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Subject: Re: AW: Veth mac generation

Posted by [Kirill Korotaev](#) on Fri, 13 Jun 2008 00:21:19 GMT

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Do I understand correctly that you actually experience the following problem:

1. veth MAC address is lower then your ethX MAC.
2. so brX is assigned min(vethX-MAC, ethX-MAC) which is vethX-MAC.
3. and what is the your problem with that? that host system MAC changes dynamically and networking breaks or what?

I just can't see how fully random 6 bytes MAC can help. Because sometimes it will be "low" enough as well and you will hit the problem anyway.

If I got your problem right then I can advise you a possible solution - in RHEL5 kernel we have a functionality called "via\_phys\_dev" (triggered by BRCTL\_SET\_VIA\_ORIG\_DEV ioctl). This forces kernel to work with original interface ethX (first added to bridge) and pass the traffic to it. This allows to add ethX to bridge w/o need to propogate it's netfilter rules and other settings to brX.

Thanks,  
Kirill

Dietmar Maurer wrote:

- > Why I asked is because of that bridge problem:
- >
- > [http://forum.openvz.org/index.php?t=msg&th=5291&#msg\\_26576](http://forum.openvz.org/index.php?t=msg&th=5291&#msg_26576)
- >
- > A bridge always select the lowest mac address.
- >
- > This patch solves the problem, but i am not sure if there are side effects.
- >
- > <https://lists.linux-foundation.org/pipermail/bridge/2008-June/005895.html>
- >
- > The SWSOFT OID is quite 'low', so the problem occurs frequently.
- >
- > - Dietmar
- >
- >

>> Von: [users-bounces@openvz.org](mailto:users-bounces@openvz.org)  
>> [<mailto:users-bounces@openvz.org>] Im Auftrag von Kirill Korotaev  
>> Gesendet: Mittwoch, 11. Juni 2008 15:47  
>> An: [users@openvz.org](mailto:users@openvz.org)  
>> Betreff: Re: [Users] Veth mac generation

>>  
>> and yes and no.  
>> These upper 3 bytes are reserved for our company, so  
>> selecting them you will never conflict with other devices in  
>> network infrastructure.  
>> i.e. the worst what can happen 2 veths will conflict.  
>>  
>> On the other hand - you are right, 6 bytes are better :)  
>  
>

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