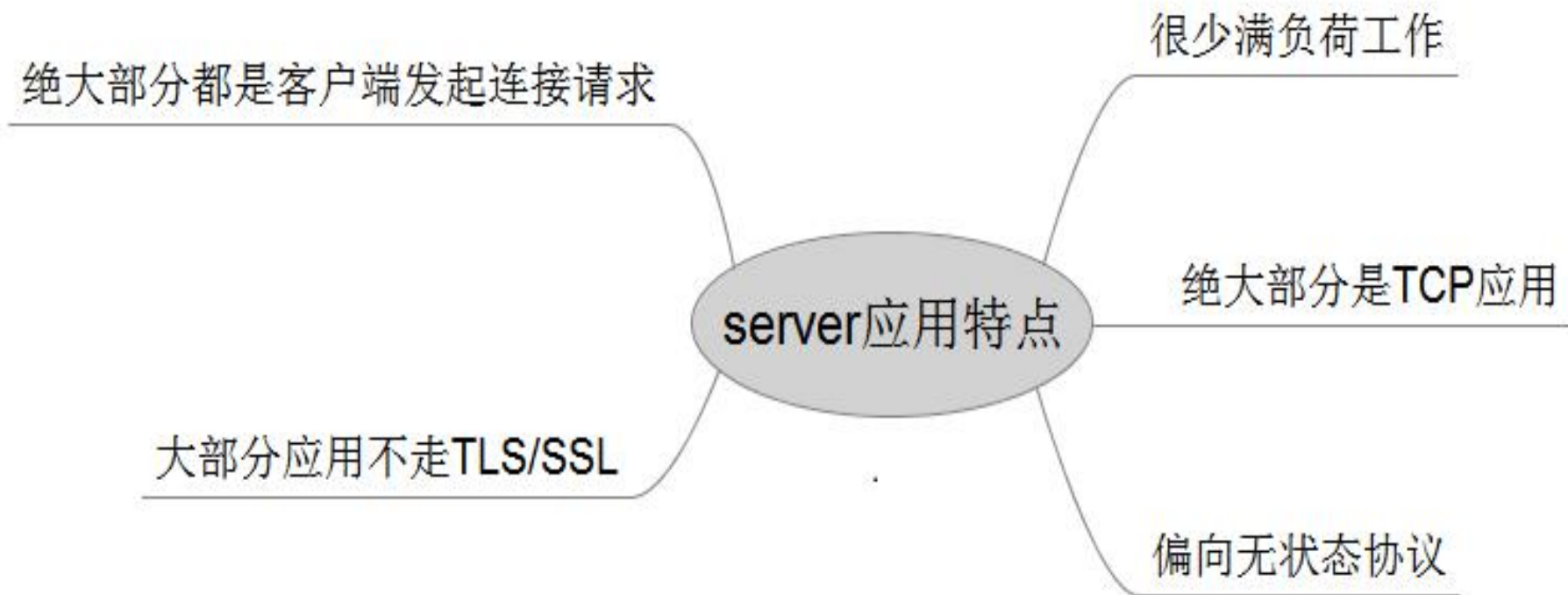
解决互联网测试的关键是什么呢？

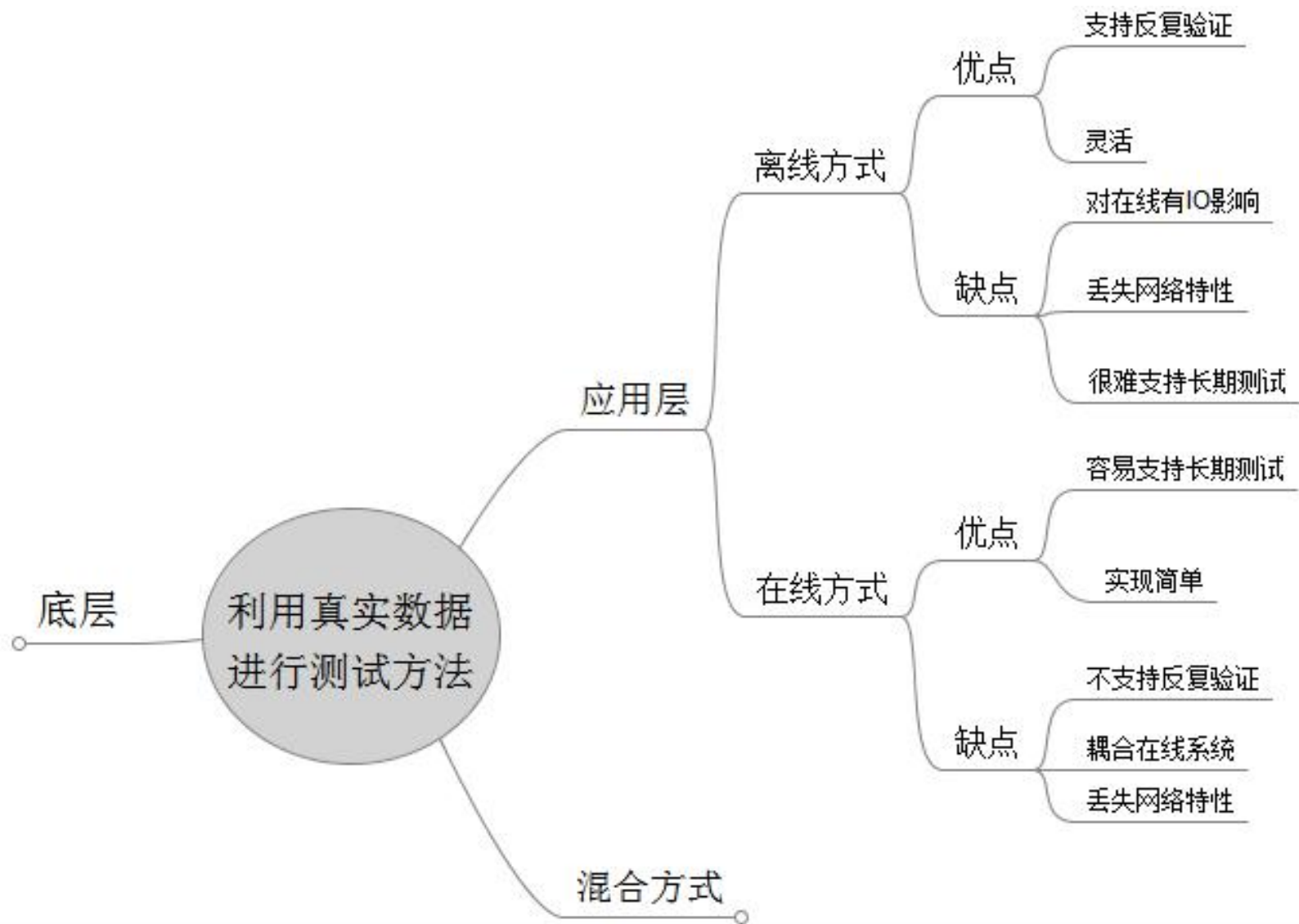
# 真实数据

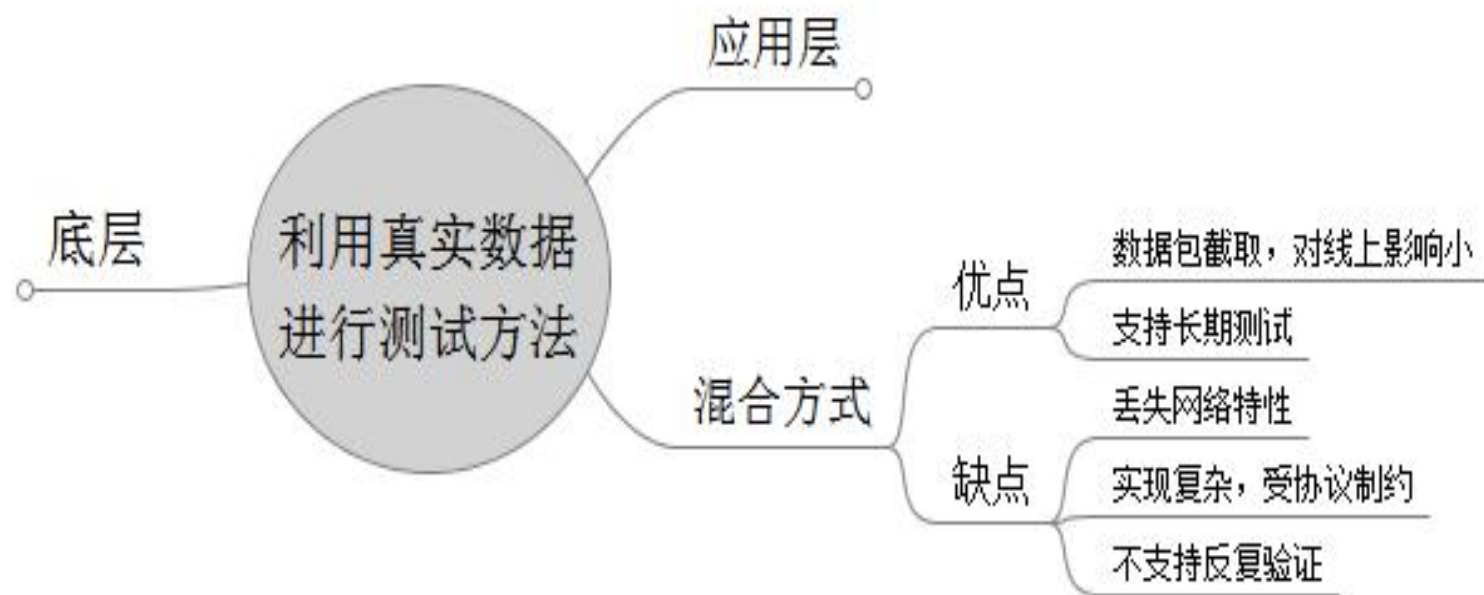


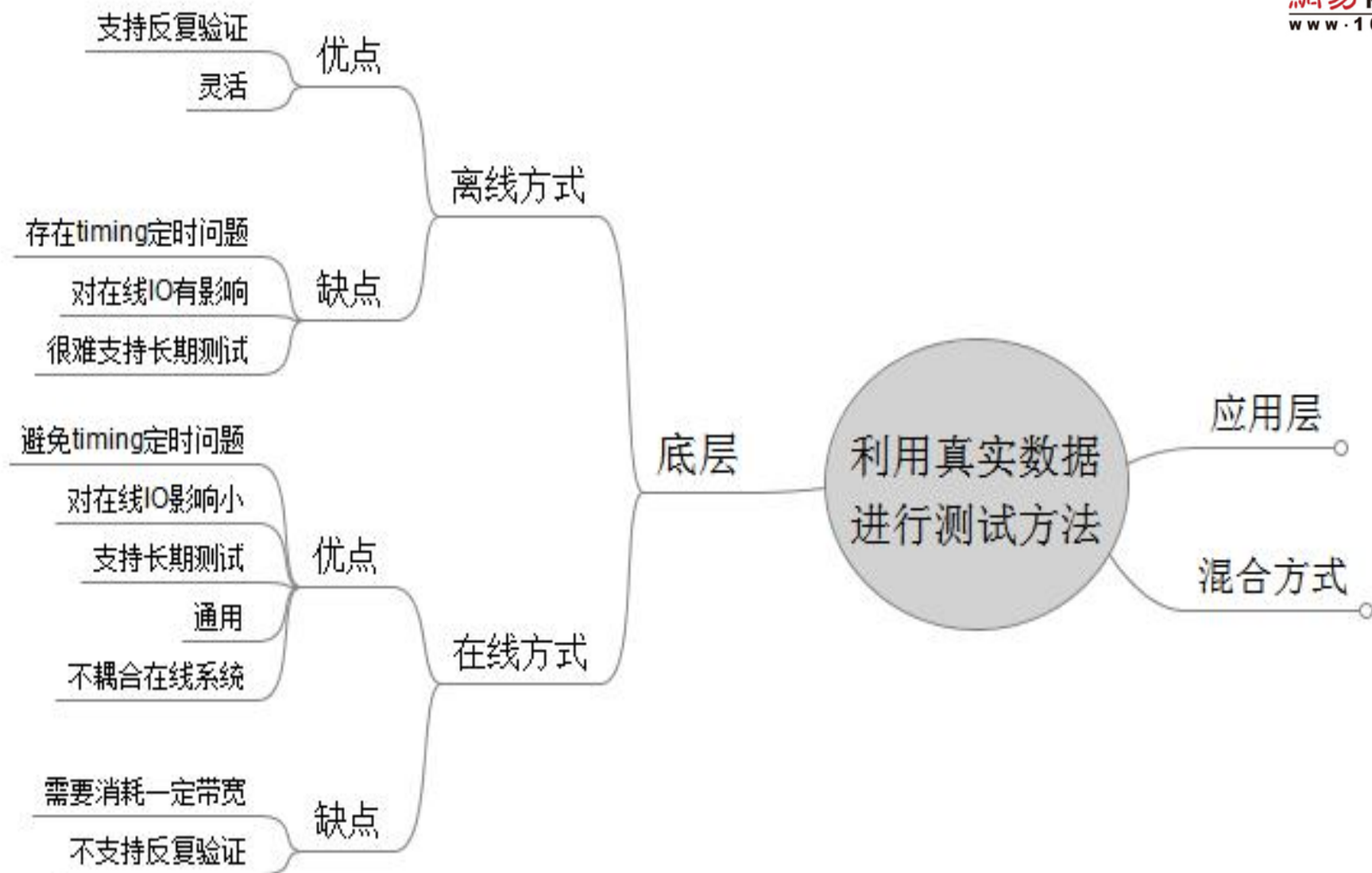






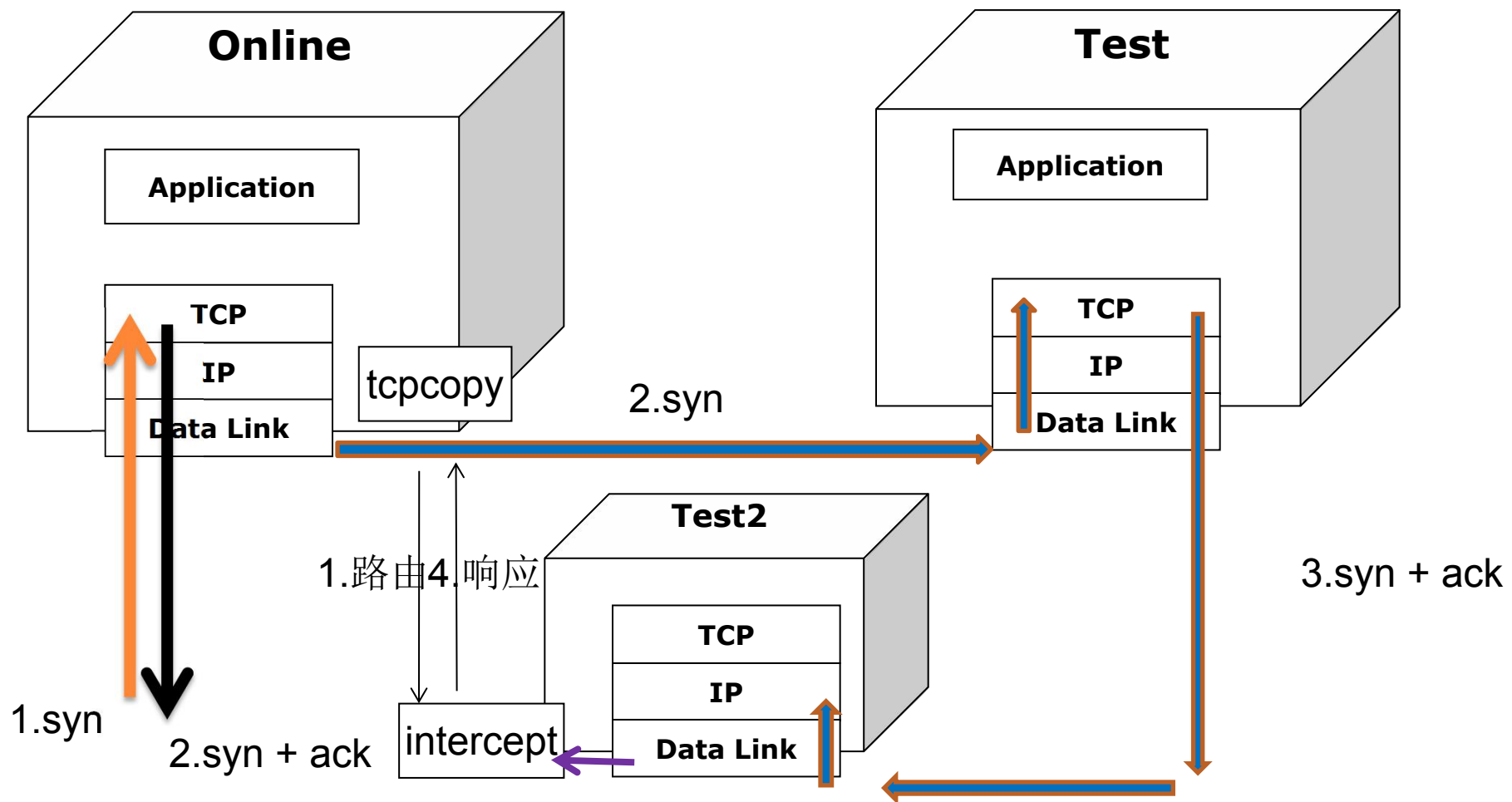






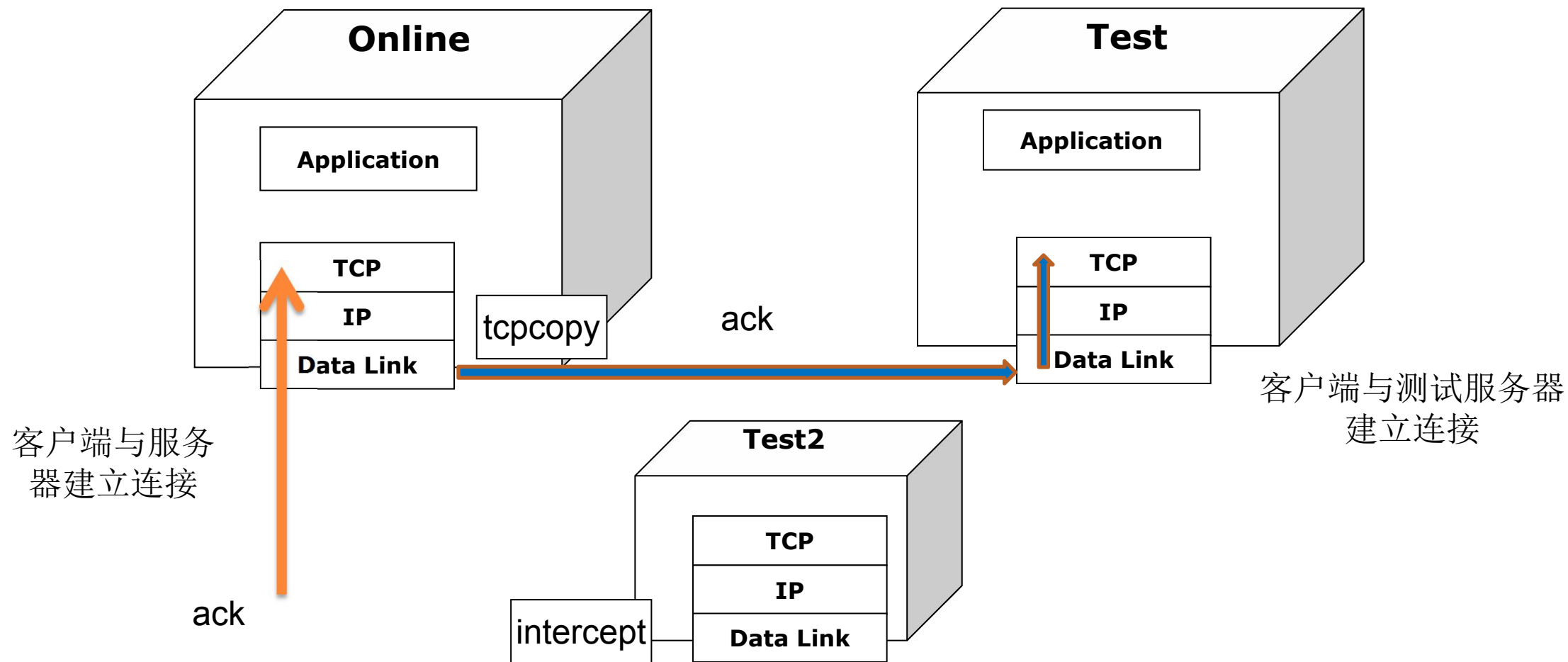
# 深层次原理

# 三次握手

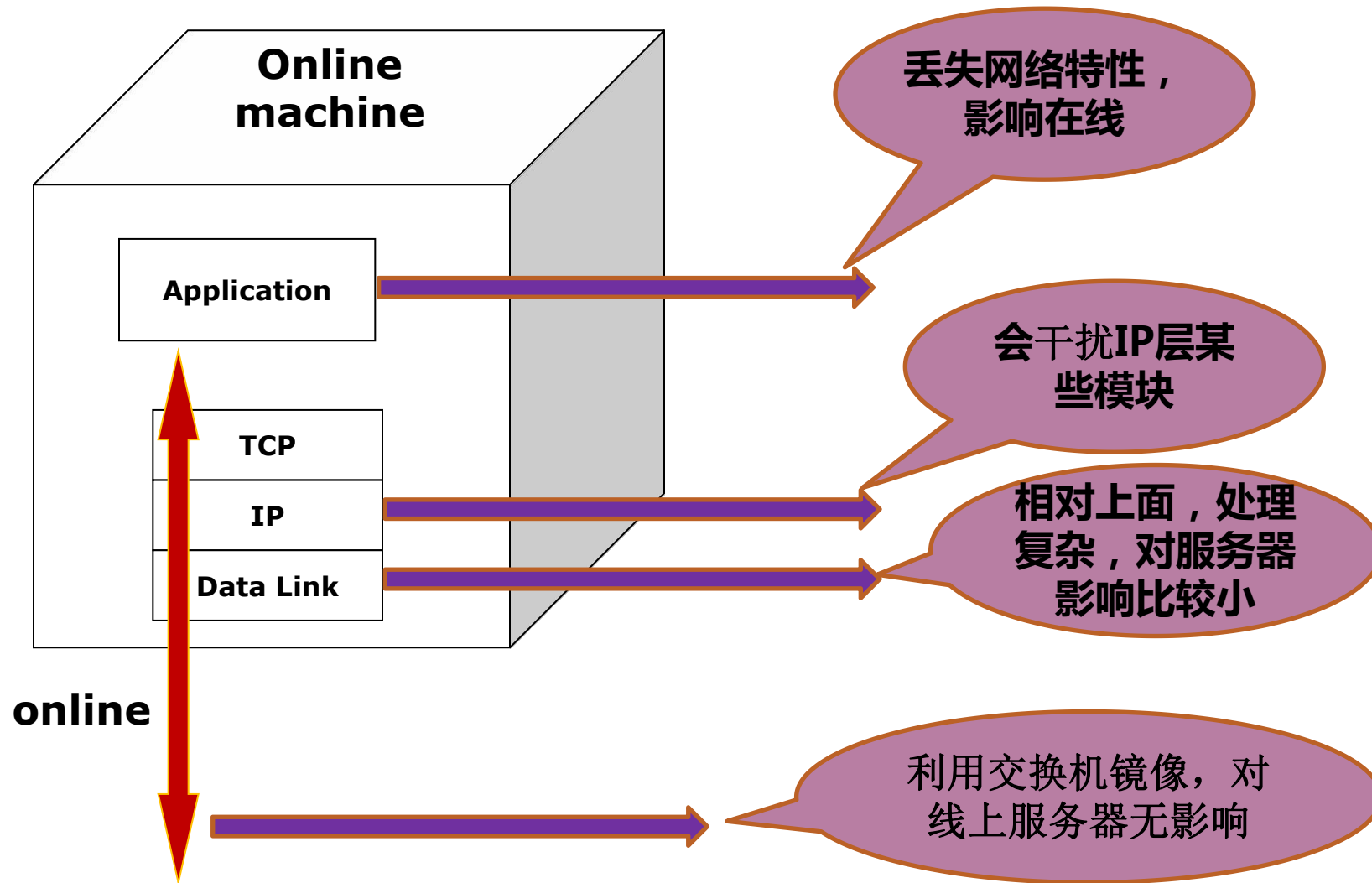




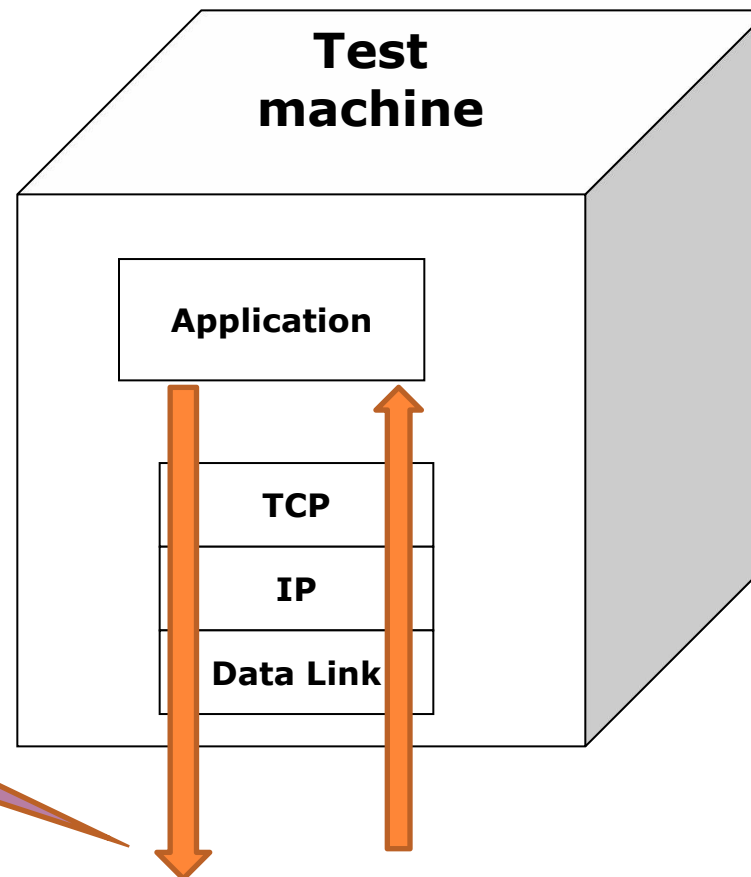
# 三次握手



# 入向方案

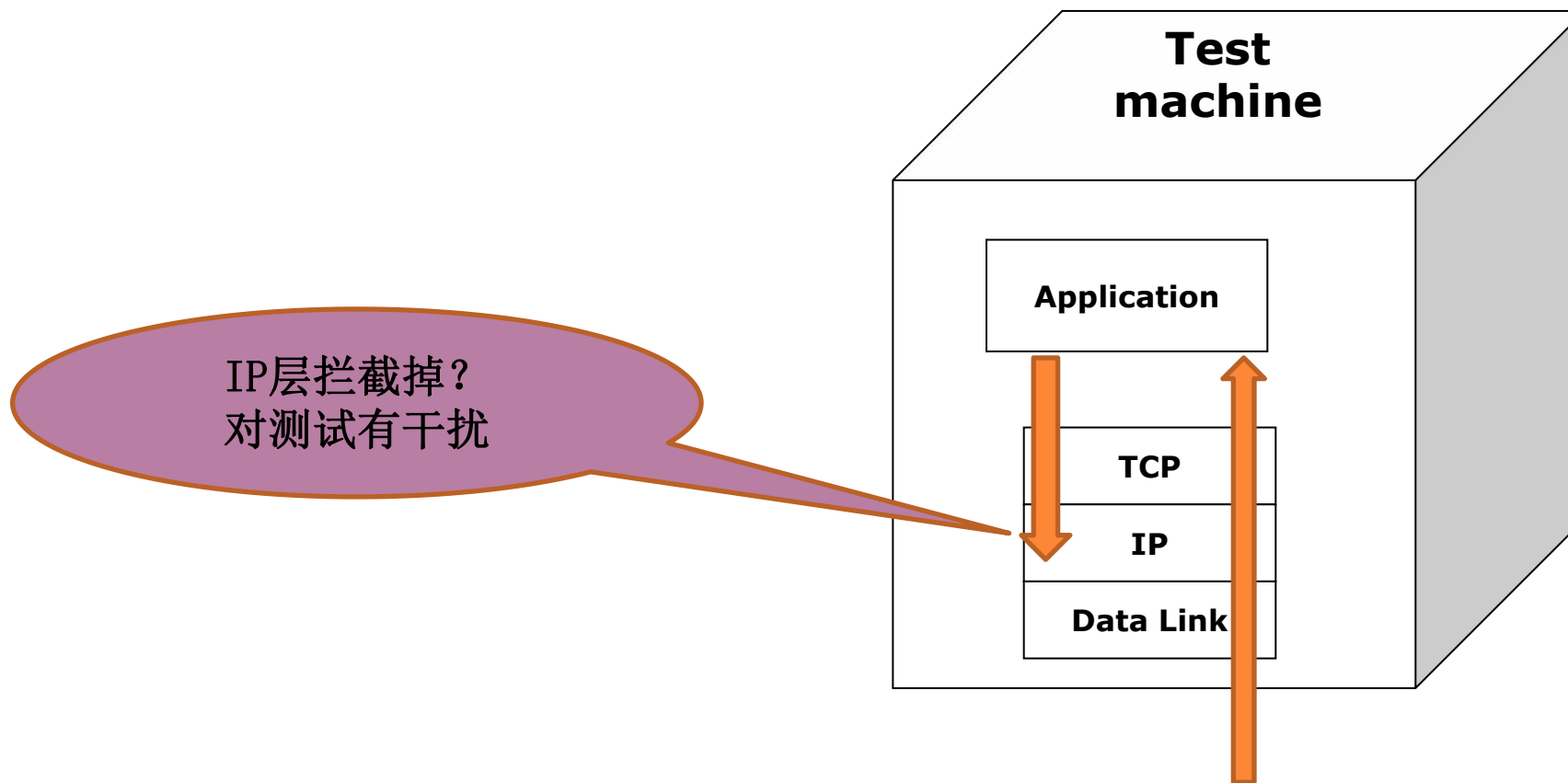


## 出向方案---1

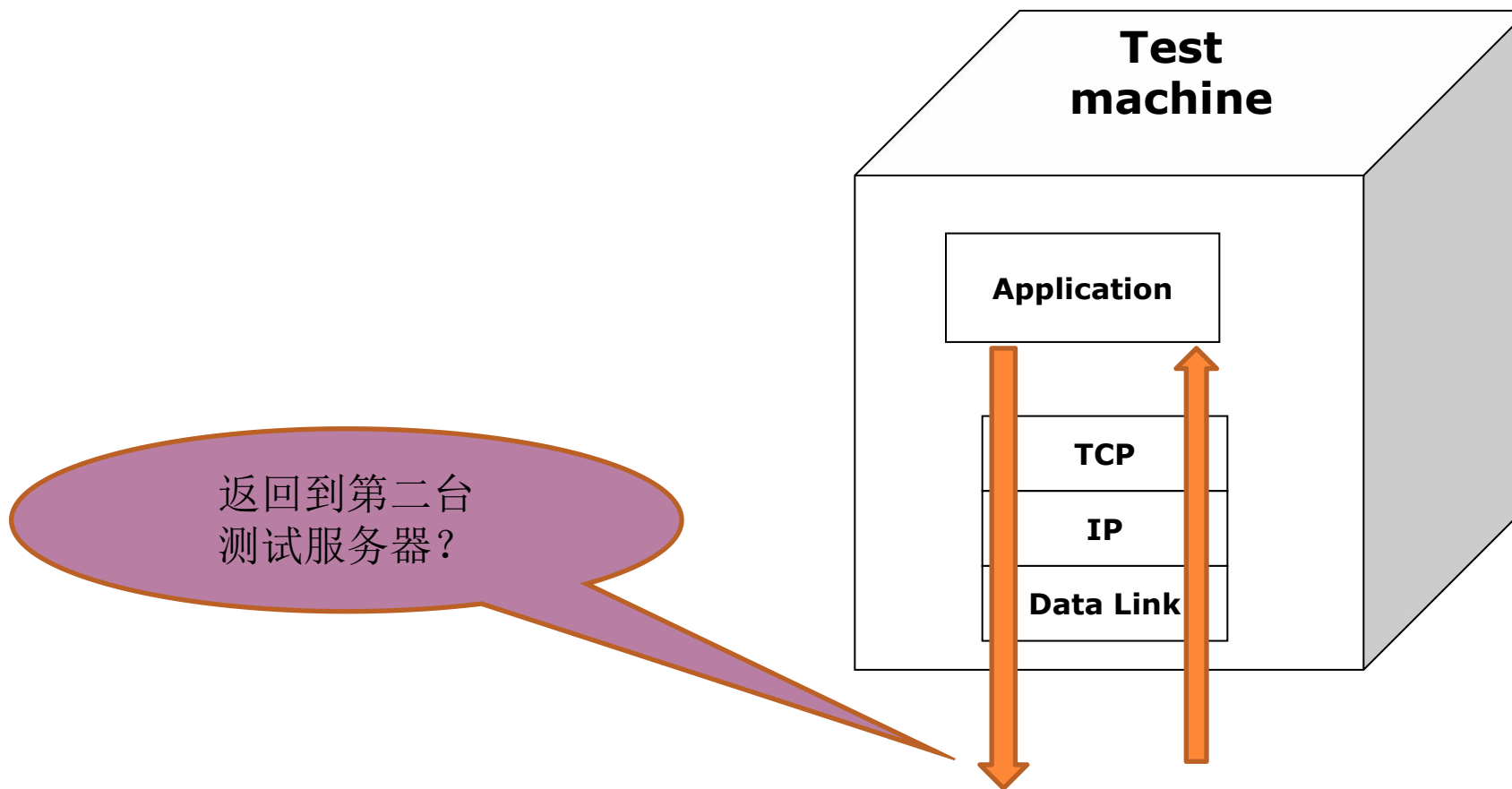


直接回在线服务器?  
会影响在线系统

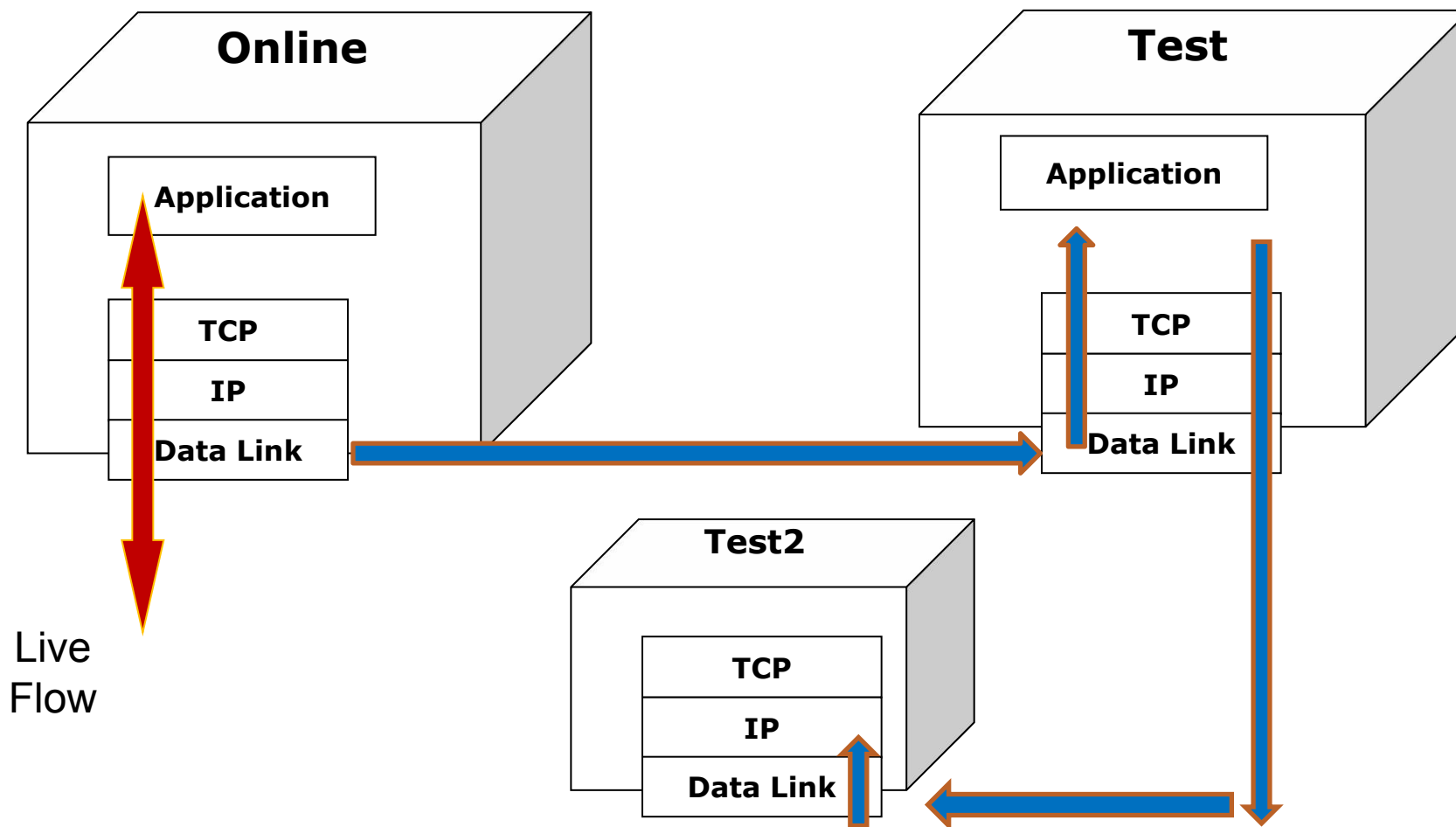
## 出向方案---2

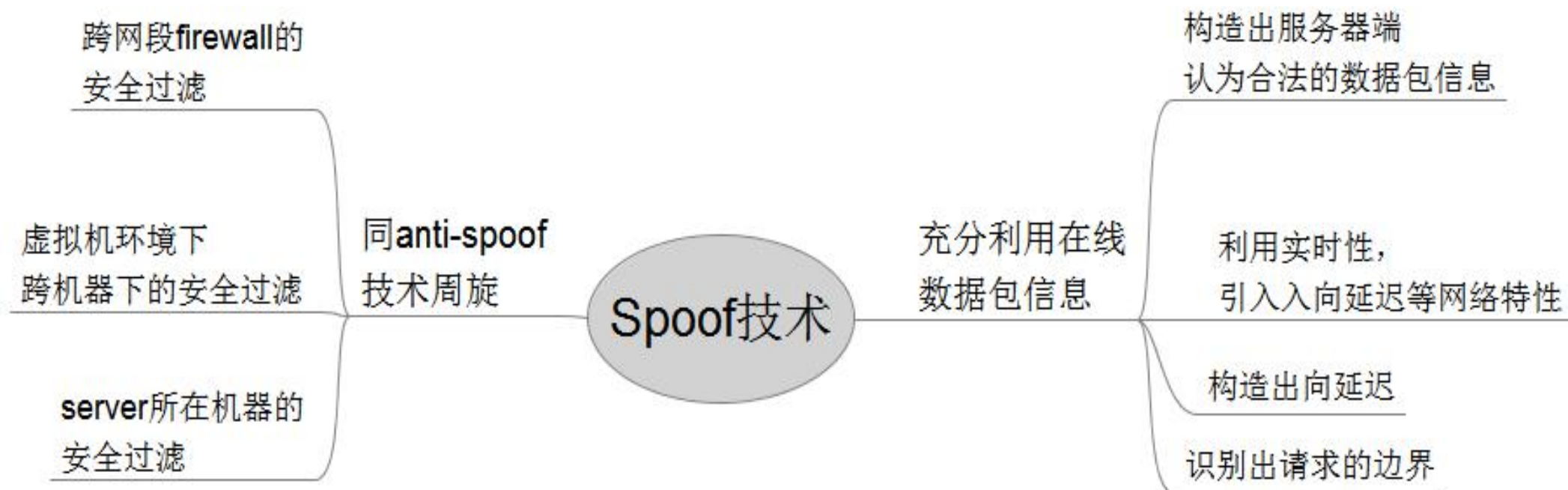


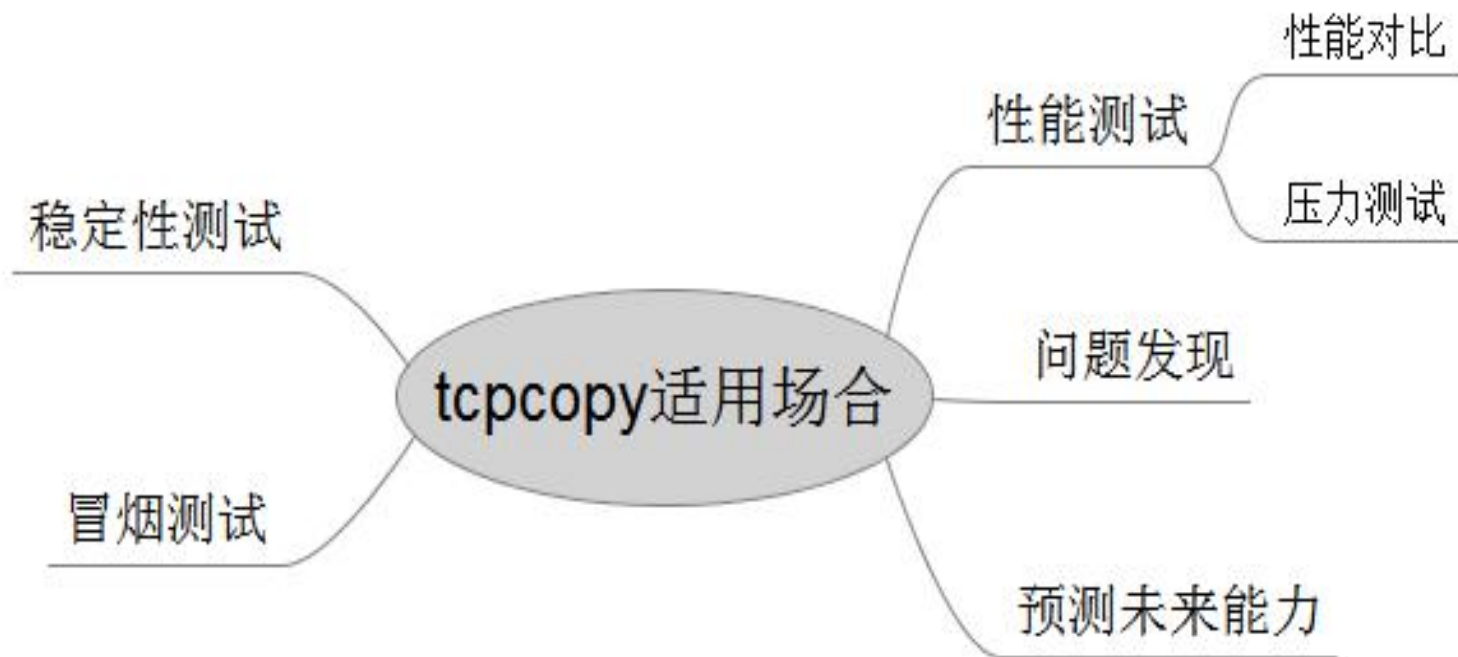
## 出向方案---3



# 推荐出入向方案



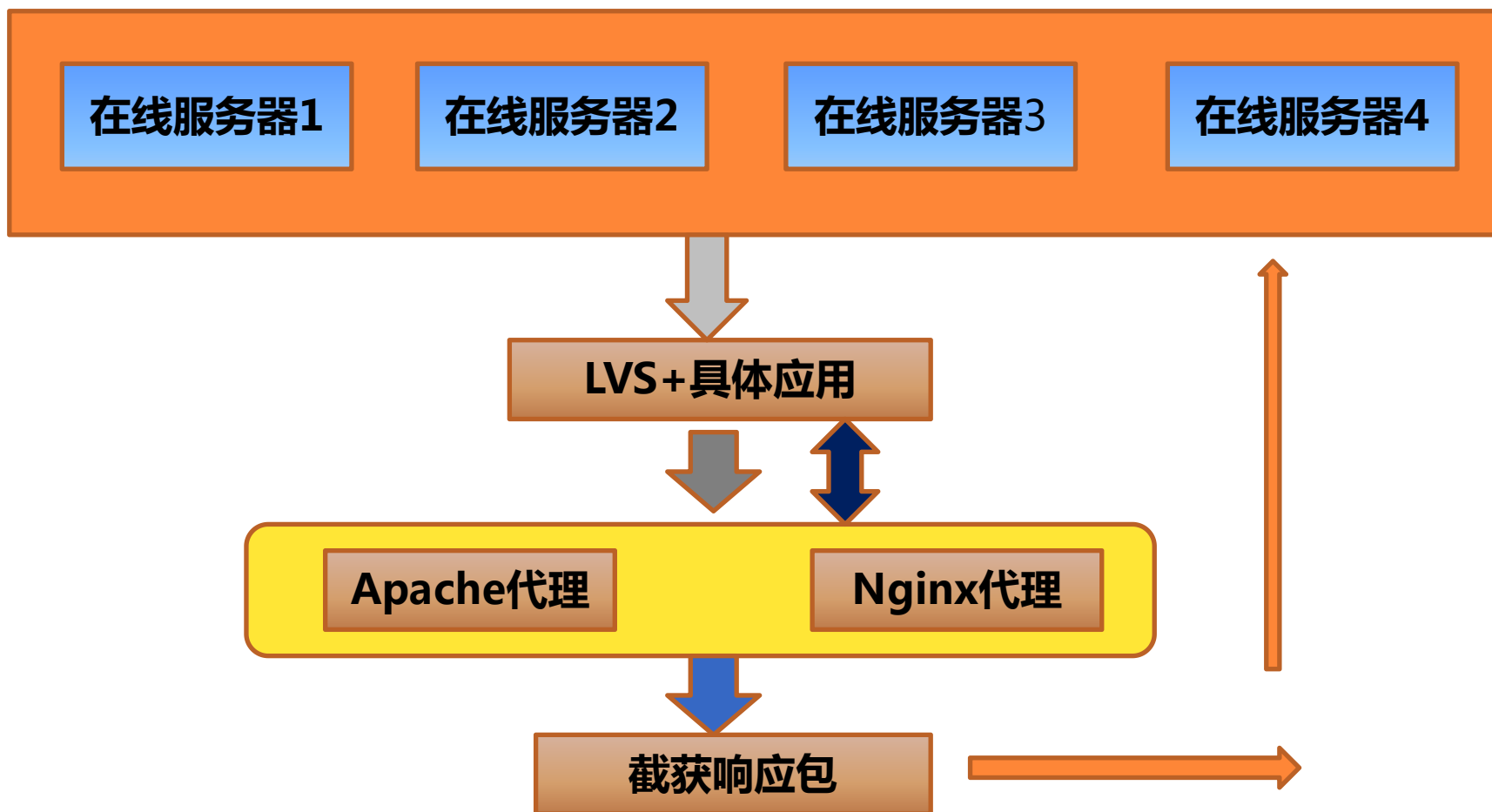






# Apache VS. Nginx压力测试

## 压测部署



<https://github.com/wangbin579/auxiliary/>

# Q&A