

Teaming Function for Marvell

User's Guide

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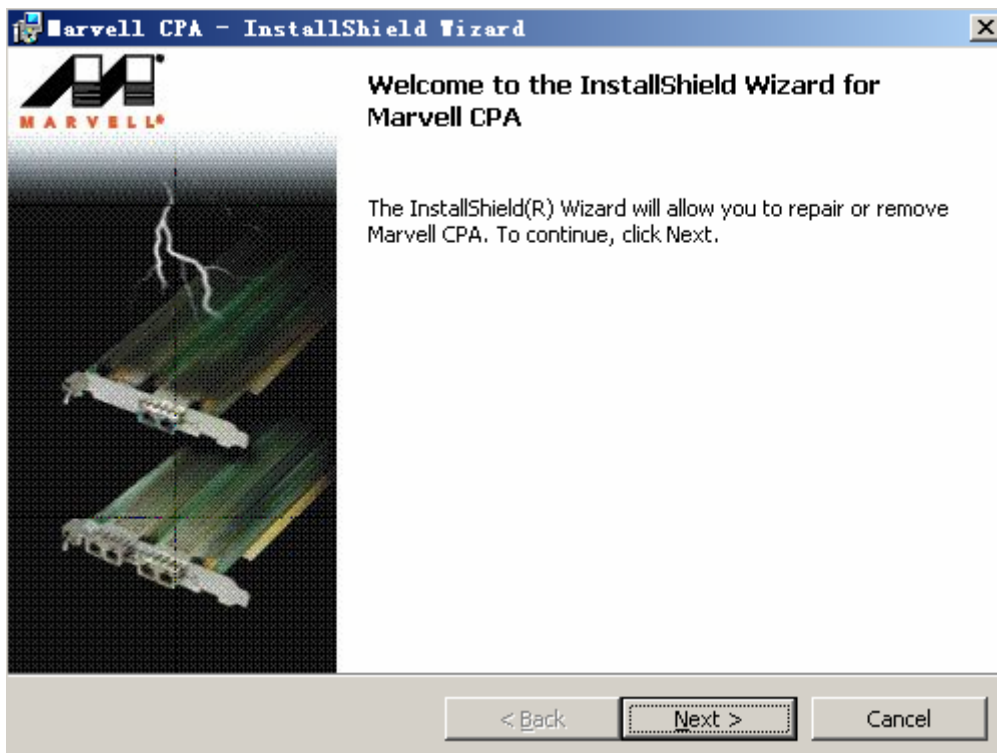
Chapter 1 Marvell Network Control

1.1 Overview

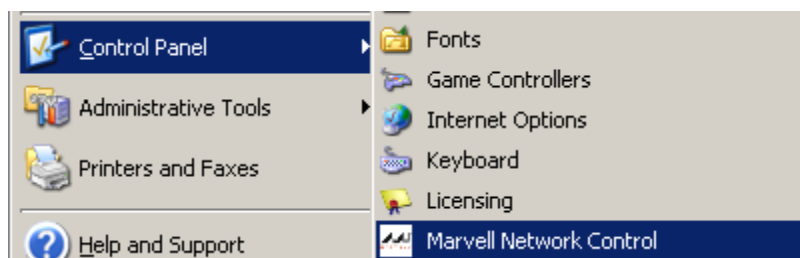
Marvell Network Control enables you to configure all Yukon® Ethernet Controllers in your system. The various tabs contain trees showing the installed controllers and their configuration.

1.2 Installation

Install Marvell CPA:



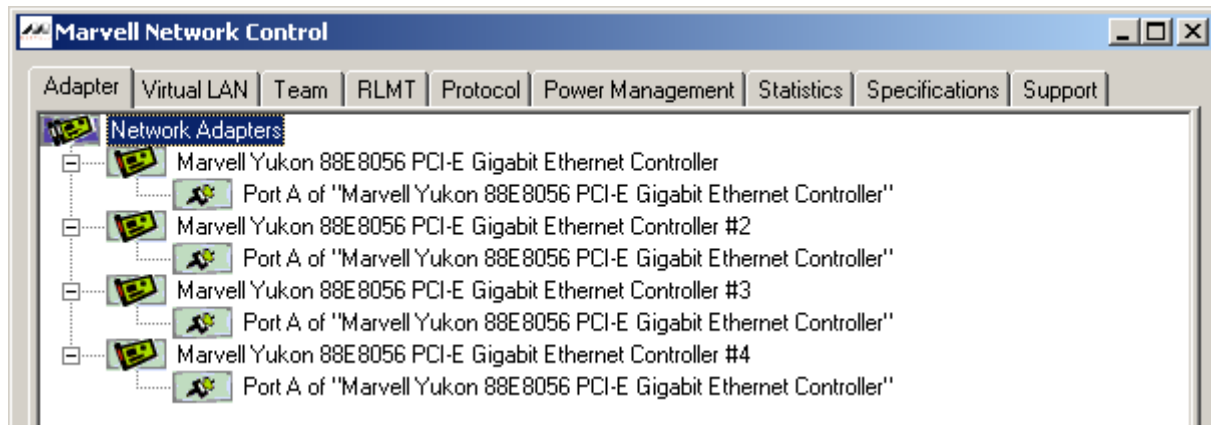
Then **Marvell Network Control** will be displayed in **Control Panel**:



1.3 Tabs Introduction

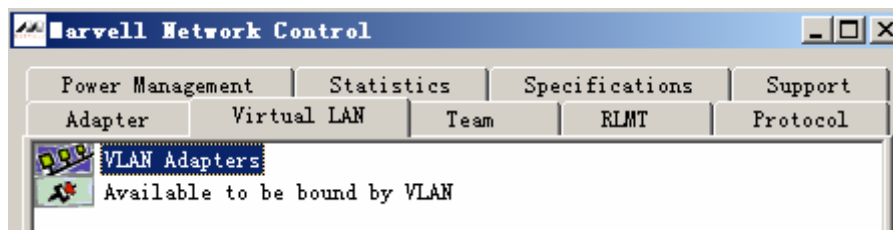
1.3.1 Adapter

The tab **Adapter** displays the network controllers available in your system with their corresponding ports. It shows the ports which have been configured as VLANs, for RLMT (Redundant Link Management Technology), and the ones which have been aggregated into a team.



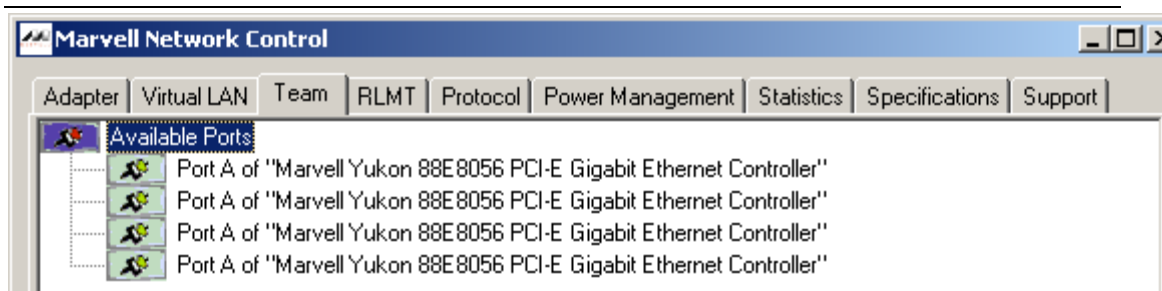
1.3.2 Virtual LAN

The tab **Virtual LAN** displays all configured Virtual LANs and the corresponding ports.



1.3.3 Team

The **Team** tab displays all links or ports which are available to be aggregated into a so-called team or have been already aggregated to form a team.



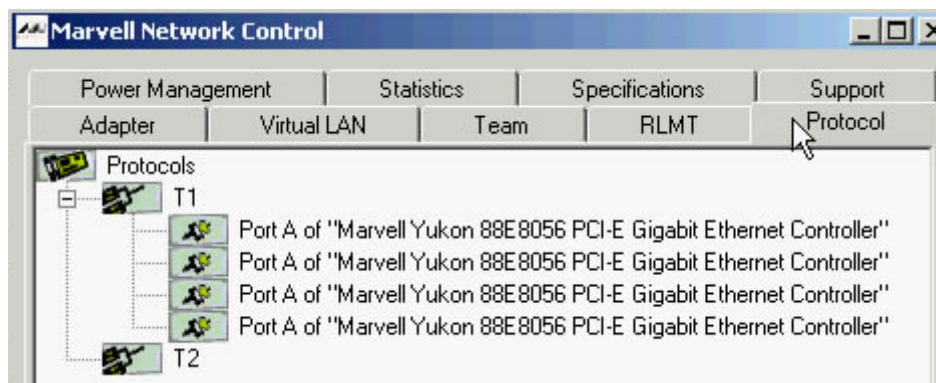
1.3.4 RLMT

The **RLMT** tab gives an overview of all ports of dual port controllers, showing all RLMT ports and all non-RLMT ports.



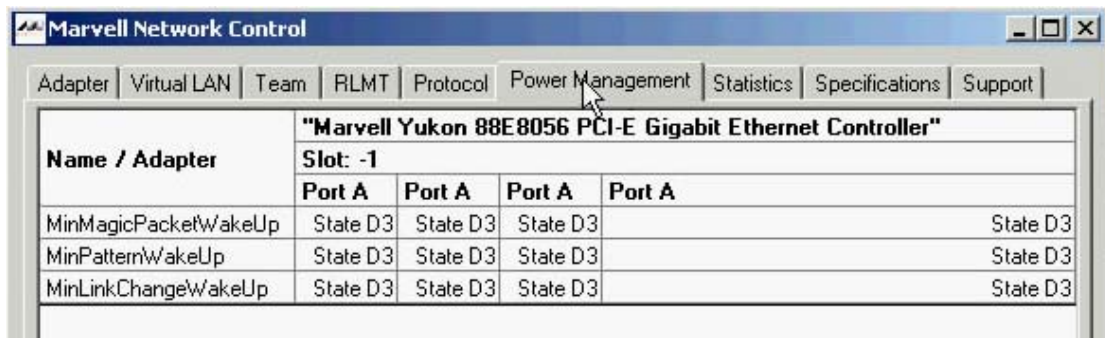
1.3.5 Protocol

The tab **Protocol** shows all units a protocol can be bound to. This can be a port from a dual port controller, a Virtual LAN, an RLMT configured to a dual port controller, or a team.



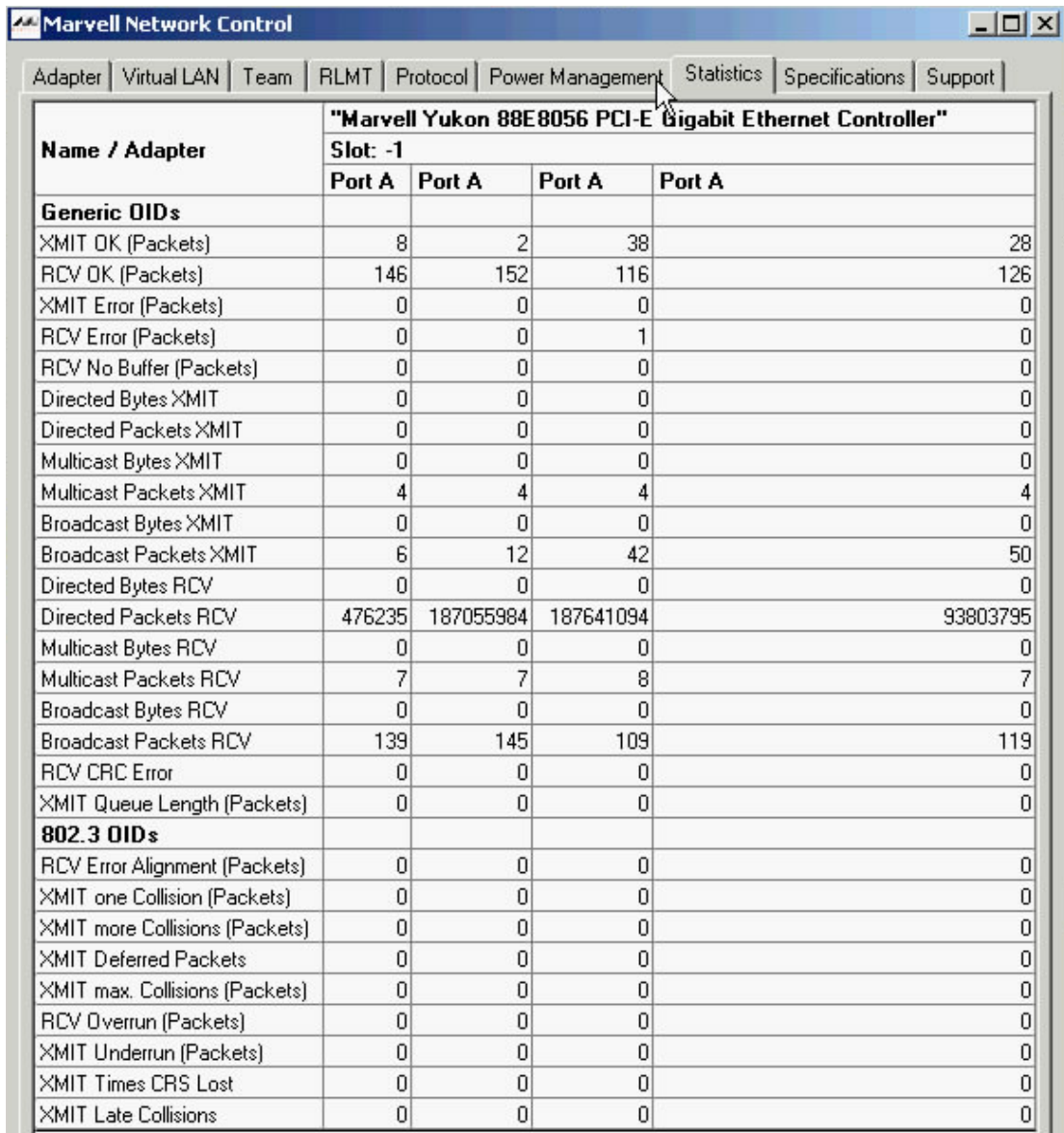
1.3.6 Power Management

The tab **Power Management** shows the power states of all installed controllers.



1.3.7 Statistics

The **statistic** tab shows dynamic statistic values for all installed Yukon® Ethernet Controllers.



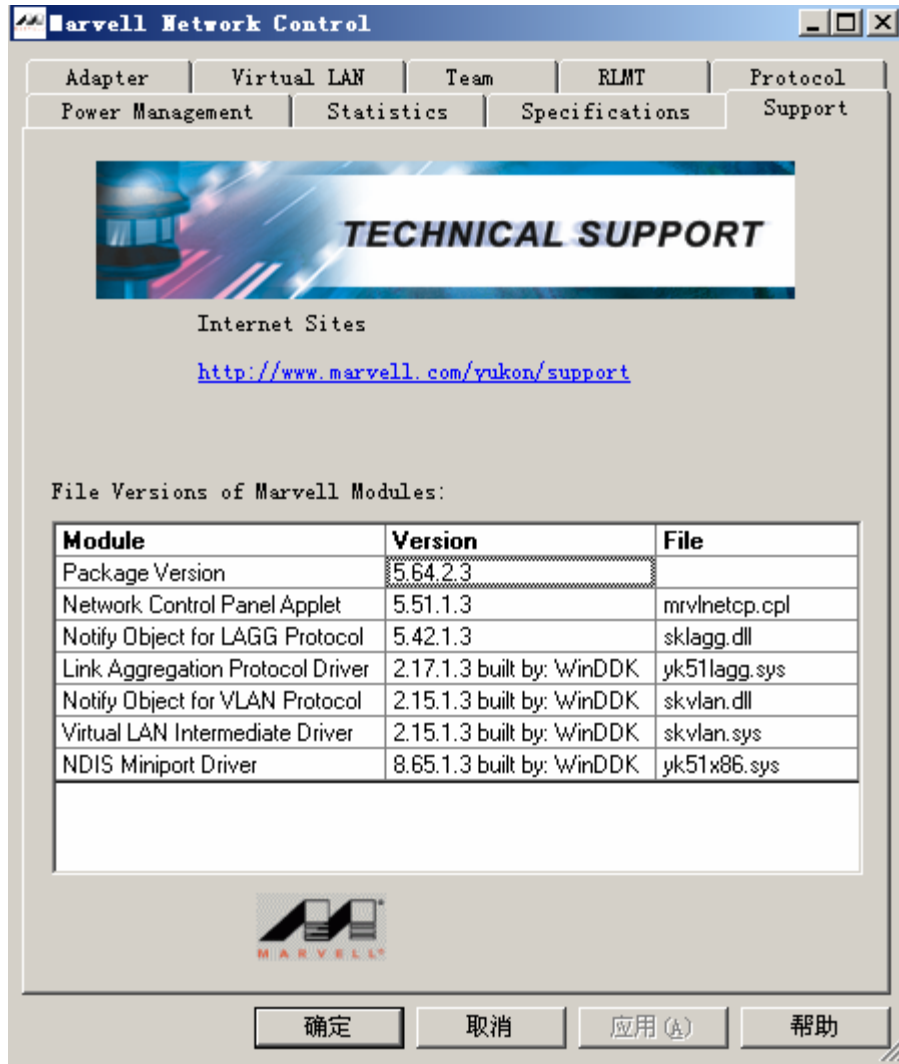
1.3.8 Specifications

The specifications Tab shows current parameter settings of all installed Yukon® Ethernet Controllers.

Marvell Network Control				
Adapter Virtual LAN Team RLMT Protocol Power Management Statistics Specifications Support				
Name / Adapter	"Marvell Yukon 88E8056 PCI-E Gigabit Ethernet Controller"			
	Slot: -1			
	Port A	Port A	Port A	Port A
Generic OIDs				
Max. Lookahead (Bytes)	512	512	512	512
Max. Data Size (Bytes)	1500	1500	1500	1500
Link Speed (Mbps/s)	1000	1000	1000	1000
XMIT Buffer space (Bytes)	387584	387584	387584	387584
RSV Buffer Space (Bytes)	485888	485888	485888	485888
Transmit Block Size (Bytes)	1500	1500	1500	1500
Receive Block Size (Bytes)	1500	1500	1500	1500
Current Packet Filter	0x0000002f	0x0000002f	0x0000002f	0x0000002f
Current Lookahead (Bytes)	0	0	0	0
Max. Frame Size (Bytes)	1514	1514	1514	1514
MAC Options	0x0000008d	0x0000008d	0x0000008d	0x0000008d
Media Connect Status	Connected	Connected	Connected	Connected
Max. Send Packets	1	1	1	1
Vendor Driver Version	0x00080041	0x00080041	0x00080041	0x00080041
802.3 OIDs				
Permanent Address	00.00.5a.00.04.68	00.00.5a.00.04.67	00.00.5a.00.04.69	00.00.5a.00.04.66
Current Address	00.00.5a.00.04.69	00.00.5a.00.04.69	00.00.5a.00.04.69	00.00.5a.00.04.69
Max. Addresses List Size	128	128	128	128
MAC Options	0x00000000	0x00000000	0x00000000	0x00000000
Other OIDs				
MDB Version	V1.3	V1.3	V1.3	V1.3
Device Type	0.0	0.0	0.0	0.0
Driver Version	v8.65.1.3	v8.65.1.3	v8.65.1.3	v8.65.1.3
HW Version	v1.2	v1.2	v1.2	v1.2
Chipset	0	0	0	0
Bus Type	1	1	1	1
Bus Speed (MHz)	33	33	33	33
Bus Width (Bit)	32	32	32	32
Sensors	0	0	0	0

1.3.9 Support

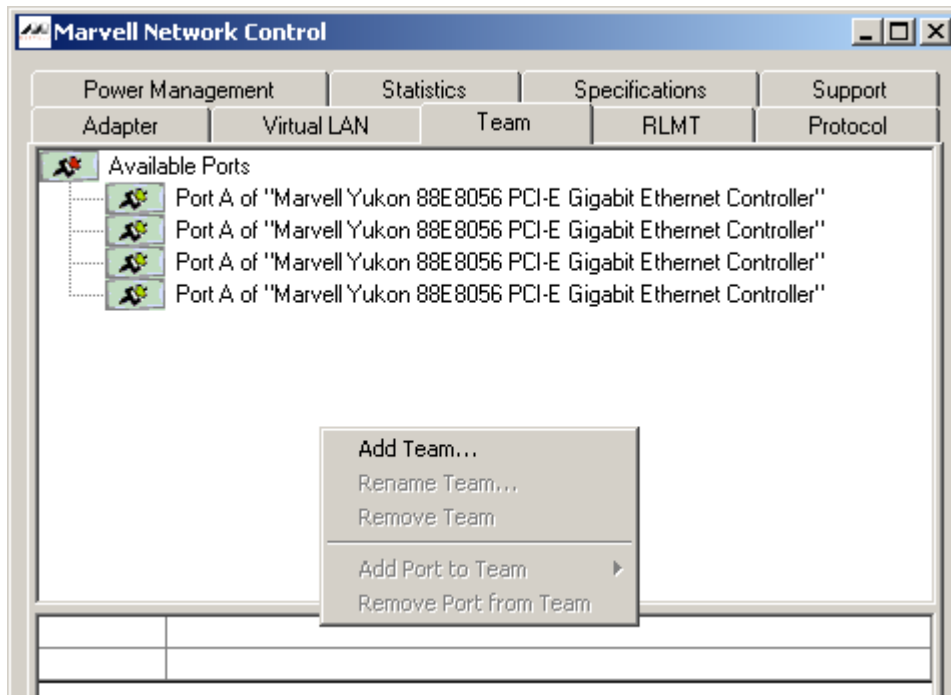
The tab **Support** provides information on how to reach the Technical Support and also lists the versions of all package components.



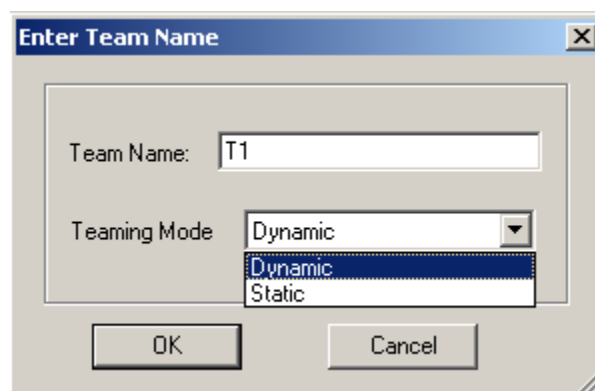
Chapter 2 Teaming Configuration

2.1 Add Team

1. Right click in the upper from and select “**Add team...**” to create a team:



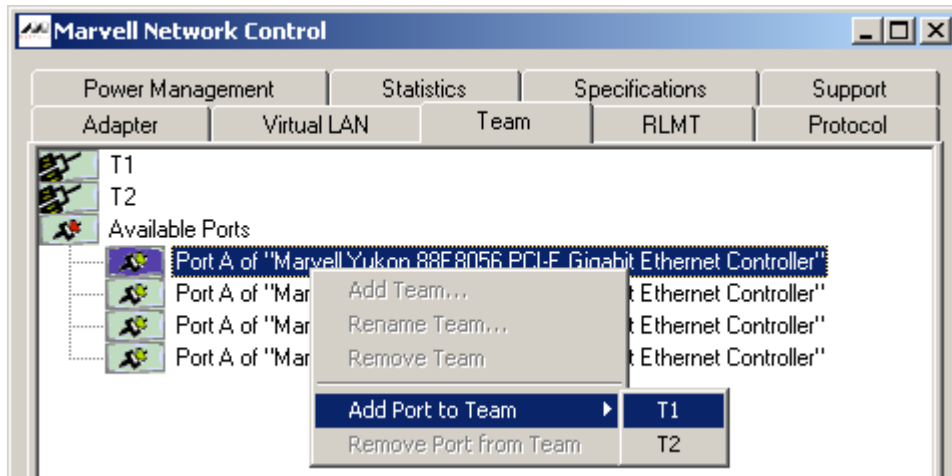
2. Then enter **Team name** and select **Teaming Mode**:



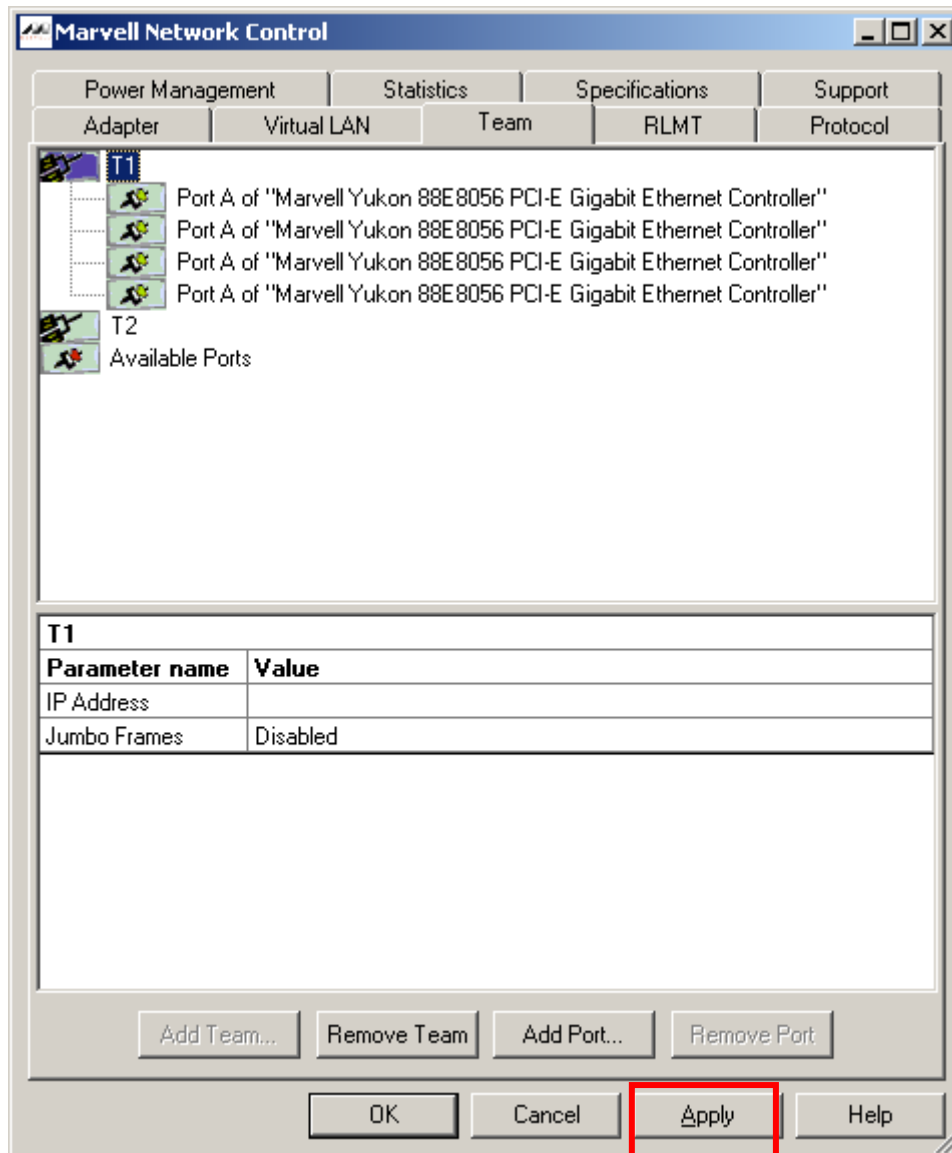
TIPS:

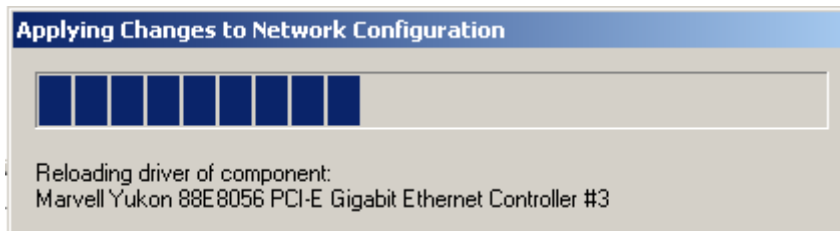
- **Dynamic** team uses dynamic Link Aggregation with same-speed or mixed-speed adapters.
- All **Static** team members must operate at the same speed.

- Right click ports on available ports, and then select **Add Port to Team** and *Team_Name*:

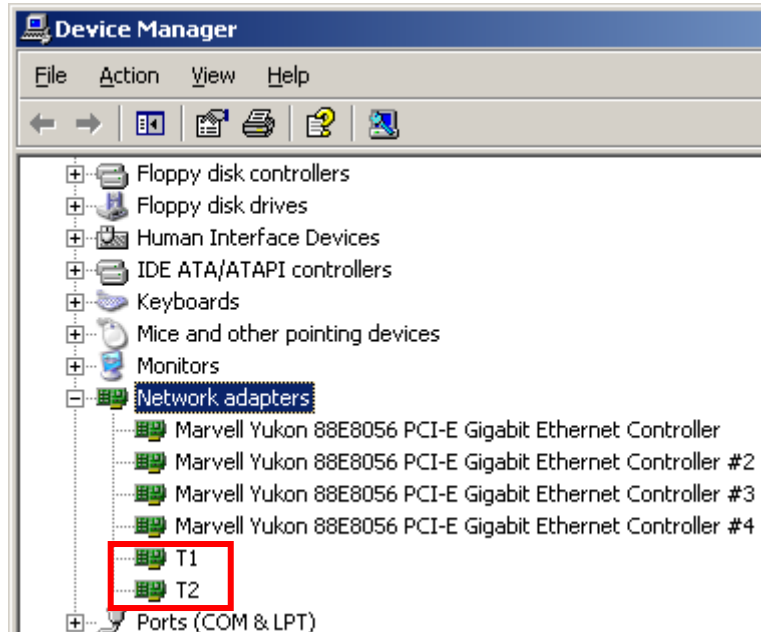


- Here we add all four ports to the team. Click **Apply** to activate the changes.



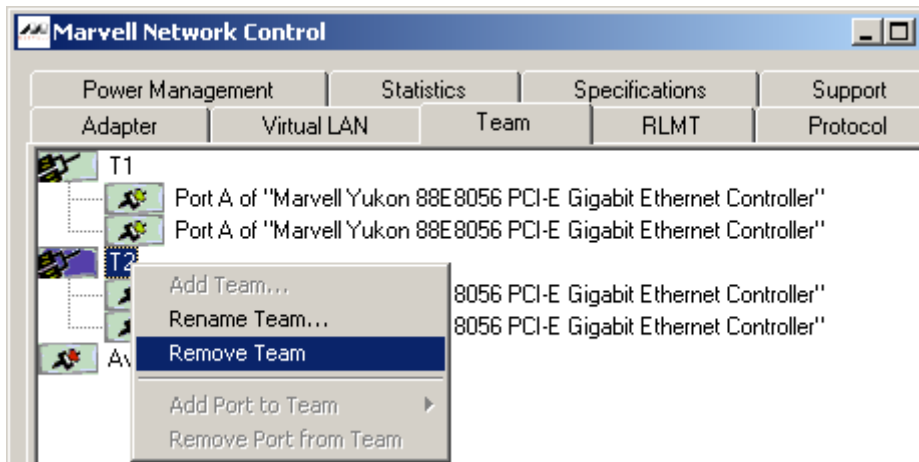


5. Then two logical network controllers will be showed in Device Management:



2.2 Remove Team

Right-click the team you want to remove, and then select **Remove team**. Click **Apply** to activate the changes.



Reference

Chapter 1

Marvell Corporation: <http://www.marvell.com>

Chapter 2

Marvell Corporation: <http://www.marvell.com>

Trademark Acknowledgement

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