



McDATA™
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Virtual Fabric Definitions

The Virtual Fabric MIB has raised several topics that need to be reflected in SW-4. One of the first topics is the need for a Core Switch definition. SW-4 already contains a use of the term Core Switch Name without defining what a Core Switch is. Here is a simple definition that needs to be added to SW-4:

Core Switch: A set of entities with the same Core Switch_Name that may host multiple Virtual Switches. A Core Switch may be a subset of ports in a physical chassis or multiple physical chassis.

This begs for the definition of Virtual Switch and Virtual Fabric.

Virtual Switch: A Switching Construct that resides in a Core Switch and corresponds to a Virtual Fabric. Multiple Virtual Switches may reside within a Core Switch.

Virtual Fabric: One of multiple Fabrics that may reside in a Core Switch and corresponds to a Virtual Switch.

This will change the definition of:

3.1.16 Core Switch_Name: In a Virtual Fabric capable Switch, the Switch_Name identifying the physical Switch (see 12.2).

to:

3.1.16 Core Switch_Name: In a Virtual Fabric capable Switch, the Switch_Name identifying the Core Switch (see 12.2).

Related Text:

A VF capable Switch is logically a collection of multiple Virtual Switches hosted in the same physical Switch. There is one Virtual Switch per each Virtual Fabric hosted on the physical Switch. A Virtual Switch is logically composed by the components defined in this standard. Each Virtual Switch is identified by a unique Switch_Name. In addition, the physical Switch is identified by a unique Core Switch_Name. Each Virtual Fabric is identified by a 12-bit Virtual Fabric Identifier (VF_ID).

Should be:

A VF capable Switch is logically a collection of multiple Virtual Switches hosted in the same **Core** Switch. There is one Virtual Switch per each Virtual Fabric hosted on the **Core** Switch. A Virtual

Switch is logically composed by the components defined in this standard. Each Virtual Switch is identified by an unique Switch_Name. In addition, the Core Switch is identified by a unique Core Switch_Name. Each Virtual Fabric is identified by a 12-bit Virtual Fabric Identifier (VF_ID).