You can use **RTPDePacketizerWrapperPacketLossSimulator**, an **IRTPDePacketizerWrapper** implementation, to simulate UDP packet loss during MPEG-TS or RTP stream ingestion to Wowza Streaming Engine™ media server software. It will drop packets during the UDP ingestion process.

**Note:** This feature is available in Wowza Media Server™ 3.6.4 and later.

To configure, add the following properties to the / container in `[install-dir]/conf/[application-name]/Application.xml`:

Where:

- **rtpDePacketizerPacketLossSimulatorPacketLoss** is the percentage of packet loss and **rtpDePacketizerPacketLossSimulatorLogIncrement** is the frequency, in milliseconds, at which packet loss details are logged. Set to **0** to turn off logging of packet loss details.