

Interface Teaming

Apr 2021

Overview

Interface teaming is the grouping of interfaces, that share a single IP Address, the OS controls which interface responds to the physical address.

There are two technologies around, Bonding and Teaming. Bonding seems to mainly be more about aggregating links, so if you have 2 x 1GB interfaces, you can in theory bond them to create a 2GB link, this does provide redundancy if one of the links goes down.

It seems that Teaming is becoming the more widely used technology for pure redundancy though, and teaming is just that, taking a couple of interfaces and making them a 'team' where either can respond (in the case that one fails).

From:
<https://wiki.alanwalker.uk/> - WalkerWiki - wiki.alanwalker.uk

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Last update: **2023/03/09 22:35**

