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Subject: Multiple interfaces and subnets on HN

Posted by [mastermindpro](#) on Sun, 06 Apr 2008 07:42:35 GMT

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I have a HN with two physical network interfaces connected to two subnets. I want VE's to have addresses in both subnets. I read through the extensive and confusing wiki article on using private IP's for Hardware Nodes, but it's not clear what I need to do to accomplish what I want.

Can I just have two venet interfaces per VE? If so, are the routing tables taken care of automatically?

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Subject: Re: Multiple interfaces and subnets on HN

Posted by [kir](#) on Mon, 07 Apr 2008 10:46:24 GMT

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mastermindpro wrote on Sun, 06 April 2008 11:42I have a HN with two physical network interfaces connected to two subnets. I want VE's to have addresses in both subnets. I read through the extensive and confusing wiki article on using private IP's for Hardware Nodes, but it's not clear what I need to do to accomplish what I want.

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I guess what you want is just

```
vzctl set CTID --ipadd a.b.c.d --ipadd e.f.g.h --save
```

and that's it. Here a.b.c.d is an IP address from the first subnet, and e.f.g.h is an IP address from the second subnet.

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Subject: Re: Multiple interfaces and subnets on HN

Posted by [dahas](#) on Mon, 07 Apr 2008 22:06:10 GMT

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VE is like direct connected and don't need special ip rule to pass the HN.

Imagine a tower and each floor represent a VE machine but all use the same exit or enter to the building. Exit and enter represent the networks adapters.

At least using venet adapter.

P.S. When using 2 ip-s or more inside VE don't forget when You try to ping to select the correct interface it's happened to forget that so try ping a.b.c.x -I a.b.c.d

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Subject: Re: Multiple interfaces and subnets on HN

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Posted by [mastermindpro](#) on Tue, 08 Apr 2008 01:43:17 GMT

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Shoot...it was that easy?

Perhaps someone should review the wiki article I mentioned. It leads the reader to believe that it's far more difficult to pull that off.

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