Red Hat Enterprise Linux 8

Configuring and managing networking

Managing network interfaces, firewalls, and advanced networking features
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Abstract

Using the networking capabilities of Red Hat Enterprise Linux (RHEL), you can configure your host to meet your organization’s network and security requirements. For example: You can configure bonds, VLANs, bridges, tunnels and other network types to connect the host to the network. You can build performance-critical firewalls for the local host and the entire network. RHEL contains packet filtering software, such as the firewalld service, the nftables framework, and Express Data Path (XDP). RHEL also supports advanced networking features, such as policy-based routing and MultiPath TCP (MPTCP).
# Table of Contents

MAKING OPEN SOURCE MORE INCLUSIVE .................................................. 12

PROVIDING FEEDBACK ON RED HAT DOCUMENTATION .......................... 13

CHAPTER 1. CONSISTENT NETWORK INTERFACE DEVICE NAMING ........... 14
  1.1. NETWORK INTERFACE DEVICE NAMING HIERARCHY ...................... 14
  1.2. HOW THE NETWORK DEVICE RENAMING WORKS ............................ 15
  1.3. PREDICTABLE NETWORK INTERFACE DEVICE NAMES ON THE X86_64 PLATFORM EXPLAINED .................................................. 16
  1.4. PREDICTABLE NETWORK INTERFACE DEVICE NAMES ON THE SYSTEM Z PLATFORM EXPLAINED .................................................. 16
  1.5. CUSTOMIZING THE PREFIX OF ETHERNET INTERFACES DURING THE INSTALLATION .................................................. 17
  1.6. ASSIGNING USER-DEFINED NETWORK INTERFACE NAMES USING UDEV RULES .................................................. 18
  1.7. ASSIGNING USER-DEFINED NETWORK INTERFACE NAMES USING SYSTEMD LINK FILES .................................................. 19
  1.8. ASSIGNING ADDITIONAL NAMES TO NETWORK INTERFACE USING SYSTEMD LINK FILES .................................................. 20

CHAPTER 2. CONFIGURING AN ETHERNET CONNECTION .......................... 22
  2.1. CONFIGURING AN ETHERNET CONNECTION BY USING NMCLI .......... 22
  2.2. CONFIGURING AN ETHERNET CONNECTION BY USING THE NMCLI INTERACTIVE EDITOR .................................................. 25
  2.3. CONFIGURING AN ETHERNET CONNECTION BY USING NMTUI .......... 28
  2.4. CONFIGURING AN ETHERNET CONNECTION BY USING CONTROL-CENTER .................................................. 31
  2.5. CONFIGURING AN ETHERNET CONNECTION BY USING NM-CONNECTION-EDITOR .................................................. 34
  2.6. CONFIGURING AN ETHERNET CONNECTION WITH A STATIC IP ADDRESS BY USING NMSTATECTL .................................................. 36
  2.7. CONFIGURING AN ETHERNET CONNECTION WITH A STATIC IP ADDRESS BY USING THE NETWORK RHEL SYSTEM ROLE WITH AN INTERFACE NAME .................................................. 38
  2.8. CONFIGURING AN ETHERNET CONNECTION WITH A STATIC IP ADDRESS BY USING THE NETWORK RHEL SYSTEM ROLE WITH A DEVICE PATH .................................................. 40
  2.9. CONFIGURING AN ETHERNET CONNECTION WITH A DYNAMIC IP ADDRESS BY USING NMSTATECTL .................................................. 41
  2.10. CONFIGURING AN ETHERNET CONNECTION WITH A DYNAMIC IP ADDRESS BY USING THE NETWORK RHEL SYSTEM ROLE WITH AN INTERFACE NAME .................................................. 43
  2.11. CONFIGURING AN ETHERNET CONNECTION WITH A DYNAMIC IP ADDRESS BY USING THE NETWORK RHEL SYSTEM ROLE WITH A DEVICE PATH .................................................. 44
  2.12. CONFIGURING MULTIPLE ETHERNET INTERFACES BY USING A SINGLE CONNECTION PROFILE BY INTERFACE NAME .................................................. 45
  2.13. CONFIGURING A SINGLE CONNECTION PROFILE FOR MULTIPLE ETHERNET INTERFACES USING PCI IDS .................................................. 46

CHAPTER 3. CONFIGURING NETWORK BONDING ....................................... 48
  3.1. UNDERSTANDING NETWORK BONDING ....................................... 48
  3.2. UNDERSTANDING THE DEFAULT BEHAVIOR OF CONTROLLER AND PORT INTERFACES .................................................. 48
  3.3. COMPARISON OF NETWORK TEAMING AND BONDING FEATURES .... 49
  3.4. UPSTREAM SWITCH CONFIGURATION DEPENDING ON THE BONDING MODES .................................................. 50
  3.5. CONFIGURING A NETWORK BOND BY USING NMCLI .................... 50
  3.6. CONFIGURING A NETWORK BOND BY USING THE RHEL WEB CONSOLE .................................................. 53
  3.7. CONFIGURING A NETWORK BOND BY USING NMTUI .................... 57
  3.8. CONFIGURING A NETWORK BOND BY USING NM-CONNECTION-EDITOR .................................................. 60
  3.9. CONFIGURING A NETWORK BOND BY USING NMSTATECTL .......... 62
  3.10. CONFIGURING A NETWORK BOND BY USING THE NETWORK RHEL SYSTEM ROLE .................................................. 64
  3.11. CREATING A NETWORK BOND TO ENABLE SWITCHING BETWEEN AN ETHERNET AND WIRELESS CONNECTION WITHOUT INTERRUPTING THE VPN .................................................. 66
  3.12. THE DIFFERENT NETWORK BONDING MODES ............................ 68
  3.13. THE XMIT_HASH_POLICY BONDING PARAMETER ..................... 70

CHAPTER 4. CONFIGURING NETWORK TEAMING ..................................... 73
  4.1. UNDERSTANDING NETWORK TEAMING ..................................... 73
4.2. UNDERSTANDING THE DEFAULT BEHAVIOR OF CONTROLLER AND PORT INTERFACES 73
4.3. COMPARISON OF NETWORK TEAMING AND BONDING FEATURES 74
4.4. UNDERSTANDING THE TEAMD SERVICE, RUNNERS, AND LINK-WATCHERS 75
4.5. CONFIGURING A NETWORK TEAM BY USING NMCLI 76
4.6. CONFIGURING A NETWORK TEAM BY USING THE RHEL WEB CONSOLE 79
4.7. CONFIGURING A NETWORK TEAM BY USING NM-CONNECTION-EDITOR 82

CHAPTER 5. CONFIGURING VLAN TAGGING 86
5.1. CONFIGURING VLAN TAGGING BY USING NMCLI 86
5.2. CONFIGURING VLAN TAGGING BY USING THE RHEL WEB CONSOLE 88
5.3. CONFIGURING VLAN TAGGING BY USING NMTUI 90
5.4. CONFIGURING VLAN TAGGING BY USING NM-CONNECTION-EDITOR 94
5.5. CONFIGURING VLAN TAGGING BY USING NMSTATECTL 96
5.6. CONFIGURING VLAN TAGGING BY USING THE NETWORK RHEL SYSTEM ROLE 98
5.7. ADDITIONAL RESOURCES 100

CHAPTER 6. CONFIGURING A NETWORK BRIDGE 101
6.1. CONFIGURING A NETWORK BRIDGE BY USING NMCLI 101
6.2. CONFIGURING A NETWORK BRIDGE BY USING THE RHEL WEB CONSOLE 104
6.3. CONFIGURING A NETWORK BRIDGE BY USING NMTUI 106
6.4. CONFIGURING A NETWORK BRIDGE BY USING NM-CONNECTION-EDITOR 110
6.5. CONFIGURING A NETWORK BRIDGE BY USING NMSTATECTL 112
6.6. CONFIGURING A NETWORK BRIDGE BY USING THE NETWORK RHEL SYSTEM ROLE 114

CHAPTER 7. CONFIGURING A VPN CONNECTION 117
7.1. CONFIGURING A VPN CONNECTION WITH CONTROL-CENTER 117
7.2. CONFIGURING A VPN CONNECTION USING NM-CONNECTION-EDITOR 121
7.3. CONFIGURING AUTOMATIC DETECTION AND USAGE OF ESP HARDWARE OFFLOAD TO ACCELERATE AN IPSEC CONNECTION 124
7.4. CONFIGURING ESP HARDWARE OFFLOAD ON A BOND TO ACCELERATE AN IPSEC CONNECTION 125

CHAPTER 8. CONFIGURING IP TUNNELS 127
8.1. CONFIGURING AN IPIP TUNNEL USING NMCLI TO ENCAPSULATE IPV4 TRAFFIC IN IPV4 PACKETS 127
8.2. CONFIGURING A GRE TUNNEL USING NMCLI TO ENCAPSULATE LAYER-3 TRAFFIC IN IPV4 PACKETS 130
8.3. CONFIGURING A GRETAP TUNNEL TO TRANSFER ETHERNET FRAMES OVER IPV4 132
8.4. ADDITIONAL RESOURCES 135

CHAPTER 9. USING A VXLAN TO CREATE A VIRTUAL LAYER-2 DOMAIN FOR VMS 136
9.1. BENEFITS OF VXLANS 136
9.2. CONFIGURING THE ETHERNET INTERFACE ON THE HOSTS 137
9.3. CREATING A NETWORK BRIDGE WITH A VXLAN ATTACHED 138
9.4. CREATING A VIRTUAL NETWORK IN LIBVIRT WITH AN EXISTING BRIDGE 139
9.5. CONFIGURING VIRTUAL MACHINES TO USE VXLAN 140

CHAPTER 10. MANAGING WIFI CONNECTIONS 142
10.1. SUPPORTED WIFI SECURITY TYPES 142
10.2. CONNECTING TO A WIFI NETWORK BY USING NMCLI 143
10.3. CONNECTING TO A WIFI NETWORK BY USING THE GNOME SYSTEM MENU 144
10.4. CONNECTING TO A WIFI NETWORK BY USING THE GNOME SETTINGS APPLICATION 146
10.5. CONFIGURING A WIFI CONNECTION BY USING NMTUI 147
10.6. CONFIGURING A WIFI CONNECTION BY USING NM-CONNECTION-EDITOR 149
10.7. CONFIGURING A WIFI CONNECTION WITH 802.1X NETWORK AUTHENTICATION BY USING THE NETWORK RHEL SYSTEM ROLE 150
10.8. CONFIGURING A WIFI CONNECTION WITH 802.1X NETWORK AUTHENTICATION IN AN EXISTING
PROFILE BY USING NMCLI
10.9. MANUALLY SETTING THE WIRELESS REGULATORY DOMAIN 153

CHAPTER 11. CONFIGURING RHEL AS A WIFI ACCESS POINT ........................................ 155
11.1. IDENTIFYING WHETHER A WIFI DEVICE SUPPORTS THE ACCESS POINT MODE 155
11.2. CONFIGURING RHEL AS A WPA2 OR WPA3 PERSONAL ACCESS POINT 155

CHAPTER 12. CHANGING A HOSTNAME ................................................................. 158
12.1. CHANGING A HOSTNAME USING NMCLI 158
12.2. CHANGING A HOSTNAME USING HOSTNAMECTL 158

CHAPTER 13. LEGACY NETWORK SCRIPTS SUPPORT IN RHEL ............................. 160
13.1. INSTALLING THE LEGACY NETWORK SCRIPTS 160

CHAPTER 14. PORT MIRRORING ................................................................. 161
14.1. MIRRORING A NETWORK INTERFACE USING NMCLI 161

CHAPTER 15. CONFIGURING NETWORKMANAGER TO IGNORE CERTAIN DEVICES 163
15.1. PERMANENTLY CONFIGURING A DEVICE AS UNMANAGED IN NETWORKMANAGER 163
15.2. TEMPORARILY CONFIGURING A DEVICE AS UNMANAGED IN NETWORKMANAGER 164

CHAPTER 16. CONFIGURING NETWORK DEVICES TO ACCEPT TRAFFIC FROM ALL MAC ADDRESSES 165
16.1. TEMPORARILY CONFIGURING A DEVICE TO ACCEPT ALL TRAFFIC 165
16.2. PERMANENTLY CONFIGURING A NETWORK DEVICE TO ACCEPT ALL TRAFFIC USING NMCLI 166
16.3. PERMANENTLY CONFIGURING A NETWORK DEVICE TO ACCEPT ALL TRAFFIC USING NMSTATECTL 166

CHAPTER 17. SETTING UP AN 802.1X NETWORK AUTHENTICATION SERVICE FOR LAN CLIENTS USING HOSTAPD WITH FREERADIUS BACKEND ........................................ 168
17.1. PREREQUISITES 168
17.2. SETTING UP THE BRIDGE ON THE AUTHENTICATOR 168
17.3. CERTIFICATE REQUIREMENTS BY FREERADIUS 169
17.4. CREATING A SET OF CERTIFICATES ON A FREERADIUS SERVER FOR TESTING PURPOSES 170
17.5. CONFIGURING FREERADIUS TO AUTHENTICATE NETWORK CLIENTS SECURELY USING EAP 172
17.6. CONFIGURING HOSTAPD AS AN AUTHENTICATOR IN A WIRED NETWORK 175
17.7. TESTING EAP-TTLS AUTHENTICATION AGAINST A FREERADIUS SERVER OR AUTHENTICATOR 178
17.8. TESTING EAP-TLS AUTHENTICATION AGAINST A FREERADIUS SERVER OR AUTHENTICATOR 179
17.9. BLOCKING AND ALLOWING TRAFFIC BASED ON HOSTAPD AUTHENTICATION EVENTS 181

CHAPTER 18. AUTHENTICATING A RHEL CLIENT TO THE NETWORK USING THE 802.1X STANDARD WITH A CERTIFICATE STORED ON THE FILE SYSTEM ........................................ 184
18.1. CONFIGURING 802.1X NETWORK AUTHENTICATION ON AN EXISTING ETHERNET CONNECTION BY USING NMCLI 184
18.2. CONFIGURING A STATIC ETHERNET CONNECTION WITH 802.1X NETWORK AUTHENTICATION BY USING NMSTATECTL 185
18.3. CONFIGURING A STATIC ETHERNET CONNECTION WITH 802.1X NETWORK AUTHENTICATION BY USING THE NETWORK RHEL SYSTEM ROLE 187

CHAPTER 19. MANAGING THE DEFAULT GATEWAY SETTING ......................................... 190
19.1. SETTING THE DEFAULT GATEWAY ON AN existing CONNECTION BY USING NMCLI 190
19.2. SETTING THE DEFAULT GATEWAY ON AN EXISTING CONNECTION BY USING THE NMCLI INTERACTIVE MODE 191
19.3. SETTING THE DEFAULT GATEWAY ON AN EXISTING CONNECTION BY USING NM-CONNECTION-EDITOR 192
19.4. SETTING THE DEFAULT GATEWAY ON AN EXISTING CONNECTION BY USING CONTROL-CENTER 194
19.5. SETTING THE DEFAULT GATEWAY ON AN EXISTING CONNECTION BY USING NMSTATECTL 195
19.6. SETTING THE DEFAULT GATEWAY ON AN EXISTING CONNECTION BY USING THE NETWORK RHEL SYSTEM ROLE 196
19.7. SETTING THE DEFAULT GATEWAY ON AN EXISTING CONNECTION WHEN USING THE LEGACY NETWORK SCRIPTS 197
19.8. HOW NETWORKMANAGER MANAGES MULTIPLE DEFAULT GATEWAYS 198
19.9. CONFIGURING NETWORKMANAGER TO AVOID USING A SPECIFIC PROFILE TO PROVIDE A DEFAULT GATEWAY 199
19.10. FIXING UNEXPECTED ROUTING BEHAVIOR DUE TO MULTIPLE DEFAULT GATEWAYS 200

CHAPTER 20. CONFIGURING STATIC ROUTES ...................................................... 202
20.1. EXAMPLE OF A NETWORK THAT REQUIRES STATIC ROUTES 202
20.2. HOW TO USE THE NMCLI COMMAND TO CONFIGURE A STATIC ROUTE 204
20.3. CONFIGURING A STATIC ROUTE BY USING NMCLI 205
20.4. CONFIGURING A STATIC ROUTE BY USING NMTUI 206
20.5. CONFIGURING A STATIC ROUTE BY USING CONTROL-CENTER 208
20.6. CONFIGURING A STATIC ROUTE BY USING NM-CONNECTION-EDITOR 210
20.7. CONFIGURING A STATIC ROUTE BY USING THE NMCLI INTERACTIVE MODE 211
20.8. CONFIGURING A STATIC ROUTE BY USING NMSTATECTL 213
20.9. CONFIGURING A STATIC ROUTE BY USING THE NETWORK RHEL SYSTEM ROLE 214
20.10. CREATING STATIC ROUTES CONFIGURATION FILES IN KEY-VALUE FORMAT WHEN USING THE LEGACY NETWORK SCRIPTS 216
20.11. CREATING STATIC ROUTES CONFIGURATION FILES IN IP-COMMAND FORMAT WHEN USING THE LEGACY NETWORK SCRIPTS 217

CHAPTER 21. CONFIGURING POLICY-BASED ROUTING TO DEFINE ALTERNATIVE ROUTES ........ 220
21.1. ROUTING TRAFFIC FROM A SPECIFIC SUBNET TO A DIFFERENT DEFAULT GATEWAY BY USING NMCLI 220
21.2. ROUTING TRAFFIC FROM A SPECIFIC SUBNET TO A DIFFERENT DEFAULT GATEWAY BY USING THE NETWORK RHEL SYSTEM ROLE 224
21.3. OVERVIEW OF CONFIGURATION FILES INVOLVED IN POLICY-BASED ROUTING WHEN USING THE LEGACY NETWORK SCRIPTS 227
21.4. ROUTING TRAFFIC FROM A SPECIFIC SUBNET TO A DIFFERENT DEFAULT GATEWAY BY USING THE LEGACY NETWORK SCRIPTS 228

CHAPTER 22. CONFIGURING NETWORKMANAGER DHCP SETTINGS .................................. 234
22.1. CHANGING THE DHCP CLIENT OF NETWORKMANAGER 234
22.2. CONFIGURING THE DHCP BEHAVIOR OF A NETWORKMANAGER CONNECTION 234

CHAPTER 23. CREATING A DUMMY INTERFACE .................................................. 236
23.1. CREATING A DUMMY INTERFACE WITH BOTH AN IPV4 AND IPV6 ADDRESS USING NMCLI 236

CHAPTER 24. USING NMSTATE-AUTOCONF TO AUTOMATICALLY CONFIGURE THE NETWORK STATE USING LLDP ................................................................. 237
24.1. USING NMSTATE-AUTOCONF TO AUTOMATICALLY CONFIGURE NETWORK INTERFACES 237

CHAPTER 25. USING LLDP TO DEBUG NETWORK CONFIGURATION PROBLEMS ...................... 240
25.1. DEBUGGING AN INCORRECT VLAN CONFIGURATION USING LLDP INFORMATION 240

CHAPTER 26. MANUALLY CREATING NETWORKMANAGER PROFILES IN KEYFILE FORMAT ........ 243
26.1. THE KEYFILE FORMAT OF NETWORKMANAGER PROFILES 243
26.2. CREATING A NETWORKMANAGER PROFILE IN KEYFILE FORMAT 244
26.3. MIGRATING NETWORKMANAGER PROFILES FROM IFCFG TO KEYFILE FORMAT 245
26.4. USING NMCLI TO CREATE KEYFILE CONNECTION PROFILES IN OFFLINE MODE 246

CHAPTER 27. SYSTEMD NETWORK TARGETS AND SERVICES ..................................... 249
27.1. DIFFERENCES BETWEEN THE NETWORK AND NETWORK-ONLINE SYSTEMD TARGET 249
27.2. OVERVIEW OF NETWORKMANAGER-WAIT-ONLINE 249
27.3. CONFIGURING A SYSTEMD SERVICE TO START AFTER THE NETWORK HAS BEEN STARTED

CHAPTER 28. LINUX TRAFFIC CONTROL ................................................................. 251
28.1. OVERVIEW OF QUEUING DISCIPLINES ......................................................... 251
28.2. INSPECTING QDISCS OF A NETWORK INTERFACE USING THE TC UTILITY ........ 251
28.3. UPDATING THE DEFAULT QDISC ................................................................ 252
28.4. TEMPORARILY SETTING THE CURRENT QDISK OF A NETWORK INTERFACE USING THE TC UTILITY ................................................................. 253
28.5. PERMANENTLY SETTING THE CURRENT QDISC OF A NETWORK INTERFACE USING NETWORKMANAGER ............................................................ 253
28.6. AVAILABLE QDISCS IN RHEL .................................................................... 254

CHAPTER 29. GETTING STARTED WITH MULTIPATH TCP ........................................ 257
29.1. UNDERSTANDING MPTCP ............................................................................ 257
29.2. PREPARING RHEL TO ENABLE MPTCP SUPPORT ......................................... 257
29.3. USING IPROUTE2 TO TEMPORARILY CONFIGURE AND ENABLE MULTIPLE PATHS FOR MPTCP APPLICATIONS ..................................................... 260
29.4. PERMANENTLY CONFIGURING MULTIPLE PATHS FOR MPTCP APPLICATIONS ......................................................................................... 262
29.5. MONITORING MPTCP SUB-FLOWS .............................................................. 264
29.6. DISABLING MULTIPATH TCP IN THE KERNEL ................................................ 266

CHAPTER 30. CONFIGURING THE ORDER OF DNS SERVERS ..................................... 268
30.1. HOW NETWORKMANAGER ORDERS DNS SERVERS IN /ETC/RESOLV.CONF 268
    - Default values of DNS priority parameters ...................................................... 268
    - Valid DNS priority values: ............................................................................. 268
30.2. SETTING A NETWORKMANAGER-WIDE DEFAULT DNS SERVER PRIORITY VALUE 269
30.3. SETTING THE DNS PRIORITY OF A NETWORKMANAGER CONNECTION ........ 270

CHAPTER 31. CONFIGURING IP NETWORKING WITH IFCFG FILES .......................... 271
31.1. CONFIGURING AN INTERFACE WITH STATIC NETWORK SETTINGS USING IFCFG FILES ................................................................. 271
31.2. CONFIGURING AN INTERFACE WITH DYNAMIC NETWORK SETTINGS USING IFCFG FILES ................................................................. 272
31.3. MANAGING SYSTEM-WIDE AND PRIVATE CONNECTION PROFILES WITH IFCFG FILES ................................................................. 272

CHAPTER 32. USING NETWORKMANAGER TO DISABLE IPV6 FOR A SPECIFIC CONNECTION ......................................................................................... 274
32.1. DISABLING IPV6 ON A CONNECTION USING NMCLI .................................... 274

CHAPTER 33. MANUALLY CONFIGURING THE /ETC/RESOLV.CONF FILE ................. 276
33.1. DISABLING DNS PROCESSING IN THE NETWORKMANAGER CONFIGURATION 276
33.2. REPLACING /ETC/RESOLV.CONF WITH A SYMBOLIC LINK TO MANUALLY CONFIGURE DNS SETTINGS ............................................................. 277

CHAPTER 34. INCREASING THE RING BUFFERS TO REDUCE A HIGH PACKET DROP RATE ................................................................. 278

CHAPTER 35. CONFIGURING 802.3 LINK SETTINGS ................................................. 280
35.1. UNDERSTANDING AUTO-Negotiation ........................................................... 280
35.2. CONFIGURING 802.3 LINK SETTINGS USING THE NMCLI UTILITY ............. 280

CHAPTER 36. CONFIGURING ETHTOOL OFFLOAD FEATURES ......................... 282
36.1. OFFLOAD FEATURES SUPPORTED BY NETWORKMANAGER ..................... 282
36.2. CONFIGURING AN ETHTOOL OFFLOAD FEATURE BY USING NMCLI .......... 284
36.3. CONFIGURING AN ETHTOOL OFFLOAD FEATURE BY USING THE NETWORK RHEL SYSTEM ROLE ................................................................. 284

CHAPTER 37. CONFIGURING ETHTOOL COALESCE SETTINGS ............................... 287
37.1. COALESCE SETTINGS SUPPORTED BY NETWORKMANAGER ................... 287
37.2. CONFIGURING AN ETHTOOL COALESCE SETTINGS BY USING NMCLI ......... 288
37.3. CONFIGURING AN ETHTOOL COALESCE SETTINGS BY USING THE NETWORK RHEL SYSTEM ROLE ................................................................. 288
CHAPTER 38. USING MACSEC TO ENCRYPT LAYER-2 TRAFFIC IN THE SAME PHYSICAL NETWORK .......................... 291
  38.1. CONFIGURING A MACSEC CONNECTION USING NMCLI ...................................................... 291
  38.2. ADDITIONAL RESOURCES ................................................................................................. 293

CHAPTER 39. USING DIFFERENT DNS SERVERS FOR DIFFERENT DOMAINS ........................................... 294
  39.1. USING DNSMASQ IN NETWORKMANAGER TO SEND DNS REQUESTS FOR A SPECIFIC DOMAIN TO A SELECTED DNS SERVER .............................................................. 294
  39.2. USING SYSTEMD-RESOLVED IN NETWORKMANAGER TO SEND DNS REQUESTS FOR A SPECIFIC DOMAIN TO A SELECTED DNS SERVER .................................................... 296

CHAPTER 40. GETTING STARTED WITH IPVLAN .............................................................................. 299
  40.1. IPVLAN MODES .................................................................................................................. 299
  40.2. COMPARISON OF IPVLAN AND MACVLAN ..................................................................... 299
  40.3. CREATING AND CONFIGURING THE IPVLAN DEVICE USING IPROUTE2 ......................... 300

CHAPTER 41. REUSING THE SAME IP ADDRESS ON DIFFERENT INTERFACES ......................... 302
  41.1. PERMANENTLY REUSING THE SAME IP ADDRESS ON DIFFERENT INTERFACES ................ 302
  41.2. TEMPORARILY REUSING THE SAME IP ADDRESS ON DIFFERENT INTERFACES ................. 303
  41.3. ADDITIONAL RESOURCES ................................................................................................. 305

CHAPTER 42. STARTING A SERVICE WITHIN AN ISOLATED VRF NETWORK ....................................... 306
  42.1. CONFIGURING A VRF DEVICE ............................................................................................. 306
  42.2. STARTING A SERVICE WITHIN AN ISOLATED VRF NETWORK ........................................... 307

CHAPTER 43. RUNNING DHCPCLIENT EXIT HOOKS USING NETWORKMANAGER A DISPATCHER SCRIPT .................................................. 310
  43.1. THE CONCEPT OF NETWORKMANAGER DISPATCHER SCRIPTS ........................................ 310
  43.2. CREATING A NETWORKMANAGER DISPATCHER SCRIPT THAT RUNS DHCPCLIENT EXIT HOOKS ................................................................................................................................. 310

CHAPTER 44. INTRODUCTION TO NETWORKMANAGER DEBUGGING ........................................... 312
  44.1. INTRODUCTION TO NETWORKMANAGER REAPPLY METHOD .............................................. 312
  44.2. SETTING THE NETWORKMANAGER LOG LEVEL ................................................................... 314
  44.3. TEMPORARILY SETTING LOG LEVELS AT RUN TIME USING NMCLI ........................................ 315
  44.4. VIEWING NETWORKMANAGER LOGS .................................................................................. 316
  44.5. DEBUGGING LEVELS AND DOMAINS .................................................................................. 316

CHAPTER 45. INTRODUCTION TO NMSTATE .................................................................................. 318
  45.1. USING THE LIBNMSTATE LIBRARY IN A PYTHON APPLICATION ......................................... 318
  45.2. UPDATING THE CURRENT NETWORK CONFIGURATION USING NMSTATECTL .................. 318
  45.3. NETWORK STATES FOR THE NETWORK RHEL SYSTEM ROLE ............................................. 319
  45.4. ADDITIONAL RESOURCES ................................................................................................. 320

CHAPTER 46. CAPTURING NETWORK PACKETS ............................................................................. 321
  46.1. USING XDPDUMP TO CAPTURE NETWORK PACKETS INCLUDING PACKETS DROPPED BY XDP PROGRAMS .................................................................................................................. 321
  46.2. ADDITIONAL RESOURCES ................................................................................................. 322

CHAPTER 47. USING AND CONFIGURING FIREWALLD ................................................................. 323
  47.1. GETTING STARTED WITH FIREWALLD ............................................................................... 323
    47.1.1. When to use firewalld, nftables, or iptables .................................................................... 323
    47.1.2. Zones ............................................................................................................................. 323
    47.1.3. Predefined services ........................................................................................................ 325
    47.1.4. Starting firewalld .......................................................................................................... 325
    47.1.5. Stopping firewalld ......................................................................................................... 325
    47.1.6. Verifying the permanent firewalld configuration ............................................................ 326
47.2. VIEWING THE CURRENT STATUS AND SETTINGS OF FIREWALLD
   47.2.1. Viewing the current status of firewalld
   47.2.2. Viewing allowed services using GUI
   47.2.3. Viewing firewalld settings using CLI

47.3. CONTROLLING NETWORK TRAFFIC USING FIREWALLD
   47.3.1. Disabling all traffic in case of emergency using CLI
   47.3.2. Controlling traffic with predefined services using CLI
   47.3.3. Controlling traffic with predefined services using GUI
   47.3.4. Adding new services
   47.3.5. Opening ports using GUI
   47.3.6. Controlling traffic with protocols using GUI
   47.3.7. Opening source ports using GUI

47.4. CONTROLLING PORTS USING CLI
   47.4.1. Opening a port
   47.4.2. Closing a port

47.5. WORKING WITH FIREWALLD ZONES
   47.5.1. Listing zones
   47.5.2. Modifying firewalld settings for a certain zone
   47.5.3. Changing the default zone
   47.5.4. Assigning a network interface to a zone
   47.5.5. Assigning a zone to a connection using nmcli
   47.5.6. Manually assigning a zone to a network connection in an ifcfg file
   47.5.7. Creating a new zone
   47.5.8. Zone configuration files
   47.5.9. Using zone targets to set default behavior for incoming traffic

47.6. USING ZONES TO MANAGE INCOMING TRAFFIC DEPENDING ON A SOURCE
   47.6.1. Adding a source
   47.6.2. Removing a source
   47.6.3. Adding a source port
   47.6.4. Removing a source port
   47.6.5. Using zones and sources to allow a service for only a specific domain

47.7. FILTERING FORWARDED TRAFFIC BETWEEN ZONES
   47.7.1. The relationship between policy objects and zones
   47.7.2. Using priorities to sort policies
   47.7.3. Using policy objects to filter traffic between locally hosted Containers and a network physically connected to the host
   47.7.4. Setting the default target of policy objects

47.8. CONFIGURING NAT USING FIREWALLD
   47.8.1. NAT types
   47.8.2. Configuring IP address masquerading

47.9. USING DNAT TO FORWARD HTTPS TRAFFIC TO A DIFFERENT HOST

47.10. MANAGING ICMP REQUESTS
   47.10.1. Listing and blocking ICMP requests
   47.10.2. Configuring the ICMP filter using GUI

47.11. SETTING AND CONTROLLING IP SETS USING FIREWALLD
   47.11.1. Configuring IP set options using CLI

47.12. PRIORITIZING RICH RULES
   47.12.1. How the priority parameter organizes rules into different chains
   47.12.2. Setting the priority of a rich rule

47.13. CONFIGURING FIREWALL LOCKDOWN
   47.13.1. Configuring lockdown using CLI
   47.13.2. Configuring lockdown allowlist options using CLI
   47.13.3. Configuring lockdown allowlist options using configuration files
47.14. ENABLING TRAFFIC FORWARDING BETWEEN DIFFERENT INTERFACES OR SOURCES WITHIN A FIREWALLD ZONE
47.14.1. The difference between intra-zone forwarding and zones with the default target set to ACCEPT
47.14.2. Using intra-zone forwarding to forward traffic between an Ethernet and Wi-Fi network
47.15. CONFIGURING FIREWALLD BY USING RHEL SYSTEM ROLES
47.15.1. Introduction to the firewall RHEL System Role
47.15.2. Resetting the firewalld settings by using a RHEL System Role
47.15.3. Forwarding incoming traffic in firewalld from one local port to a different local port by using a RHEL System Role
47.15.4. Managing ports in firewalld by using a RHEL System Role
47.15.5. Configuring a firewalld DMZ zone by using a RHEL System Role
47.16. ADDITIONAL RESOURCES

CHAPTER 48. GETTING STARTED WITH NFTABLES
48.1. MIGRATING FROM IPTABLES TO NFTABLES
48.1.1. When to use firewalld, nftables, or iptables
48.1.2. Converting iptables and ip6tables rule sets to nftables
48.1.3. Converting single iptables and ip6tables rules to nftables
48.1.4. Comparison of common iptables and nftables commands
48.1.5. Additional resources
48.2. WRITING AND EXECUTING NFTABLES SCRIPTS
48.2.1. Supported nftables script formats
48.2.2. Running nftables scripts
48.2.3. Using comments in nftables scripts
48.2.4. Using variables in nftables script
48.2.5. Including files in nftables scripts
48.2.6. Automatically loading nftables rules when the system boots
48.3. CREATING AND MANAGING NFTABLES TABLES, CHAINS, AND RULES
48.3.1. Basics of nftables tables
48.3.2. Basics of nftables chains
48.3.2.1. Chain types
48.3.2.2. Chain policies
48.3.2.3. Chain priorities
48.3.3. Basics of nftables rules
48.3.4. Managing tables, chains, and rules using nft commands
48.4. CONFIGURING NAT USING NFTABLES
48.4.1. NAT types
48.4.2. Configuring masquerading using nftables
48.4.3. Configuring source NAT using nftables
48.4.4. Configuring destination NAT using nftables
48.4.5. Configuring a redirect using nftables
48.5. USING SETS IN NFTABLES COMMANDS
48.5.1. Using anonymous sets in nftables
48.5.2. Using named sets in nftables
48.5.3. Additional resources
48.6. USING VERDICT MAPS IN NFTABLES COMMANDS
48.6.1. Using anonymous maps in nftables
48.6.2. Using named maps in nftables
48.6.3. Additional resources
48.7. EXAMPLE: PROTECTING A LAN AND DMZ USING AN NFTABLES SCRIPT
48.7.1. Network conditions
48.7.2. Security requirements to the firewall script
48.7.3. Configuring logging of dropped packets to a file
48.7.4. Writing and activating the nftables script
48.8. CONFIGURING PORT FORWARDING USING NFTABLES
48.8.1. Forwarding incoming packets to a different local port
48.8.2. Forwarding incoming packets on a specific local port to a different host
48.9. USING NFTABLES TO LIMIT THE AMOUNT OF CONNECTIONS
48.9.1. Limiting the number of connections using nftables
48.9.2. Blocking IP addresses that attempt more than ten new incoming TCP connections within one minute
48.10. DEBUGGING NFTABLES RULES
48.10.1. Creating a rule with a counter
48.10.2. Adding a counter to an existing rule
48.10.3. Monitoring packets that match an existing rule
48.11. BACKING UP AND RESTORING THE NFTABLES RULE SET
48.11.1. Backing up the nftables rule set to a file
48.11.2. Restoring the nftables rule set from a file
48.12. ADDITIONAL RESOURCES

CHAPTER 49. USING XDP-FILTER FOR HIGH-PERFORMANCE TRAFFIC FILTERING TO PREVENT Ddos ATTACKS
49.1. DROPPING NETWORK PACKETS THAT MATCH AN XDP-FILTER RULE
49.2. DROPPING ALL NETWORK PACKETS EXCEPT THE ONES THAT MATCH AN XDP-FILTER RULE

CHAPTER 50. GETTING STARTED WITH DPDK
50.1. INSTALLING THE DPDK PACKAGE
50.2. ADDITIONAL RESOURCES

CHAPTER 51. UNDERSTANDING THE EBPF NETWORKING FEATURES IN RHEL 8
51.1. OVERVIEW OF NETWORKING EBPF FEATURES IN RHEL 8
   XDP
   AF_XDP
   Traffic Control
   Socket filter
   Control Groups
   Stream Parser
   SO_REUSEPORT socket selection
   Flow dissector
   TCP Congestion Control
   Routes with encapsulation
   Socket lookup
51.2. OVERVIEW OF XDP FEATURES IN RHEL 8 BY NETWORK CARDS

CHAPTER 52. NETWORK TRACING USING THE BPF COMPILER COLLECTION
52.1. INSTALLING THE BCC-TOOLS PACKAGE
52.2. DISPLAYING TCP CONNECTIONS ADDED TO THE KERNEL’S ACCEPT QUEUE
52.3. TRACING OUTGOING TCP CONNECTION ATTEMPTS
52.4. MEASURING THE LATENCY OF OUTGOING TCP CONNECTIONS
52.5. DISPLAYING DETAILS ABOUT TCP PACKETS AND SEGMENTS THAT WERE DROPPED BY THE KERNEL
52.6. TRACING TCP SESSIONS
52.7. TRACING TCP RETRANSMISSIONS
52.8. DISPLAYING TCP STATE CHANGE INFORMATION
52.9. SUMMARIZING AND AGGREGATING TCP TRAFFIC SENT TO SPECIFIC SUBNETS
52.10. DISPLAYING THE NETWORK THROUGHPUT BY IP ADDRESS AND PORT
52.11. TRACING ESTABLISHED TCP CONNECTIONS
MAKING OPEN SOURCE MORE INCLUSIVE

Red Hat is committed to replacing problematic language in our code, documentation, and web properties. We are beginning with these four terms: master, slave, blacklist, and whitelist. Because of the enormity of this endeavor, these changes will be implemented gradually over several upcoming releases. For more details, see our CTO Chris Wright’s message.
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We appreciate your feedback on our documentation. Let us know how we can improve it.

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1. View the documentation in the **Multi-page HTML** format and ensure that you see the **Feedback** button in the upper right corner after the page fully loads.

2. Use your cursor to highlight the part of the text that you want to comment on.

3. Click the **Add Feedback** button that appears near the highlighted text.

4. Add your feedback and click **Submit**.

Submitting feedback through Bugzilla (account required)

1. Log in to the **Bugzilla** website.

2. Select the correct version from the **Version** menu.

3. Enter a descriptive title in the **Summary** field.

4. Enter your suggestion for improvement in the **Description** field. Include links to the relevant parts of the documentation.

5. Click **Submit Bug**.
CHAPTER 1. CONSISTENT NETWORK INTERFACE DEVICE NAMING

The Linux kernel assigns names to network interfaces by combining a fixed prefix and a number that increases as the kernel initializes the network devices. For instance, **eth0** represents the first device being probed on start-up. If you add another network interface card to the system, the assignment of the kernel device names is no longer fixed. Consequently, after a reboot, the kernel can name the device differently.

To solve this problem, the **udev** device manager supports several different naming schemes. By default, **udev** assigns fixed names based on firmware, topology, and location information. This has the following advantages:

- Device names are fully predictable.
- Device names stay fixed even if you add or remove hardware, because no re-enumeration takes place.
- Defective hardware can be seamlessly replaced.

![WARNING](image)

**WARNING**

Red Hat does not support systems with consistent device naming disabled. For further details, see [Is it safe to set net.ifnames=0?](#).

1.1. NETWORK INTERFACE DEVICE NAMING HIERARCHY

If consistent device naming is enabled, which is the default in Red Hat Enterprise Linux, the **udev** device manager generates device names based on the following schemes:

<table>
<thead>
<tr>
<th>Scheme</th>
<th>Description</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Device names incorporate firmware or BIOS-provided index numbers for onboard devices. If this information is not available or applicable, <strong>udev</strong> uses scheme 2.</td>
<td>eno1</td>
</tr>
<tr>
<td>2</td>
<td>Device names incorporate firmware or BIOS-provided PCI Express (PCIe) hot plug slot index numbers. If this information is not available or applicable, <strong>udev</strong> uses scheme 3.</td>
<td>ens1</td>
</tr>
<tr>
<td>3</td>
<td>Device names incorporate the physical location of the connector of the hardware. If this information is not available or applicable, <strong>udev</strong> uses scheme 5.</td>
<td>enp2s0</td>
</tr>
<tr>
<td>4</td>
<td>Device names incorporate the MAC address. Red Hat Enterprise Linux does not use this scheme by default, but administrators can optionally use it.</td>
<td>enx525400d5e0fb</td>
</tr>
</tbody>
</table>
### Scheme | Description | Example
--- | --- | ---
5 | The traditional unpredictable kernel naming scheme. If udev cannot apply any of the other schemes, the device manager uses this scheme. | eth0

By default, Red Hat Enterprise Linux selects the device name based on the NamePolicy setting in the /usr/lib/systemd/network/99-default.link file. The order of the values in NamePolicy is important. Red Hat Enterprise Linux uses the first device name that is both specified in the file and that udev generated.

If you manually configured udev rules to change the name of kernel devices, those rules take precedence.

#### 1.2. HOW THE NETWORK DEVICE RENAMING WORKS

By default, consistent device naming is enabled in Red Hat Enterprise Linux. The udev device manager processes different rules to rename the devices. The udev service processes these rules in the following order:

1. The /usr/lib/udev/rules.d/60-net.rules file defines that the /lib/udev/rename_device helper utility searches for the HWADDR parameter in /etc/sysconfig/network-scripts/ifcfg-* files. If the value set in the variable matches the MAC address of an interface, the helper utility renames the interface to the name set in the DEVICE parameter of the file.

2. The /usr/lib/udev/rules.d/71-biosdevname.rules file defines that the biosdevname utility renames the interface according to its naming policy, provided that it was not renamed in the previous step.

3. The /usr/lib/udev/rules.d/75-net-description.rules file defines that udev examines the network interface device and sets the properties in udev-internal variables that will be processed in the next step. Note that some of these properties might be undefined.

4. The /usr/lib/udev/rules.d/80-net-setup-link.rules file calls the net_setup_link udev built-in which then applies the policy. The following is the default policy that is stored in the /usr/lib/systemd/network/99-default.link file:

```ini
[Link]
NamePolicy=kernel database onboard slot path
MACAddressPolicy=persistent
```

With this policy, if the kernel uses a persistent name, udev does not rename the interface. If the kernel does not use a persistent name, udev renames the interface to the name provided by the hardware database of udev. If this database is not available, Red Hat Enterprise Linux falls back to the mechanisms described above.

Alternatively, set the NamePolicy parameter in this file to mac for media access control (MAC) address-based interface names.

5. The /usr/lib/udev/rules.d/80-net-setup-link.rules file defines that udev renames the interface based on the udev-internal parameters in the following order:

   a. ID_NET_NAME_ONBOARD

   b. ID_NET_NAME_SLOT
c. **ID_NET_NAME_PATH**

If one parameter is not set, **udev** uses the next one. If none of the parameters are set, the interface is not renamed.

Steps 3 and 4 implement the naming schemes 1 to 4 described in *Network interface device naming hierarchy*.

**Additional resources**

- Customizing the prefix of Ethernet interfaces during the installation
- Why are systemd network interface names different between major RHEL versions? solution
- **systemd.link(5)** man page

### 1.3. PREDICTABLE NETWORK INTERFACE DEVICE NAMES ON THE X86_64 PLATFORM EXPLAINED

When the consistent network device name feature is enabled, the **udev** device manager creates the names of devices based on different criteria. The interface name starts with a two-character prefix based on the type of interface:

- **en** for Ethernet
- **wl** for wireless LAN (WLAN)
- **ww** for wireless wide area network (WWAN)

Additionally, one of the following is appended to one of the above-mentioned prefix based on the schema the **udev** device manager applies:

- **o**<on-board_index_number>
- **s**<hot_plug_slot_index_number>[f<function>][d<device_id>]
  Note that all multi-function PCI devices have the [f<function>] number in the device name, including the function 0 device.
- **x**<MAC_address>
- **[P**<domain_number>]**[p**bus>**s**<slot>[f<function>][d<device_id>]
  The [P<domain_number>] part defines the PCI geographical location. This part is only set if the domain number is not 0.
- **[P**<domain_number>]**[p**bus>**s**<slot>[f<function>][u<usb_port>][…]][c<config>]
  For USB devices, the full chain of port numbers of hubs is composed. If the name is longer than the maximum (15 characters), the name is not exported. If there are multiple USB devices in the chain, **udev** suppresses the default values for USB configuration descriptors (c1) and USB interface descriptors (i0).

### 1.4. PREDICTABLE NETWORK INTERFACE DEVICE NAMES ON THE SYSTEM Z PLATFORM EXPLAINED
When the consistent network device name feature is enabled, the `udev` device manager on the System z platform creates the names of devices based on the bus ID. The bus ID identifies a device in the s390 channel subsystem.

For a channel command word (CCW) device, the bus ID is the device number with a leading `0.n` prefix where `n` is the subchannel set ID.

Ethernet interfaces are named, for example, `enccw0.0.1234`. Serial Line Internet Protocol (SLIP) channel-to-channel (CTC) network devices are named, for example, `slccw0.0.1234`.

Use the `znetconf -c` or the `lsccs -a` commands to display available network devices and their bus IDs.

Red Hat Enterprise Linux also supports predictable and persistent interface names for RDMA over Converged Ethernet (RoCE) Express PCI functions. Two identifiers provide predictable interface names: user identifier (UID) and function identifier (FID). On a system to get UID-based predictable interface names, enforce UID uniqueness, which is the preferred naming scheme. If no unique UIDs are available, then RHEL uses FIDs to set predictable interface names.

1.5. CUSTOMIZING THE PREFIX OF ETHERNET INTERFACES DURING THE INSTALLATION

You can customize the prefix of Ethernet interface names during the Red Hat Enterprise Linux installation.

**IMPORTANT**

Red Hat does not support customizing the prefix using the `prefixdevname` utility on already deployed systems.

After the RHEL installation, the `udev` service names Ethernet devices `<prefix>.<index>`. For example, if you select the prefix `net`, RHEL names Ethernet interfaces `net0`, `net1`, and so on.

**Prerequisites**

- The prefix you want to set meets the following requirements:
  - It consists of ASCII characters.
  - It is an alpha-numeric string.
  - It is shorter than 16 characters.
  - It does not conflict with any other well-known prefix used for network interface naming, such as `eth`, `eno`, `ens`, and `em`.

**Procedure**

1. Boot the Red Hat Enterprise Linux installation media.

2. In the boot manager:
   - Select the `Install Red Hat Enterprise Linux <version>` entry, and press `Tab` to edit the entry.
   - Append `net.ifnames.prefix=<prefix>` to the kernel options.
3. Install Red Hat Enterprise Linux.

**Verification**

- After the installation, display the Ethernet interfaces:

```
# ip link show
...
2: net0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP mode DEFAULT group default qlen 1000
   link/ether 00:53:00:c5:98:1c brd ff:ff:ff:ff:ff:ff
3: net1: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP mode DEFAULT group default qlen 1000
   link/ether 00:53:00:c2:39:9e brd ff:ff:ff:ff:ff:ff
...
```

**1.6. ASSIGNING USER-DEFINED NETWORK INTERFACE NAMES USING UDEV RULES**

The udev device manager supports a set of rules to customize the interface names.

**Procedure**

1. Display all network interfaces and their MAC addresses:

```
# ip link list

enp6s0f0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP mode DEFAULT group default qlen 1000
   link/ether b4:96:91:14:ae:58 brd ff:ff:ff:ff:ff:ff
enp6s0f1: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP mode DEFAULT group default qlen 1000
   link/ether b4:96:91:14:ae:5a brd ff:ff:ff:ff:ff:ff
enp4s0f0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP mode DEFAULT group default qlen 1000
   link/ether 00:90:fa:6a:7d:90 brd ff:ff:ff:ff:ff:ff
```

2. Create the file `/etc/udev/rules.d/70-custom-ifnames.rules` with the following content:

```
SUBSYSTEM=="net",ACTION=="add",ATTR{address}="b4:96:91:14:ae:58",ATTR{type }=="1",NAME="provider0"
SUBSYSTEM=="net",ACTION=="add",ATTR{address}="b4:96:91:14:ae:5a",ATTR{type }=="1",NAME="provider1"
SUBSYSTEM=="net",ACTION=="add",ATTR{address}="00:90:fa:6a:7d:90",ATTR{type }=="1",NAME="dmz"
```

These rules match the MAC address of the network interfaces and rename them to the name given in the NAME property. In these examples, ATTR{type} parameter value 1 defines that the interface is of type Ethernet.

**Verification**
1. Reboot the system.

   ```
   # reboot
   ```

2. Verify that interface names for each MAC address match the value you set in the `NAME` parameter of the rule file:

   ```
   # ip link show
   
   provider0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc mq state UP mode DEFAULT group default qlen 1000
   link/ether b4:96:91:14:ae:58 brd ff:ff:ff:ff:ff:ff
   altname enp6s0f0
   
   provider1: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc mq state UP mode DEFAULT group default qlen 1000
   link/ether b4:96:91:14:ae:5a brd ff:ff:ff:ff:ff:ff
   altname enp6s0f1
   
   dmz: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc mq state UP mode DEFAULT group default qlen 1000
   link/ether 00:90:fa:6a:7d:90 brd ff:ff:ff:ff:ff:ff
   altname enp4s0f0
   ```

Additional resources

- udev(7) man page
- udevadm(8) man page

- `/usr/src/kernels/<kernel_version>/include/uapi/linux/if_arp.h` provided by the kernel-doc package

### 1.7. ASSIGNING USER-DEFINED NETWORK INTERFACE NAMES USING SYSTEMD LINK FILES

Create a naming scheme by renaming network interfaces to `provider0`.

**Procedure**

1. Display all interfaces names and their MAC addresses:

   ```
   # ip link show
   
   enp6s0f0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP mode DEFAULT group default qlen 1000
   link/ether b4:96:91:14:ae:58 brd ff:ff:ff:ff:ff:ff
   
   enp6s0f1: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP mode DEFAULT group default qlen 1000
   link/ether b4:96:91:14:ae:5a brd ff:ff:ff:ff:ff:ff
   
   enp4s0f0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP mode DEFAULT group default qlen 1000
   link/ether 00:90:fa:6a:7d:90 brd ff:ff:ff:ff:ff:ff
   ```

2. For naming the interface with MAC address `b4:96:91:14:ae:58` to `provider0`, create the `/etc/systemd/network/70-custom-ifnames.link` file with following contents:
This link file matches a MAC address and renames the network interface to the name set in the Name parameter.

Verification

1. Reboot the system:

   ```
   # reboot
   ```

2. Verify that the device with the MAC address you specified in the link file has been assigned to provider0:

   ```
   # ip link show
   ```

   ```
   provider0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc mq state UP mode DEFAULT group default qlen 1000
   link/ether b4:96:91:14:ae:58 brd ff:ff:ff:ff:ff:ff
   ```

Additional resources

- systemd.link(5) man page

1.8. ASSIGNING ADDITIONAL NAMES TO NETWORK INTERFACE USING SYSTEMD LINK FILES

Alternative interface naming allows the kernel to set alternative names for the network interfaces. By default, it provides the same naming scheme as the regular interface naming setting - NamePolicy. You can write your custom systemd link file with help of AlternativeNamesPolicy or AlternativeName directive to give alternative names to network interfaces of your choice.

The latest implementation of alternative interface naming enables you to:

- Create alternative names of arbitrary length.
- Have one or more alternative names to the same network interface.
- Use alternative names as handles for commands.

Prerequisites

- You know the media access control (MAC) address or other network interface identifier. For details, see the [MATCH] SECTION OPTIONS part in systemd.link(5).

Procedure

1. Create the /etc/systemd/network/10-altnames.link file with the following content:
2. Reboot your system to make the changes take effect.

Verification

- You can use the alternative name to display the status of the network interface:

```bash
# ip address show production_alias_of_arbitrary_length
2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP
group default qlen 1000
link/ether 52:54:00:76:e0:2a brd ff:ff:ff:ff:ff:ff
altname production_alias_of_arbitrary_length
altname PRD
inet 192.0.2.1/24 brd 192.0.2.255 scope global dynamic noprefixroute enp1s0
  valid_lft 2760sec preferred_lft 2760sec
inet6 2001:db8::/64 scope link noprefixroute
  valid_lft forever preferred_lft forever
```

Additional resources

- Network interface device naming hierarchy
- How the network device renaming works
- What is AlternativeNamesPolicy in Interface naming scheme?
- Alternative network interface naming is now available in RHEL
NetworkManager creates a connection profile for each Ethernet adapter that is installed in a host. By default, this profile uses DHCP for both IPv4 and IPv6 connections. Modify this automatically-created profile or add a new one in the following cases:

- The network requires custom settings, such as a static IP address configuration.
- You require multiple profiles because the host roams among different networks.

Red Hat Enterprise Linux provides administrators different options to configure Ethernet connections. For example:

- Use `nmcli` to configure connections on the command line.
- Use `nmtui` to configure connections in a text-based user interface.
- Use the GNOME Settings menu or `nm-connection-editor` application to configure connections in a graphical interface.
- Use `nmstatectl` to configure connections through the Nmstate API.
- Use RHEL System Roles to automate the configuration of connections on one or multiple hosts.

**NOTE**

If you want to manually configure Ethernet connections on hosts running in the Microsoft Azure cloud, disable the `cloud-init` service or configure it to ignore the network settings retrieved from the cloud environment. Otherwise, `cloud-init` will override on the next reboot the network settings that you have manually configured.

### 2.1. CONFIGURING AN ETHERNET CONNECTION BY USING NMCLI

If you connect a host to the network over Ethernet, you can manage the connection’s settings on the command line by using the `nmcli` utility.

**Prerequisites**

- A physical or virtual Ethernet Network Interface Controller (NIC) exists in the server’s configuration.

**Procedure**

1. List the NetworkManager connection profiles:

   ```
   # nmcli connection show
   NAME                UUID                                  TYPE      DEVICE
   Wired connection 1  a5eb6490-cc20-3668-81f8-0314a27f3f75  ethernet  enp1s0
   ```

   By default, NetworkManager creates a profile for each NIC in the host. If you plan to connect this NIC only to a specific network, adapt the automatically-created profile. If you plan to connect this NIC to networks with different settings, create individual profiles for each network.

2. If you want to create an additional connection profile, enter:
# nmcli connection add con-name <connection-name> ifname <device-name> type ethernet

Skip this step to modify an existing profile.

3. Optional: Rename the connection profile:

```bash
# nmcli connection modify "Wired connection 1" connection.id "Internal-LAN"
```

On hosts with multiple profiles, a meaningful name makes it easier to identify the purpose of a profile.

4. Display the current settings of the connection profile:

```bash
# nmcli connection show Internal-LAN
```

```
connection.interface-name:     enp1s0
connection.autoconnect:        yes
ipv4.method:                   auto
ipv6.method:                   auto
```

5. Configure the IPv4 settings:

   - To use DHCP, enter:

     ```bash
     # nmcli connection modify Internal-LAN ipv4.method auto
     ```

     Skip this step if `ipv4.method` is already set to `auto` (default).

   - To set a static IPv4 address, network mask, default gateway, DNS servers, and search domain, enter:

     ```bash
     # nmcli connection modify Internal-LAN ipv4.method manual ipv4.addresses 192.0.2.1/24 ipv4.gateway 192.0.2.254 ipv4.dns 192.0.2.200 ipv4.dns-search example.com
     ```

6. Configure the IPv6 settings:

   - To use stateless address autoconfiguration (SLAAC), enter:

     ```bash
     # nmcli connection modify Internal-LAN ipv6.method auto
     ```

     Skip this step if `ipv6.method` is already set to `auto` (default).

   - To set a static IPv6 address, network mask, default gateway, DNS servers, and search domain, enter:

     ```bash
     ```

7. To customize other settings in the profile, use the following command:
# nmcli connection modify <connection-name> <setting> <value>

Enclose values with spaces or semicolons in quotes.

8. Activate the profile:

# nmcli connection up Internal-LAN

Verification

1. Display the IP settings of the NIC:

   # ip address show enp1s0
   2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP
group default qlen 1000
   link/ether 52:54:00:17:b8:b6 brd ff:ff:ff:ff:ff:ff
   inet 192.0.2.1/24 brd 192.0.2.255 scope global noprefixroute enp1s0
      valid_lft forever preferred_lft forever
   inet6 2001:db8:1::fffe/64 scope global noprefixroute
      valid_lft forever preferred_lft forever

2. Display the IPv4 default gateway:

   # ip route show default
daefault via 192.0.2.254 dev enp1s0 proto static metric 102

3. Display the IPv6 default gateway:

   # ip -6 route show default
daefault via 2001:db8:1::ffee dev enp1s0 proto static metric 102 pref medium

4. Display the DNS settings:

   # cat /etc/resolv.conf
   search example.com
   nameserver 192.0.2.200
   nameserver 2001:db8:1::ffbb

   If multiple connection profiles are active at the same time, the order of nameserver entries depend on the DNS priority values in these profile and the connection types.

5. Use the ping utility to verify that this host can send packets to other hosts:

   # ping <host-name-or-IP-address>

Troubleshooting

- Verify that the network cable is plugged-in to the host and a switch.
- Check whether the link failure exists only on this host or also on other hosts connected to the same switch.
Verify that the network cable and the network interface are working as expected. Perform hardware diagnosis steps and replace defect cables and network interface cards.

If the configuration on the disk does not match the configuration on the device, starting or restarting NetworkManager creates an in-memory connection that reflects the configuration of the device. For further details and how to avoid this problem, see the NetworkManager solution.

Additional resources

- nm-settings(5) man page
- Configuring NetworkManager to avoid using a specific profile to provide a default gateway
- Configuring the order of DNS servers

### 2.2. CONFIGURING AN ETHERNET CONNECTION BY USING THE NMCLI INTERACTIVE EDITOR

If you connect a host to the network over Ethernet, you can manage the connection’s settings on the command line by using the `nmcli` utility.

**Prerequisites**

- A physical or virtual Ethernet Network Interface Controller (NIC) exists in the server’s configuration.

**Procedure**

1. List the NetworkManager connection profiles:

   ```
   # nmcli connection show
   NAME    UUID                                  TYPE      DEVICE
   Wired connection 1  a5eb6490-cc20-3668-81f8-0314a27f3f75  ethernet  enp1s0
   ```

   By default, NetworkManager creates a profile for each NIC in the host. If you plan to connect this NIC only to a specific network, adapt the automatically-created profile. If you plan to connect this NIC to networks with different settings, create individual profiles for each network.

2. Start `nmcli` in interactive mode:

   - To create an additional connection profile, enter:
     ```
     # nmcli connection edit type ethernet con-name "<connection-name>"
     ```
   - To modify an existing connection profile, enter:
     ```
     # nmcli connection edit con-name "<connection-name>"
     ```

3. Optional: Rename the connection profile:

   ```
   nmcli> set connection.id Internal-LAN
   ```
On hosts with multiple profiles, a meaningful name makes it easier to identify the purpose of a profile.

Do not use quotes to set an ID that contains spaces to avoid that `nmcli` makes the quotes part of the name. For example, to set Example Connection as ID, enter `set connection.id Example Connection`.

4. Display the current settings of the connection profile:

```
nmcli> print
...
connection.interface-name:     enp1s0
connection.autoconnect:        yes
ipv4.method:                   auto
ipv6.method:                   auto
...
```

5. If you create a new connection profile, set the network interface:

```
nmcli> set connection.interface-name enp1s0
```

6. Configure the IPv4 settings:

- To use DHCP, enter:

```
nmcli> set ipv4.method auto
```

Skip this step if `ipv4.method` is already set to `auto` (default).

- To set a static IPv4 address, network mask, default gateway, DNS servers, and search domain, enter:

```
nmcli> ipv4.addresses 192.0.2.1/24
Do you also want to set 'ipv4.method' to 'manual'? [yes]: yes
nmcli> ipv4.gateway 192.0.2.254
nmcli> ipv4.dns 192.0.2.200
nmcli> ipv4.dns-search example.com
```

7. Configure the IPv6 settings:

- To use stateless address autoconfiguration (SLAAC), enter:

```
nmcli> set ipv6.method auto
```

Skip this step if `ipv6.method` is already set to `auto` (default).

- To set a static IPv6 address, network mask, default gateway, DNS servers, and search domain, enter:

```
nmcli> ipv6.addresses 2001:db8:1::fffe/64
Do you also want to set 'ipv6.method' to 'manual'? [yes]: yes
nmcli> ipv6.gateway 2001:db8:1::ff0e
nmcli> ipv6.dns 2001:db8:1::ffbb
nmcli> ipv6.dns-search example.com
```
8. Save and activate the connection:

```
nmcli> save persistent
```

9. Leave the interactive mode:

```
nmcli> quit
```

**Verification**

1. Display the IP settings of the NIC:

```
# ip address show enp1s0
2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP
group default qlen 1000
  link/ether 52:54:00:17:b8:b6 brd ff:ff:ff:ff:ff:ff
  inet 192.0.2.1/24 brd 192.0.2.255 scope global noprefixroute enp1s0
    valid_lft forever preferred_lft forever
  inet6 2001:db8:1::ffe/64 scope global noprefixroute
    valid_lft forever preferred_lft forever
```

2. Display the IPv4 default gateway:

```
# ip route show default
default via 192.0.2.254 dev enp1s0 proto static metric 102
```

3. Display the IPv6 default gateway:

```
# ip -6 route show default
default via 2001:db8:1::ffe/64 dev enp1s0 proto static metric 102 pref medium
```

4. Display the DNS settings:

```
# cat /etc/resolv.conf
search example.com
nameserver 192.0.2.200
nameserver 2001:db8:1::ffbb
```

If multiple connection profiles are active at the same time, the order of `nameserver` entries depend on the DNS priority values in these profile and the connection types.

5. Use the `ping` utility to verify that this host can send packets to other hosts:

```
# ping <host-name-or-IP-address>
```

**Troubleshooting**

- Verify that the network cable is plugged-in to the host and a switch.
- Check whether the link failure exists only on this host or also on other hosts connected to the same switch.
• Verify that the network cable and the network interface are working as expected. Perform hardware diagnosis steps and replace defect cables and network interface cards.

• If the configuration on the disk does not match the configuration on the device, starting or restarting NetworkManager creates an in-memory connection that reflects the configuration of the device. For further details and how to avoid this problem, see the NetworkManager duplicates a connection after restart of NetworkManager service [solution](#).

Additional resources

• [nm-settings(5)](#) man page

• [nmcli(1)](#) man page

• Configuring NetworkManager to avoid using a specific profile to provide a default gateway

• Configuring the order of DNS servers

2.3. CONFIGURING AN ETHERNET CONNECTION BY USING NMTUI

If you connect a host to the network over Ethernet, you can manage the connection's settings in a text-based user interface by using the nmtui application. Use nmtui to create new profiles and to update existing ones on a host without a graphical interface.

NOTE

In nmtui:

• Navigate by using the cursor keys.

• Press a button by selecting it and hitting **Enter**.

• Select and deselect checkboxes by using **Space**.

Prerequisites

• A physical or virtual Ethernet Network Interface Controller (NIC) exists in the server’s configuration.

Procedure

1. If you do not know the network device name you want to use in the connection, display the available devices:

   ```
   # nmcli device status
   DEVICE   TYPE      STATE                   CONNECTION
   enp1s0    ethernet  unavailable             --
   ...
   ```

2. Start nmtui:

   ```
   # nmtui
   ```

3. Select **Edit a connection**, and press **Enter**.
4. Choose whether to add a new connection profile or to modify an existing one:

- To create a new profile:
  i. Press the **Add** button.
  ii. Select **Ethernet** from the list of network types, and press **Enter**.

- To modify an existing profile, select the profile from the list, and press **Enter**.

5. Optional: Update the name of the connection profile.
   On hosts with multiple profiles, a meaningful name makes it easier to identify the purpose of a profile.

6. If you create a new connection profile, enter the network device name into the **Device** field.

7. Depending on your environment, configure the IP address settings in the **IPv4 configuration** and **IPv6 configuration** areas accordingly. For this, press the button next to these areas, and select:
   - **Disabled**, if this connection does not require an IP address.
   - **Automatic**, if a DHCP server dynamically assigns an IP address to this NIC.
   - **Manual**, if the network requires static IP address settings. In this case, you must fill further fields:
     i. Press the **Show** button next to the protocol you want to configure to display additional fields.
     ii. Press the **Add** button next to **Addresses**, and enter the IP address and the subnet mask in Classless Inter-Domain Routing (CIDR) format. If you do not specify a subnet mask, NetworkManager sets a /32 subnet mask for IPv4 addresses and /64 for IPv6 addresses.
     iii. Enter the address of the default gateway.
     iv. Press the **Add** button next to **DNS servers**, and enter the DNS server address.
     v. Press the **Add** button next to **Search domains**, and enter the DNS search domain.
8. Press the **OK** button to create and automatically activate the new connection.

9. Press the **Back** button to return to the main menu.

10. Select **Quit**, and press **Enter** to close the **nmtui** application.

**Verification**

1. Display the IP settings of the NIC:

```
# ip address show enp1s0
2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP group default qdisc default  
link/ether 52:54:00:17:b8:b6 brd ff:ff:ff:ff:ff:ff
```

Red Hat Enterprise Linux 8 Configuring and managing networking
2. Display the IPv4 default gateway:

```bash
# ip route show default
default via 192.0.2.254 dev enp1s0 proto static metric 102
```

3. Display the IPv6 default gateway:

```bash
# ip -6 route show default
default via 2001:db8:1::ffee dev enp1s0 proto static metric 102 pref medium
```

4. Display the DNS settings:

```bash
# cat /etc/resolv.conf
search example.com
nameserver 192.0.2.200
nameserver 2001:db8:1::ffbb
```

If multiple connection profiles are active at the same time, the order of `nameserver` entries depend on the DNS priority values in these profile and the connection types.

5. Use the `ping` utility to verify that this host can send packets to other hosts:

```bash
# ping <host-name-or-IP-address>
```

Troubleshooting

- Verify that the network cable is plugged-in to the host and a switch.

- Check whether the link failure exists only on this host or also on other hosts connected to the same switch.

- Verify that the network cable and the network interface are working as expected. Perform hardware diagnosis steps and replace defect cables and network interface cards.

- If the configuration on the disk does not match the configuration on the device, starting or restarting NetworkManager creates an in-memory connection that reflects the configuration of the device. For further details and how to avoid this problem, see the NetworkManager duplicates a connection after restart of NetworkManager service solution.

Additional resources

- Configuring NetworkManager to avoid using a specific profile to provide a default gateway

- Configuring the order of DNS servers

2.4. CONFIGURING AN ETHERNET CONNECTION BY USING CONTROL-CENTER
If you connect a host to the network over Ethernet, you can manage the connection’s settings with a graphical interface by using the GNOME Settings menu.

Note that control-center does not support as many configuration options as the nm-connection-editor application or the nmcli utility.

Prerequisites

- A physical or virtual Ethernet Network Interface Controller (NIC) exists in the server’s configuration.
- GNOME is installed.

Procedure

1. Press the Super key, enter Settings, and press Enter.
2. Select Network in the navigation on the left.
3. Choose whether to add a new connection profile or to modify an existing one:
   - To create a new profile, click the + button next to the Ethernet entry.
   - To modify an existing profile, click the gear icon next to the profile entry.
4. Optional: On the Identity tab, update the name of the connection profile. On hosts with multiple profiles, a meaningful name makes it easier to identify the purpose of a profile.
5. Depending on your environment, configure the IP address settings on the IPv4 and IPv6 tabs accordingly:
   - To use DHCP or IPv6 stateless address autoconfiguration (SLAAC), select Automatic (DHCP) as method (default).
   - To set a static IP address, network mask, default gateway, DNS servers, and search domain, select Manual as method, and fill the fields on the tabs:

6. Depending on whether you add or modify a connection profile, click the Add or Apply button to save the connection.
   The GNOME control-center automatically activates the connection.

Verification
1. Display the IP settings of the NIC:

```
# ip address show enp1s0
2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP
group default qlen 1000
   link/ether 52:54:00:17:b8:b6 brd ff:ff:ff:ff:ff:ff
   inet 192.0.2.1/24 brd 192.0.2.255 scope global noprefixroute enp1s0
      valid_lft forever preferred_lft forever
   inet6 2001:db8:1::fffe/64 scope global noprefixroute
      valid_lft forever preferred_lft forever
```

2. Display the IPv4 default gateway:

```
# ip route show default
default via 192.0.2.254 dev enp1s0 proto static metric 102
```

3. Display the IPv6 default gateway:

```
# ip -6 route show default
default via 2001:db8:1::ffee dev enp1s0 proto static metric 102 pref medium
```

4. Display the DNS settings:

```
# cat /etc/resolv.conf
search example.com
nameserver 192.0.2.200
nameserver 2001:db8:1::ffbb
```

If multiple connection profiles are active at the same time, the order of `nameserver` entries depend on the DNS priority values in these profile and the connection types.

5. Use the `ping` utility to verify that this host can send packets to other hosts:

```
# ping <host-name-or-IP-address>
```

Troubleshooting steps

- Verify that the network cable is plugged-in to the host and a switch.
- Check whether the link failure exists only on this host or also on other hosts connected to the same switch.
- Verify that the network cable and the network interface are working as expected. Perform hardware diagnosis steps and replace defect cables and network interface cards.
- If the configuration on the disk does not match the configuration on the device, starting or restarting NetworkManager creates an in-memory connection that reflects the configuration of the device. For further details and how to avoid this problem, see the NetworkManager duplicates a connection after restart of NetworkManager service solution.

Additional Resources

- Configuring NetworkManager to avoid using a specific profile to provide a default gateway
Configuring the order of DNS servers

2.5. CONFIGURING AN ETHERNET CONNECTION BY USING NM-CONNECTION-EDITOR

If you connect a host to the network over Ethernet, you can manage the connection’s settings with a graphical interface by using the `nm-connection-editor` application.

Prerequisites

- A physical or virtual Ethernet Network Interface Controller (NIC) exists in the server’s configuration.
- GNOME is installed.

Procedure

1. Open a terminal, and enter:

```
$ nm-connection-editor
```

2. Choose whether to add a new connection profile or to modify an existing one:

   - To create a new profile:
     i. Click the + button
     ii. Select Ethernet as connection type, and click Create.

   - To modify an existing profile, double-click the profile entry.

3. Optional: Update the name of the profile in the Connection Name field.
   On hosts with multiple profiles, a meaningful name makes it easier to identify the purpose of a profile.

4. If you create a new profile, select the device on the Ethernet tab:

![Editing Ethernet connection 1](image)

   - Connection name: Ethernet connection 1
   - Device: `enp1s0 (52:54:00:68:74:BE)`

5. Depending on your environment, configure the IP address settings on the IPv4 Settings and IPv6 Settings tabs accordingly:

   - To use DHCP or IPv6 stateless address autoconfiguration (SLAAC), select Automatic (DHCP) as method (default).

   - To set a static IP address, network mask, default gateway, DNS servers, and search domain, select Manual as method, and fill the fields on the tabs:
6. Click **Save**.

7. Close **nm-connection-editor**.

**Verification**

1. Display the IP settings of the NIC:

   ```
   # ip address show enp1s0
   2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP
   group default qlen 1000
   link/ether 52:54:00:17:b8:b6 brd ff:ff:ff:ff:ff:ff
   inet 192.0.2.1/24 brd 192.0.2.255 scope global noprefixroute enp1s0
   valid_lft forever preferred_lft forever
   inet6 2001:db8:1::ffee/64 scope global noprefixroute
   valid_lft forever preferred_lft forever
   ```

2. Display the IPv4 default gateway:

   ```
   # ip route show default
   default via 192.0.2.254 dev enp1s0 proto static metric 102
   ```

3. Display the IPv6 default gateway:

   ```
   # ip -6 route show default
   default via 2001:db8:1::ffee/64 dev enp1s0 proto static metric 102 pref medium
   ```

4. Display the DNS settings:

   ```
   # cat /etc/resolv.conf
   search example.com
   nameserver 192.0.2.200
   nameserver 2001:db8:1::ffbb
   ```

   If multiple connection profiles are active at the same time, the order of **nameserver** entries depend on the DNS priority values in these profile and the connection types.

5. Use the **ping** utility to verify that this host can send packets to other hosts:

   ```
   # ping <host-name-or-IP-address>
   ```

**Troubleshooting steps**

- Verify that the network cable is plugged-in to the host and a switch.
- Check whether the link failure exists only on this host or also on other hosts connected to the same switch.

- Verify that the network cable and the network interface are working as expected. Perform hardware diagnosis steps and replace defect cables and network interface cards.

- If the configuration on the disk does not match the configuration on the device, starting or restarting NetworkManager creates an in-memory connection that reflects the configuration of the device. For further details and how to avoid this problem, see the NetworkManager duplicates a connection after restart of NetworkManager service solution.

Additional Resources

- Configuring NetworkManager to avoid using a specific profile to provide a default gateway
- Configuring the order of DNS servers

2.6. CONFIGURING AN ETHERNET CONNECTION WITH A STATIC IP ADDRESS BY USING NMSTATECTL

Use the nmstatectl utility to configure an Ethernet connection through the Nmstate API. The Nmstate API ensures that, after setting the configuration, the result matches the configuration file. If anything fails, nmstatectl automatically rolls back the changes to avoid leaving the system in an incorrect state.

Prerequisites

- A physical or virtual Ethernet Network Interface Controller (NIC) exists in the server’s configuration.

- The nmstate package is installed.

Procedure

1. Create a YAML file, for example ~/create-ethernet-profile.yml, with the following content:

```yaml
---
interfaces:
- name: enp1s0
type: ethernet
state: up
ipv4:
  enabled: true
  address:
    - ip: 192.0.2.1
      prefix-length: 24
dhcp: false
ipv6:
  enabled: true
  address:
    - ip: 2001:db8:1::1
      prefix-length: 64
      autoconf: false
dhcp: false
routes:
  config:
```

These settings define an Ethernet connection profile for the **enp1s0** device with the following settings:

- A static IPv4 address - **192.0.2.1** with the /24 subnet mask
- A static IPv6 address - **2001:db8:1::1** with the /64 subnet mask
- An IPv4 default gateway - **192.0.2.254**
- An IPv6 default gateway - **2001:db8:1::ffe**
- An IPv4 DNS server - **192.0.2.200**
- An IPv6 DNS server - **2001:db8:1::ffbb**
- A DNS search domain - **example.com**

2. Apply the settings to the system:

```
# nmstatectl apply ~/create-ethernet-profile.yml
```

**Verification**

1. Display the connection settings in YAML format:

```
# nmstatectl show enp1s0
```

2. Display the IP settings of the NIC:

```
# ip address show enp1s0
2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP
    link/ether 52:54:00:17:b8:b6 brd ff:ff:ff:ff:ff:ff
    inet 192.0.2.1/24 brd 192.0.2.255 scope global noprefixroute enp1s0
        valid_lft forever preferred_lft forever
    inet6 2001:db8:1::ffe/64 scope global noprefixroute
        valid_lft forever preferred_lft forever
```

3. Display the IPv4 default gateway:
4. Display the IPv6 default gateway:

```
# ip -6 route show default
default via 2001:db8:1::ffee dev enp1s0 proto static metric 102 pref medium
```

5. Display the DNS settings:

```
# cat /etc/resolv.conf
search example.com
nameserver 192.0.2.200
nameserver 2001:db8:1::ffbb
```

If multiple connection profiles are active at the same time, the order of nameserver entries depend on the DNS priority values in these profile and the connection types.

6. Use the ping utility to verify that this host can send packets to other hosts:

```
# ping <host-name-or-IP-address>
```

Additional resources

- `nmstatectl(8)` man page
- `/usr/share/doc/nmstate/examples/` directory

2.7. CONFIGURING AN ETHERNET CONNECTION WITH A STATIC IP ADDRESS BY USING THE NETWORK RHEL SYSTEM ROLE WITH AN INTERFACE NAME

You can remotely configure an Ethernet connection by using the `network` RHEL System Role.

Perform this procedure on the Ansible control node.

Prerequisites

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
- The account you use to connect to the managed nodes has `sudo` permissions on them.
- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.
- A physical or virtual Ethernet device exists in the server’s configuration.
- The managed nodes use NetworkManager to configure the network.

Procedure
1. Create a playbook file, for example ~/ethernet-static-IP.yml, with the following content:

```yaml
---
- name: Configure the network
  hosts: managed-node-01.example.com
  tasks:
    - name: Configure an Ethernet connection with static IP
      include_role:
        name: rhel-system-roles.network

  vars:
    network_connections:
      - name: enp1s0
        interface_name: enp1s0
        type: ethernet
        autoconnect: yes
        ip:
          address:
            - 192.0.2.1/24
            - 2001:db8:1::1/64
        gateway4: 192.0.2.254
        gateway6: 2001:db8:1::fffe
        dns:
          - 192.0.2.200
          - 2001:db8:1::ffbb
        dns_search:
          - example.com
      state: up
```

These settings define an Ethernet connection profile for the enp1s0 device with the following settings:

- A static IPv4 address - 192.0.2.1 with a /24 subnet mask
- A static IPv6 address - 2001:db8:1::1 with a /64 subnet mask
- An IPv4 default gateway - 192.0.2.254
- An IPv6 default gateway - 2001:db8:1::fffe
- An IPv4 DNS server - 192.0.2.200
- An IPv6 DNS server - 2001:db8:1::ffbb
- A DNS search domain - example.com

2. Run the playbook:

```
# ansible-playbook ~/ethernet-static-IP.yml
```

Additional resources

- /usr/share/ansible/roles/rhel-system-roles.network/README.md file
2.8. CONFIGURING AN ETHERNET CONNECTION WITH A STATIC IP ADDRESS BY USING THE NETWORK RHEL SYSTEM ROLE WITH A DEVICE PATH

You can remotely configure an Ethernet connection using the network RHEL System Role.

You can identify the device path with the following command:

```
# udevadm info /sys/class/net/<device_name> | grep ID_PATH=
```

Perform this procedure on the Ansible control node.

Prerequisites

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
- The account you use to connect to the managed nodes has sudo permissions on them.
- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.
- A physical or virtual Ethernet device exists in the server’s configuration.
- The managed nodes use NetworkManager to configure the network.

Procedure

1. Create a playbook file, for example ~/ethernet-static-IP.yml, with the following content:

```
---
- name: Configure the network
  hosts: managed-node-01.example.com
  tasks:
    - name: Configure an Ethernet connection with static IP
      include_role:
        name: rhel-system-roles.network

  vars:
    network_connections:
      - name: example
        match:
          path:
            - pci-0000:00:0[1-3].0
            - &/pci-0000:00:02.0
        type: ethernet
        autoconnect: yes
        ip:
          address:
            - 192.0.2.1/24
            - 2001:db8:1::/64
        gateway4: 192.0.2.254
        gateway6: 2001:db8:1::fffe
        dns:
```

Red Hat Enterprise Linux 8 Configuring and managing networking
These settings define an Ethernet connection profile with the following settings:

- A static IPv4 address - 192.0.2.1 with a /24 subnet mask
- A static IPv6 address - 2001:db8:1::1 with a /64 subnet mask
- An IPv4 default gateway - 192.0.2.254
- An IPv6 default gateway - 2001:db8:1::ffe
- An IPv4 DNS server - 192.0.2.200
- An IPv6 DNS server - 2001:db8:1::ffbb
- A DNS search domain - example.com

The `match` parameter in this example defines that Ansible applies the play to devices that match PCI ID 0000:00:0[1-3].0, but not 0000:00:02.0. For further details about special modifiers and wild cards you can use, see the `match` parameter description in the `/usr/share/ansible/roles/rhel-system-roles.network/README.md` file.

2. Run the playbook:

   `# ansible-playbook ~/ethernet-static-IP.yml`

Additional resources

- `/usr/share/ansible/roles/rhel-system-roles.network/README.md` file

### 2.9. CONFIGURING AN ETHERNET CONNECTION WITH A DYNAMIC IP ADDRESS BY USING NMSTATECTL

Use the `nmstatectl` utility to configure an Ethernet connection through the Nmstate API. The Nmstate API ensures that, after setting the configuration, the result matches the configuration file. If anything fails, `nmstatectl` automatically rolls back the changes to avoid leaving the system in an incorrect state.

**Prerequisites**

- A physical or virtual Ethernet Network Interface Controller (NIC) exists in the server’s configuration.
- A DHCP server is available in the network.
- The `nmstate` package is installed.

**Procedure**

1. Create a YAML file, for example `~/create-ethernet-profile.yml`, with the following content:
These settings define an Ethernet connection profile for the `enp1s0` device. The connection retrieves IPv4 addresses, IPv6 addresses, default gateway, routes, DNS servers, and search domains from a DHCP server and IPv6 stateless address autoconfiguration (SLAAC).

2. Apply the settings to the system:

```bash
# nmstatectl apply ~/create-ethernet-profile.yml
```

Verification

1. Display the connection settings in YAML format:

```bash
# nmstatectl show enp1s0
```

2. Display the IP settings of the NIC:

```bash
# ip address show enp1s0
```

3. Display the IPv4 default gateway:

```bash
# ip route show default
default via 192.0.2.254 dev enp1s0 proto static metric 102
```

4. Display the IPv6 default gateway:

```bash
# ip -6 route show default
default via 2001:db8:1::fffe/64 dev enp1s0 proto static metric 102 pref medium
```
5. Display the DNS settings:

```bash
# cat /etc/resolv.conf
search example.com
nameserver 192.0.2.200
nameserver 2001:db8:1::ffbb
```

If multiple connection profiles are active at the same time, the order of `nameserver` entries depend on the DNS priority values in these profile and the connection types.

6. Use the `ping` utility to verify that this host can send packets to other hosts:

```bash
# ping <host-name-or-IP-address>
```

Additional resources

- `nmstatectl(8)` man page
- `/usr/share/doc/nmstate/examples/` directory

2.10. CONFIGURING AN ETHERNET CONNECTION WITH A DYNAMIC IP ADDRESS BY USING THE NETWORK RHEL SYSTEM ROLE WITH AN INTERFACE NAME

You can remotely configure an Ethernet connection using the `network` RHEL System Role. For connections with dynamic IP address settings, NetworkManager requests the IP settings for the connection from a DHCP server.

Perform this procedure on the Ansible control node.

Prerequisites

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
- The account you use to connect to the managed nodes has `sudo` permissions on them.
- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.
- A physical or virtual Ethernet device exists in the server’s configuration.
- A DHCP server is available in the network
- The managed nodes use NetworkManager to configure the network.

Procedure

1. Create a playbook file, for example `~/ethernet-dynamic-IP.yml`, with the following content:

```yaml
---
- name: Configure the network
  hosts: managed-node-01.example.com
```
These settings define an Ethernet connection profile for the enp1s0 device. The connection retrieves IPv4 addresses, IPv6 addresses, default gateway, routes, DNS servers, and search domains from a DHCP server and IPv6 stateless address autoconfiguration (SLAAC).

2. Run the playbook:

```bash
# ansible-playbook ~/ethernet-dynamic-IP.yml
```

Additional resources

- /usr/share/ansible/roles/rhel-system-roles.network/README.md file

2.11. CONFIGURING AN ETHERNET CONNECTION WITH A DYNAMIC IP ADDRESS BY USING THE NETWORK RHEL SYSTEM ROLE WITH A DEVICE PATH

You can remotely configure an Ethernet connection using the network RHEL System Role. For connections with dynamic IP address settings, NetworkManager requests the IP settings for the connection from a DHCP server.

You can identify the device path with the following command:

```bash
# udevadm info /sys/class/net/<device_name> | grep ID_PATH=
```

Perform this procedure on the Ansible control node.

Prerequisites

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
- The account you use to connect to the managed nodes has `sudo` permissions on them.
- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.
- A physical or virtual Ethernet device exists in the server’s configuration.
A DHCP server is available in the network.

The managed hosts use NetworkManager to configure the network.

**Procedure**

1. Create a playbook file, for example `~/ethernet-dynamic-IP.yml`, with the following content:

```yaml
---
- name: Configure the network
  hosts: managed-node-01.example.com
  tasks:
    - name: Configure an Ethernet connection with dynamic IP
      include_role:
        name: rhel-system-roles.network

  vars:
    network_connections:
      - name: example
        match:
          path:
            - pci-0000:00:0[1-3].0
            - /pci-0000:00:02.0
        type: ethernet
        autoconnect: yes
        ip:
          dhcp4: yes
          auto6: yes
        state: up
```

These settings define an Ethernet connection profile. The connection retrieves IPv4 addresses, IPv6 addresses, default gateway, routes, DNS servers, and search domains from a DHCP server and IPv6 stateless address autoconfiguration (SLAAC).

The `match` parameter in this example defines that Ansible applies the play to devices that match PCI ID `0000:00:0[1-3].0`, but not `0000:00:02.0`. For further details about special modifiers and wildcards you can use, see the `match` parameter description in the `/usr/share/ansible/roles/rhel-system-roles.network/README.md` file.

2. Run the playbook:

```
# ansible-playbook ~/ethernet-dynamic-IP.yml
```

**Additional resources**

- `/usr/share/ansible/roles/rhel-system-roles.network/README.md` file

### 2.12. Configuring Multiple Ethernet Interfaces by Using a Single Connection Profile by Interface Name

In most cases, one connection profile contains the settings of one network device. However, NetworkManager also supports wildcards when you set the interface name in connection profiles. If a host roams between Ethernet networks with dynamic IP address assignment, you can use this feature to create a single connection profile that you can use for multiple Ethernet interfaces.
Prerequisites

- Multiple physical or virtual Ethernet devices exist in the server’s configuration.
- A DHCP server is available in the network.
- No connection profile exists on the host.

Procedure

1. Add a connection profile that applies to all interface names starting with `enp`:

   ```
   # nmcli connection add con-name Example connection.multi-connect multiple match.interface-name enp* type ethernet
   ```

Verification

1. Display all settings of the single connection profile:

   ```
   # nmcli connection show Example
   connection.id:                      Example
   ... connection.multi-connect:       3 (multiple)
   match.interface-name:              enp*
   ... 
   ```

   The number 3 indicates the number of interfaces active on the connection profile at the same time, and not the number of network interfaces in the connection profile. The connection profile uses all devices that match the pattern in the `match.interface-name` parameter and, therefore, the connection profiles have the same Universally Unique Identifier (UUID).

2. Display the status of the connections:

   ```
   # nmcli connection show
   NAME                    UUID                    TYPE     DEVICE
   ... Example 6f22402e-c0cc-49cf-b702-eaf0cd5ea7d1  ethernet  enp7s0
   Example 6f22402e-c0cc-49cf-b702-eaf0cd5ea7d1  ethernet  enp8s0
   Example 6f22402e-c0cc-49cf-b702-eaf0cd5ea7d1  ethernet  enp9s0
   ```

Additional resources

- `nmcli(1)` man page
- `nm-settings(5)` man page

2.13. CONFIGURING A SINGLE CONNECTION PROFILE FOR MULTIPLE ETHERNET INTERFACES USING PCI IDS

The PCI ID is a unique identifier of the devices connected to the system. The connection profile adds multiple devices by matching interfaces based on a list of PCI IDs. You can use this procedure to connect multiple device PCI IDs to the single connection profile.
Prerequisites

- Multiple physical or virtual Ethernet devices exist in the server’s configuration.
- A DHCP server is available in the network.
- No connection profile exists on the host.

Procedure

1. Identify the device path. For example, to display the device paths of all interfaces starting with `enp`, enter:

   ```
   # udevadm info /sys/class/net/enp* | grep ID_PATH=
   ...
   E: ID_PATH=pci-0000:07:00.0
   E: ID_PATH=pci-0000:08:00.0
   ```

2. Add a connection profile that applies to all PCI IDs matching the `0000:00:0[7-8].0` expression:

   ```
   # nmcli connection add type ethernet connection.multi-connect multiple match.path "pci-0000:07:00.0 pci-0000:08:00.0" con-name Example
   ```

Verification

1. Display the status of the connection:

   ```
   # nmcli connection show
   NAME   UUID     TYPE        DEVICE
   Example 9cee0958-512f-4203-9d3d-b57af1d88466  ethernet  enp7s0
   Example 9cee0958-512f-4203-9d3d-b57af1d88466  ethernet  enp8s0
   ...
   ```

2. To display all settings of the connection profile:

   ```
   # nmcli connection show Example
   connection.id:               Example
   ...
   connection.multi-connect:    3 (multiple)
   match.path:                  pci-0000:07:00.0,pci-0000:08:00.0
   ...
   ```

This connection profile uses all devices with a PCI ID which match the pattern in the `match.path` parameter and, therefore, the connection profiles have the same Universally Unique Identifier (UUID).

Additional resources

- `nmcli(1)` man page
- `nm-settings(5)` man page
CHAPTER 3. CONFIGURING NETWORK BONDING

A network bond is a method to combine or aggregate physical and virtual network interfaces to provide a logical interface with higher throughput or redundancy. In a bond, the kernel handles all operations exclusively. You can create bonds on different types of devices, such as Ethernet devices or VLANs.

Red Hat Enterprise Linux provides administrators different options to configure team devices. For example:

- Use `nmcli` to configure bond connections using the command line.
- Use the RHEL web console to configure bond connections using a web browser.
- Use `nmtui` to configure bond connections in a text-based user interface.
- Use the `nm-connection-editor` application to configure bond connections in a graphical interface.
- Use `nmstatectl` to configure bond connections through the Nmstate API.
- Use RHEL System Roles to automate the bond configuration on one or multiple hosts.

3.1. UNDERSTANDING NETWORK BONDING

Network bonding is a method to combine or aggregate network interfaces to provide a logical interface with higher throughput or redundancy.

The `active-backup`, `balance-tlb`, and `balance-alb` modes do not require any specific configuration of the network switch. However, other bonding modes require configuring the switch to aggregate the links. For example, Cisco switches requires `EtherChannel` for modes 0, 2, and 3, but for mode 4, the Link Aggregation Control Protocol (LACP) and `EtherChannel` are required. For further details, see the documentation of your switch.

**IMPORTANT**

Certain network bonding features, such as the fail-over mechanism, do not support direct cable connections without a network switch. For further details, see the Is bonding supported with direct connection using crossover cables? KCS solution.

3.2. UNDERSTANDING THE DEFAULT BEHAVIOR OF CONTROLLER AND PORT INTERFACES

Consider the following default behavior of, when managing or troubleshooting team or bond port interfaces using the `NetworkManager` service:

- Starting the controller interface does not automatically start the port interfaces.
- Starting a port interface always starts the controller interface.
- Stopping the controller interface also stops the port interface.
- A controller without ports can start static IP connections.
- A controller without ports waits for ports when starting DHCP connections.
- A controller with a DHCP connection waiting for ports completes when you add a port with a carrier.
- A controller with a DHCP connection waiting for ports continues waiting when you add a port without carrier.

### 3.3. COMPARISON OF NETWORK TEAMING AND BONDING FEATURES

Learn about the features supported in network teams and network bonds:

<table>
<thead>
<tr>
<th>Feature</th>
<th>Network bond</th>
<th>Network team</th>
</tr>
</thead>
<tbody>
<tr>
<td>Broadcast Tx policy</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Round-robin Tx policy</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Active-backup Tx policy</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>LACP (802.3ad) support</td>
<td>Yes (active only)</td>
<td>Yes</td>
</tr>
<tr>
<td>Hash-based Tx policy</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>User can set hash function</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Tx load-balancing support (TLB)</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>LACP hash port select</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Load-balancing for LACP support</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Ethtool link monitoring</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>ARP link monitoring</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>NS/NA (IPv6) link monitoring</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Ports up/down delays</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Port priorities and stickiness (“primary” option enhancement)</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Separate per-port link monitoring setup</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Multiple link monitoring setup</td>
<td>Limited</td>
<td>Yes</td>
</tr>
<tr>
<td>Lockless Tx/Rx path</td>
<td>No (rwlock)</td>
<td>Yes (RCU)</td>
</tr>
<tr>
<td>VLAN support</td>
<td>Yes</td>
<td>Yes</td>
</tr>
</tbody>
</table>
3.4. UPSTREAM SWITCH CONFIGURATION DEPENDING ON THE BONDING MODES

Apply the following settings to the upstream switch depending on the bonding mode:

<table>
<thead>
<tr>
<th>Bonding mode</th>
<th>Configuration on the switch</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 - balance-rr</td>
<td>Requires static Etherchannel enabled (not LACP-negotiated)</td>
</tr>
<tr>
<td>1 - active-backup</td>
<td>Requires autonomous ports</td>
</tr>
<tr>
<td>2 - balance-xor</td>
<td>Requires static Etherchannel enabled (not LACP-negotiated)</td>
</tr>
<tr>
<td>3 - broadcast</td>
<td>Requires static Etherchannel enabled (not LACP-negotiated)</td>
</tr>
<tr>
<td>4 - 802.3ad</td>
<td>Requires LACP-negotiated Etherchannel enabled</td>
</tr>
<tr>
<td>5 - balance-tlb</td>
<td>Requires autonomous ports</td>
</tr>
<tr>
<td>6 - balance-alb</td>
<td>Requires autonomous ports</td>
</tr>
</tbody>
</table>

For configuring these settings on your switch, see the documentation of the switch.

3.5. CONFIGURING A NETWORK BOND BY USING NMCLI

To configure a network bond on the command line, use the `nmcli` utility.
Prerequisites

- Two or more physical or virtual network devices are installed on the server.
- To use Ethernet devices as ports of the bond, the physical or virtual Ethernet devices must be installed on the server.
- To use team, bridge, or VLAN devices as ports of the bond, you can either create these devices while you create the bond or you can create them in advance as described in:
  - Configuring a network team by using nmcli
  - Configuring a network bridge by using nmcli
  - Configuring VLAN tagging by using nmcli

Procedure

1. Create a bond interface:

   ```
   # nmcli connection add type bond con-name bond0 ifname bond0 bond.options "mode=active-backup"
   ```

   This command creates a bond named `bond0` that uses the `active-backup` mode.

   To additionally set a Media Independent Interface (MII) monitoring interval, add the `miimon=interval` option to the `bond.options` property, for example:

   ```
   # nmcli connection add type bond con-name bond0 ifname bond0 bond.options "mode=active-backup,miimon=1000"
   ```

2. Display the network interfaces, and note names of interfaces you plan to add to the bond:

   ```
   # nmcli device status
   DEVICE   TYPE      STATE         CONNECTION
   enp7s0   ethernet  disconnected  --
   enp8s0   ethernet  disconnected  --
   bridge0  bridge    connected     bridge0
   bridge1  bridge    connected     bridge1
   ...
   ```

   In this example:

   - `enp7s0` and `enp8s0` are not configured. To use these devices as ports, add connection profiles in the next step.

   - `bridge0` and `bridge1` have existing connection profiles. To use these devices as ports, modify their profiles in the next step.

3. Assign interfaces to the bond:

   a. If the interfaces you want to assign to the bond are not configured, create new connection profiles for them:

   ```
   # nmcli connection add type ethernet slave-type bond con-name bond0-port1 ifname enp7s0 master bond0
   ```
These commands create profiles for enp7s0 and enp8s0, and add them to the bond0 connection.

b. To assign an existing connection profile to the bond:

i. Set the master parameter of these connections to bond0:

```bash
# nmcli connection modify bridge0 master bond0
# nmcli connection modify bridge1 master bond0
```

These commands assign the existing connection profiles named bridge0 and bridge1 to the bond0 connection.

ii. Reactivate the connections:

```bash
# nmcli connection up bridge0
# nmcli connection up bridge1
```

4. Configure the IPv4 settings:

- To use this bond device as a port of other devices, enter:

```bash
# nmcli connection modify bond0 ipv4.method disabled
```

- To use DHCP, no action is required.

- To set a static IPv4 address, network mask, default gateway, and DNS server to the bond0 connection, enter:

```bash
# nmcli connection modify bond0 ipv4.addresses '192.0.2.1/24' ipv4.gateway '192.0.2.254' ipv4.dns '192.0.2.253' ipv4.dns-search 'example.com' ipv4.method manual
```

5. Configure the IPv6 settings:

- To use this bond device as a port of other devices, enter:

```bash
# nmcli connection modify bond0 ipv6.method disabled
```

- To use DHCP, no action is required.

- To set a static IPv6 address, network mask, default gateway, and DNS server to the bond0 connection, enter:

```bash
# nmcli connection modify bond0 ipv6.addresses '2001:db8:1::1/64' ipv6.gateway '2001:db8:1::ffe' ipv6.dns '2001:db8:1::fffd' ipv6.dns-search 'example.com' ipv6.method manual
```

6. Optional: If you want to set any parameters on the bond ports, use the following command:

```bash
# nmcli connection modify bond0-port1 bond-port.<parameter> <value>
```
7. Activate the connection:

```
# nmcli connection up bond0
```

8. Verify that the ports are connected, and the **CONNECTION** column displays the port’s connection name:

```
# nmcli device
DEVICE   TYPE      STATE      CONNECTION
...       enp7s0   ethernet  connected  bond0-port1
       enp8s0   ethernet  connected  bond0-port2
```

When you activate any port of the connection, NetworkManager also activates the bond, but not the other ports of it. You can configure that Red Hat Enterprise Linux enables all ports automatically when the bond is enabled:

a. Enable the **connection.autoconnect-slaves** parameter of the bond’s connection:

```
# nmcli connection modify bond0 connection.autoconnect-slaves 1
```

b. Reactivate the bridge:

```
# nmcli connection up bond0
```

**Verification**

1. Temporarily remove the network cable from the host. Note that there is no method to properly test link failure events using software utilities. Tools that deactivate connections, such as **nmcli**, show only the bonding driver’s ability to handle port configuration changes and not actual link failure events.

2. Display the status of the bond:

```
# cat /proc/net/bonding/bond0
```

**Additional resources**

- Configuring NetworkManager to avoid using a specific profile to provide a default gateway
- Network bonding documentation

**3.6. CONFIGURING A NETWORK BOND BY USING THE RHEL WEB CONSOLE**

Use the RHEL web console to configure a network bond if you prefer to manage network settings using a web browser-based interface.

**Prerequisites**

- You are logged in to the RHEL web console.
- Two or more physical or virtual network devices are installed on the server.
• To use Ethernet devices as members of the bond, the physical or virtual Ethernet devices must be installed on the server.

• To use team, bridge, or VLAN devices as members of the bond, create them in advance as described in:
  - Configuring a network team by using the RHEL web console
  - Configuring a network bridge by using the RHEL web console
  - Configuring VLAN tagging by using the RHEL web console

Procedure

1. Select the **Networking** tab in the navigation on the left side of the screen.
2. Click **Add bond** in the **Interfaces** section.
3. Enter the name of the bond device you want to create.
4. Select the interfaces that should be members of the bond.
5. Select the mode of the bond.
   - If you select **Active backup**, the web console shows the additional field **Primary** in which you can select the preferred active device.
6. Set the link monitoring mode. For example, when you use the **Adaptive load balancing** mode, set it to **ARP**.
7. Optional: Adjust the monitoring interval, link up delay, and link down delay settings. Typically, you only change the defaults for troubleshooting purposes.
8. Click **Apply**.

9. By default, the bond uses a dynamic IP address. If you want to set a static IP address:

   a. Click the name of the bond in the **Interfaces** section.
   
   b. Click **Edit** next to the protocol you want to configure.
   
   c. Select **Manual** next to **Addresses**, and enter the IP address, prefix, and default gateway.
   
   d. In the **DNS** section, click the + button, and enter the IP address of the DNS server. Repeat this step to set multiple DNS servers.
   
   e. In the **DNS search domains** section, click the + button, and enter the search domain.
f. If the interface requires static routes, configure them in the **Routes** section.

![IPv4 settings](image)

- **Address** 192.0.2.1 24 192.0.2.254

**DNS**

- **Server** 192.0.2.253

**DNS search domains**

- **Search domain** example.com

**Routes**

- **Automatic**

- **Apply**  
- **Cancel**

---

**Verification**

1. Select the **Networking** tab in the navigation on the left side of the screen, and check if there is incoming and outgoing traffic on the interface:

<table>
<thead>
<tr>
<th>Interfaces</th>
<th>Add bond</th>
<th>Add team</th>
<th>Add bridge</th>
<th>Add VLAN</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Name</strong></td>
<td><strong>IP address</strong></td>
<td><strong>Sending</strong></td>
<td><strong>Receiving</strong></td>
<td></td>
</tr>
<tr>
<td>bond0</td>
<td>192.0.2.1/24</td>
<td>1.11 Mbps</td>
<td>61.2 Mbps</td>
<td></td>
</tr>
</tbody>
</table>

---

2. Temporarily remove the network cable from the host.

Note that there is no method to properly test link failure events using software utilities. Tools that deactivate connections, such as the web console, show only the bonding driver’s ability to handle member configuration changes and not actual link failure events.

3. Display the status of the bond:

```
# cat /proc/net/bonding/bond0
```
3.7. CONFIGURING A NETWORK BOND BY USING NMTUI

The nmtui application provides a text-based user interface for NetworkManager. You can use nmtui to configure a network bond on a host without a graphical interface.

NOTE

In nmtui:

- Navigate by using the cursor keys.
- Press a button by selecting it and hitting Enter.
- Select and deselect checkboxes by using Space.

Prerequisites

- Two or more physical or virtual network devices are installed on the server.
- To use Ethernet devices as ports of the bond, the physical or virtual Ethernet devices must be installed on the server.

Procedure

1. If you do not know the network device names on which you want to configure a network bond, display the available devices:

   ```
   # nmcli device status
   DEVICE     TYPE      STATE                   CONNECTION
   enp7s0     ethernet  unavailable             --
   enp8s0     ethernet  unavailable             --
   ...
   ```

2. Start nmtui:

   ```
   # nmtui
   ```

3. Select Edit a connection, and press Enter.

4. Press the Add button.

5. Select Bond from the list of network types, and press Enter.

6. Optional: Enter a name for the NetworkManager profile to be created.
   On hosts with multiple profiles, a meaningful name makes it easier to identify the purpose of a profile.

7. Enter the bond device name to be created into the Device field.

8. Add ports to the bond to be created:
   a. Press the Add button next to the Slaves list.
   b. Select the type of the interface you want to add as port to the bond, for example, Ethernet.
c. Optional: Enter a name for the NetworkManager profile to be created for this bond port.

d. Enter the port’s device name into the **Device** field.

e. Press the **OK** button to return to the window with the bond settings.

**Figure 3.1. Adding an Ethernet device as port to a bond**

f. Repeat these steps to add more ports to the bond.

9. Set the bond mode. Depending on the value you set, **nmtd**tui displays additional fields for settings that are related to the selected mode.

10. Depending on your environment, configure the IP address settings in the **IPv4 configuration** and **IPv6 configuration** areas accordingly. For this, press the button next to these areas, and select:

   - **Disabled**, if the bond does not require an IP address.
   - **Automatic**, if a DHCP server or stateless address autoconfiguration (SLAAC) dynamically assigns an IP address to the bond.
   - **Manual**, if the network requires static IP address settings. In this case, you must fill further fields:

     i. Press the **Show** button next to the protocol you want to configure to display additional fields.

     ii. Press the **Add** button next to **Addresses**, and enter the IP address and the subnet mask in Classless Inter-Domain Routing (CIDR) format.

        If you do not specify a subnet mask, NetworkManager sets a /32 subnet mask for IPv4 addresses and /64 for IPv6 addresses.

     iii. Enter the address of the default gateway.

     iv. Press the **Add** button next to **DNS servers**, and enter the DNS server address.

     v. Press the **Add** button next to **Search domains**, and enter the DNS search domain.
Figure 3.2. Example of a bond connection with static IP address settings

11. Press the OK button to create and automatically activate the new connection.
12. Press the Back button to return to the main menu.

13. Select Quit, and press Enter to close the nmtui application.

Verification

1. Temporarily remove the network cable from the host.
   Note that there is no method to properly test link failure events using software utilities. Tools that deactivate connections, such as nmcli, show only the bonding driver’s ability to handle port configuration changes and not actual link failure events.

2. Display the status of the bond:

   ```
   # cat /proc/net/bonding/bond0
   ```

3.8. CONFIGURING A NETWORK BOND BY USING NM-CONNECTION-EDITOR

If you use Red Hat Enterprise Linux with a graphical interface, you can configure network bonds using the nm-connection-editor application.

Note that nm-connection-editor can add only new ports to a bond. To use an existing connection profile as a port, create the bond by using the nmcli utility as described in Configuring a network bond by using nmcli.

Prerequisites

- Two or more physical or virtual network devices are installed on the server.
- To use Ethernet devices as ports of the bond, the physical or virtual Ethernet devices must be installed on the server.
- To use team, bond, or VLAN devices as ports of the bond, ensure that these devices are not already configured.

Procedure

1. Open a terminal, and enter nm-connection-editor:

   ```
   $ nm-connection-editor
   ```

2. Click the + button to add a new connection.

3. Select the Bond connection type, and click Create.

4. On the Bond tab:
   a. Optional: Set the name of the bond interface in the Interface name field.
   b. Click the Add button to add a network interface as a port to the bond.
      i. Select the connection type of the interface. For example, select Ethernet for a wired connection.
      ii. Optional: Set a connection name for the port.
If you create a connection profile for an Ethernet device, open the **Ethernet** tab, and select in the **Device** field the network interface you want to add as a port to the bond. If you selected a different device type, configure it accordingly. Note that you can only use Ethernet interfaces in a bond that are not configured.

iv. Click **Save**.

c. Repeat the previous step for each interface you want to add to the bond:

<table>
<thead>
<tr>
<th>Bond connection 1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Connection name</strong>: Bond connection 1</td>
</tr>
<tr>
<td><strong>Interface name</strong>: bond0</td>
</tr>
<tr>
<td><strong>Bonded connections</strong></td>
</tr>
<tr>
<td>bond0-port1</td>
</tr>
<tr>
<td>bond0-port2</td>
</tr>
</tbody>
</table>

Bond connection 1

<table>
<thead>
<tr>
<th>Bond connection 1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Method</strong>: Manual</td>
</tr>
<tr>
<td><strong>Addresses</strong></td>
</tr>
<tr>
<td>Address: 192.0.2.1</td>
</tr>
<tr>
<td><strong>DNS servers</strong>: 192.0.2.253</td>
</tr>
<tr>
<td><strong>Search domains</strong>: example.com</td>
</tr>
</tbody>
</table>

6. Click **Save**.

7. Close **nm-connection-editor**.

**Verification**

1. Temporarily remove the network cable from the host.
Note that there is no method to properly test link failure events using software utilities. Tools that deactivate connections, such as `nmcli`, show only the bonding driver’s ability to handle port configuration changes and not actual link failure events.

2. Display the status of the bond:

```bash
# cat /proc/net/bonding/bond0
```

Additional resources

- Configuring NetworkManager to avoid using a specific profile to provide a default gateway
- Configuring a network team by using `nm-connection-editor`
- Configuring a network bridge by using `nm-connection-editor`
- Configuring VLAN tagging by using `nm-connection-editor`

3.9. CONFIGURING A NETWORK BOND BY USING NMSTATECTL

Use the `nmstatectl` utility to configure a network bond through the Nmstate API. The Nmstate API ensures that, after setting the configuration, the result matches the configuration file. If anything fails, `nmstatectl` automatically rolls back the changes to avoid leaving the system in an incorrect state.

Depending on your environment, adjust the YAML file accordingly. For example, to use different devices than Ethernet adapters in the bond, adapt the `base-iface` attribute and `type` attributes of the ports you use in the bond.

Prerequisites

- Two or more physical or virtual network devices are installed on the server.
- To use Ethernet devices as ports in the bond, the physical or virtual Ethernet devices must be installed on the server.
- To use team, bridge, or VLAN devices as ports in the bond, set the interface name in the `port` list, and define the corresponding interfaces.
- The `nmstate` package is installed.

Procedure

1. Create a YAML file, for example `~/create-bond.yml`, with the following content:

```yaml
---
interfaces:
- name: bond0
type: bond
state: up
ipv4:
enabled: true
address:
- ip: 192.0.2.1
  prefix-length: 24
dhcp: false
```
These settings define a network bond with the following settings:

- **Network interfaces in the bond**: `enp1s0` and `enp7s0`
- **Mode**: active-backup
- **Static IPv4 address**: 192.0.2.1 with a /24 subnet mask
- **Static IPv6 address**: 2001:db8:1::1 with a /64 subnet mask
- **IPv4 default gateway**: 192.0.2.254
- **IPv6 default gateway**: 2001:db8:1::ffe
- **IPv4 DNS server**: 192.0.2.200
- **IPv6 DNS server**: 2001:db8:1::ffbb
- **DNS search domain**: example.com

2. Apply the settings to the system:
# nmstatectl apply ~/create-bond.yml

**Verification**

1. Display the status of the devices and connections:

   ```
   # nmcli device status
   DEVICE   TYPE      STATE      CONNECTION
   bond0    bond       connected  bond0
   ```

2. Display all settings of the connection profile:

   ```
   # nmcli connection show bond0
   connection.id: bond0
   connection.uuid: 79cbc3bd-302e-4b1f-ad89-f12533b818ee
   connection.stable-id: --
   connection.type: bond
   connection.interface-name: bond0
   ```

3. Display the connection settings in YAML format:

   ```
   # nmstatectl show bond0
   ```

**Additional resources**

- `nmstatectl(8)` man page
- `/usr/share/doc/nmstate/examples/` directory

### 3.10. CONFIGURING A NETWORK BOND BY USING THE NETWORK RHEL SYSTEM ROLE

You can remotely configure a network bond by using the `network` RHEL System Role.

Perform this procedure on the Ansible control node.

**Prerequisites**

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
- The account you use to connect to the managed nodes has `sudo` permissions on them.
- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.
- Two or more physical or virtual network devices are installed on the server.

**Procedure**

1. Create a playbook file, for example `~/bond-ethernet.yml`, with the following content:
These settings define a network bond with the following settings:

- A static IPv4 address - 192.0.2.1 with a /24 subnet mask
- A static IPv6 address - 2001:db8:1::1 with a /64 subnet mask
- An IPv4 default gateway - 192.0.2.254
- An IPv6 default gateway - 2001:db8:1::fffe
- An IPv4 DNS server - 192.0.2.200
- An IPv6 DNS server - 2001:db8:1::ffbb
- A DNS search domain - example.com
- Ports of the bond - enp7s0 and enp8s0
- Bond mode - active-backup

**NOTE**
Set the IP configuration on the bond and not on the ports of the Linux bond.

2. Run the playbook:

```
# ansible-playbook ~/bond-ethernet.yml
```

**Additional resources**
- /usr/share/ansible/roles/rhel-system-roles.network/README.md file

### 3.11. CREATING A NETWORK BOND TO ENABLE SWITCHING BETWEEN AN ETHERNET AND WIRELESS CONNECTION WITHOUT INTERRUPTING THE VPN

RHEL users who connect their workstation to their company’s network typically use a VPN to access remote resources. However, if the workstation switches between an Ethernet and Wi-Fi connection, for example, if you release a laptop from a docking station with an Ethernet connection, the VPN connection is interrupted. To avoid this problem, you can create a network bond that uses the Ethernet and Wi-Fi connection in active-backup mode.

**Prerequisites**

- The host contains an Ethernet and a Wi-Fi device.
- An Ethernet and Wi-Fi NetworkManager connection profile has been created and both connections work independently.
  This procedure uses the following connection profiles to create a network bond named bond0:
  - Docking_station associated with the enp11s0u1 Ethernet device
  - Wi-Fi associated with the wlp1s0 Wi-Fi device

**Procedure**

1. Create a bond interface in active-backup mode:

   ```
   # nmcli connection add type bond con-name bond0 ifname bond0 bond.options "mode=active-backup"
   ```

   This command names both the interface and connection profile bond0.

2. Configure the IPv4 settings of the bond:
   - If a DHCP server in your network assigns IPv4 addresses to hosts, no action is required.
• If your local network requires static IPv4 addresses, set the address, network mask, default gateway, DNS server, and DNS search domain to the `bond0` connection:

   ```
   # nmcli connection modify bond0 ipv4.addresses '192.0.2.1/24'
   # nmcli connection modify bond0 ipv4.gateway '192.0.2.254'
   # nmcli connection modify bond0 ipv4.dns '192.0.2.253'
   # nmcli connection modify bond0 ipv4.dns-search 'example.com'
   # nmcli connection modify bond0 ipv4.method manual
   ```

3. Configure the IPv6 settings of the bond:

• If your router or a DHCP server in your network assigns IPv6 addresses to hosts, no action is required.

• If your local network requires static IPv6 addresses, set the address, network mask, default gateway, DNS server, and DNS search domain to the `bond0` connection:

   ```
   # nmcli connection modify bond0 ipv6.addresses '2001:db8:1::1/64'
   # nmcli connection modify bond0 ipv6.gateway '2001:db8:1::ffe'
   # nmcli connection modify bond0 ipv6.dns '2001:db8:1::fffd'
   # nmcli connection modify bond0 ipv6.dns-search 'example.com'
   # nmcli connection modify bond0 ipv6.method manual
   ```

4. Display the connection profiles:

   ```
   # nmcli connection show
   NAME             UUID                                  TYPE      DEVICE
   Docking_station  256dd073-fecc-339d-91ae-9834a00407f9  ethernet  enp11s0u1
   Wi-Fi            1f1531c7-8737-4c60-91af-2d21164417e8  wifi      wlp1s0
   ...
   ```

   You require the names of the connection profiles and the Ethernet device name in the next steps.

5. Assign the connection profile of the Ethernet connection to the bond:

   ```
   # nmcli connection modify Docking_station master bond0
   ```

6. Assign the connection profile of the Wi-Fi connection to the bond:

   ```
   # nmcli connection modify Wi-Fi master bond0
   ```

7. If your Wi-Fi network uses MAC filtering to allow only MAC addresses on a allow list to access the network, configure that NetworkManager dynamically assigns the MAC address of the active port to the bond:

   ```
   # nmcli connection modify bond0 +bond.options fail_over_mac=1
   ```

   With this setting, you must set only the MAC address of the Wi-Fi device to the allow list instead of the MAC address of both the Ethernet and Wi-Fi device.

8. Set the device associated with the Ethernet connection as primary device of the bond:

   ```
   # nmcli con modify bond0 +bond.options "primary=enp11s0u1"
   ```
With this setting, the bond always uses the Ethernet connection if it is available.

9. Configure that NetworkManager automatically activates ports when the bond0 device is activated:

```
# nmcli connection modify bond0 connection.autoconnect-slaves 1
```

10. Activate the bond0 connection:

```
# nmcli connection up bond0
```

**Verification**

- Display the currently active device, the status of the bond and its ports:

```
# cat /proc/net/bonding/bond0
Ethernet Channel Bonding Driver: v3.7.1 (April 27, 2011)

Bonding Mode: fault-tolerance (active-backup) (fail_over_mac active)
Primary Slave: enp11s0u1 (primary_reselect always)
Currently Active Slave: enp11s0u1
MII Status: up
MII Polling Interval (ms): 1
Up Delay (ms): 0
Down Delay (ms): 0
Peer Notification Delay (ms): 0

Slave Interface: enp11s0u1
MII Status: up
Speed: 1000 Mbps
Duplex: full
Link Failure Count: 0
Permanent HW addr: 00:53:00:59:da:b7
Slave queue ID: 0

Slave Interface: wlp1s0
MII Status: up
Speed: Unknown
Duplex: Unknown
Link Failure Count: 2
Permanent HW addr: 00:53:00:b3:22:ba
Slave queue ID: 0
```

**Additional resources**

- Configuring an Ethernet connection
- Managing Wi-Fi connections
- Configuring network bonding

### 3.12. THE DIFFERENT NETWORK BONDING MODES

The Linux bonding driver provides link aggregation. Bonding is the process of aggregating multiple
network interfaces in parallel to provide a single logical bonded interface. The actions of a bonded interface depend on the bonding policy that is also known as mode. The different modes provide either load-balancing or hot standby services.

The following modes exist:

**Balance-rr (Mode 0)**

*Balance-rr* uses the round-robin algorithm that sequentially transmits packets from the first available port to the last one. This mode provides load balancing and fault tolerance. This mode requires switch configuration of a port aggregation group, also called EtherChannel or similar port grouping. An EtherChannel is a port link aggregation technology to group multiple physical Ethernet links to one logical Ethernet link.

The drawback of this mode is that it is not suitable for heavy workloads and if TCP throughput or ordered packet delivery is essential.

**Active-backup (Mode 1)**

*Active-backup* uses the policy that determines that only one port is active in the bond. This mode provides fault tolerance and does not require any switch configuration. If the active port fails, an alternate port becomes active. The bond sends a gratuitous address resolution protocol (ARP) response to the network. The gratuitous ARP forces the receiver of the ARP frame to update their forwarding table. The *Active-backup* mode transmits a gratuitous ARP to announce the new path to maintain connectivity for the host.

The primary option defines the preferred port of the bonding interface.

**Balance-xor (Mode 2)**

*Balance-xor* uses the selected transmit hash policy to send the packets. This mode provides load balancing, fault tolerance, and requires switch configuration to set up an Etherchannel or similar port grouping.

To alter packet transmission and balance transmit, this mode uses the `xmit_hash_policy` option. Depending on the source or destination of traffic on the interface, the interface requires an additional load-balancing configuration. See description `xmit_hash_policy bonding parameter`.

**Broadcast (Mode 3)**

*Broadcast* uses a policy that transmits every packet on all interfaces. This mode provides fault tolerance and requires a switch configuration to set up an EtherChannel or similar port grouping. The drawback of this mode is that it is not suitable for heavy workloads and if TCP throughput or ordered packet delivery is essential.

**802.3ad (Mode 4)**

*802.3ad* uses the same-named IEEE standard dynamic link aggregation policy. This mode provides fault tolerance. This mode requires switch configuration to set up a Link Aggregation Control Protocol (LACP) port grouping. This mode creates aggregation groups that share the same speed and duplex settings and utilizes all ports in the active aggregator. Depending on the source or destination of traffic on the interface, this mode requires an additional load-balancing configuration.

By default, the port selection for outgoing traffic depends on the transmit hash policy. Use the `xmit_hash_policy` option of the transmit hash policy to change the port selection and balance transmit.
The difference between the 802.3ad and the Balance-xor is compliance. The 802.3ad policy negotiates LACP between the port aggregation groups. See description xmit_hash_policy bonding parameter.

Balance-tlb (Mode 5)

Balance-tlb uses the transmit load balancing policy. This mode provides fault tolerance, load balancing, and establishes channel bonding that does not require any switch support. The active port receives the incoming traffic. In case of failure of the active port, another one takes over the MAC address of the failed port. To decide which interface processes the outgoing traffic, use one of the following modes:

- **Value 0**: Uses the hash distribution policy to distribute traffic without load balancing
- **Value 1**: Distributes traffic to each port by using load balancing

With the bonding option tlb_dynamic_lb=0, this bonding mode uses the xmit_hash_policy bonding option to balance transmit. The primary option defines the preferred port of the bonding interface.

See description xmit_hash_policy bonding parameter.

Balance-alb (Mode 6)

Balance-alb uses an adaptive load balancing policy. This mode provides fault tolerance, load balancing, and does not require any special switch support. This mode includes balance-transmit load balancing (balance-tlb) and receive-load balancing for IPv4 and IPv6 traffic. The bonding intercepts ARP replies sent by the local system and overwrites the source hardware address of one of the ports in the bond. ARP negotiation manages the receive-load balancing. Therefore, different ports use different hardware addresses for the server.

The primary option defines the preferred port of the bonding interface. With the bonding option tlb_dynamic_lb=0, this bonding mode uses the xmit_hash_policy bonding option to balance transmit. See description xmit_hash_policy bonding parameter.

Additional resources

- `/usr/share/doc/kernel-doc-<version>/Documentation/networking/bonding.rst` provided by the kernel-doc package
- `/usr/share/doc/kernel-doc-<version>/Documentation/networking/bonding.txt` provided by the kernel-doc package
- Which bonding modes work when used with a bridge that virtual machine guests or containers connect to?
- How are the values for different policies in "xmit_hash_policy" bonding parameter calculated?

### 3.13. THE XMIT_HASH_POLICY BONDING PARAMETER

The xmit_hash_policy load balancing parameter selects the transmit hash policy for a node selection in the balance-xor, 802.3ad, balance-alb, and balance-tlb modes. It is only applicable to mode 5 and 6 if the tlb_dynamic_lb parameter is 0. The possible values of this parameter are layer2, layer2+3, layer3+4, encap2+3, encap3+4, and vlan+srcmac.

Refer to the table for details:
<table>
<thead>
<tr>
<th>Policy or Network layers</th>
<th>Layer2</th>
<th>Layer2+3</th>
<th>Layer3+4</th>
<th>encap2+3</th>
<th>encap3+4</th>
<th>VLAN+src mac</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uses</td>
<td>XOR of source and destination MAC addresses and Ethernet protocol type</td>
<td>XOR of source and destination MAC addresses and IP addresses</td>
<td>XOR of source and destination ports and IP addresses</td>
<td>XOR of source and destination MAC addresses and IP addresses inside a supported tunnel, for example, Virtual Extensible LAN (VXLAN). This mode relies on skb_flow_dissect() function to obtain the header fields</td>
<td>XOR of source and destination ports and IP addresses inside a supported tunnel, for example, VXLAN. This mode relies on skb_flow_dissect() function to obtain the header fields</td>
<td>XOR of VLAN ID and source MAC vendor and source MAC device</td>
</tr>
<tr>
<td>Placement of traffic</td>
<td>All traffic to a particular network peer on the same underlying network interface</td>
<td>All traffic to a particular IP address on the same underlying network interface</td>
<td>All traffic to a particular IP address and port on the same underlying network interface</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Primary choice</strong></td>
<td>If network traffic is between this system and multiple other systems in the same broadcast domain</td>
<td>If network traffic between this system and multiple other systems goes through a default gateway</td>
<td>If network traffic between this system and another system uses the same IP addresses but goes through multiple ports</td>
<td>The encapsulated traffic is between the source system and other systems using multiple IP addresses</td>
<td>If the bond carries network traffic, from multiple containers or virtual machines (VM), that expose their MAC address directly to the external network such as the bridge network, and you can not configure a switch for Mode 2 or Mode 4</td>
<td></td>
</tr>
<tr>
<td>-------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td><strong>Secondary choice</strong></td>
<td>If network traffic is mostly between this system and multiple other systems behind a default gateway</td>
<td>If network traffic is mostly between this system and another system</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Compliant</strong></td>
<td>802.3ad</td>
<td>802.3ad</td>
<td>Not 802.3ad</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Default policy</strong></td>
<td>This is the default policy if no configuration is provided</td>
<td>For non-IP traffic, the formula is the same as for the <code>layer2</code> transmit policy</td>
<td>For non-IP traffic, the formula is the same as for the <code>layer2</code> transmit policy</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Red Hat Enterprise Linux 8 Configuring and managing networking
CHAPTER 4. CONFIGURING NETWORK TEAMING

A network team is a method to combine or aggregate physical and virtual network interfaces to provide a logical interface with higher throughput or redundancy. In a network team, both a small kernel module and a user-space service process the operations. You can create network teams on different types of devices, such as Ethernet devices or VLANs.

Red Hat Enterprise Linux provides administrators different options to configure team devices. For example:

- Use `nmcli` to configure teams connections using the command line.
- Use the RHEL web console to configure team connections using a web browser.
- Use the `nm-connection-editor` application to configure team connections in a graphical interface.

**IMPORTANT**

Network teaming is deprecated in Red Hat Enterprise Linux 9. If you plan to upgrade your server to a future version of RHEL, consider using the kernel bonding driver as an alternative. For details, see [Configuring network bonding](#).

4.1. UNDERSTANDING NETWORK TEAMING

Network teaming is a feature that combines or aggregates network interfaces to provide a logical interface with higher throughput or redundancy.

Network teaming uses a kernel driver to implement fast handling of packet flows, as well as user-space libraries and services for other tasks. This way, network teaming is an easily extensible and scalable solution for load-balancing and redundancy requirements.

**IMPORTANT**

Certain network teaming features, such as the fail-over mechanism, do not support direct cable connections without a network switch. For further details, see [Is bonding supported with direct connection using crossover cables?](#).

4.2. UNDERSTANDING THE DEFAULT BEHAVIOR OF CONTROLLER AND PORT INTERFACES

Consider the following default behavior of, when managing or troubleshooting team or bond port interfaces using the `NetworkManager` service:

- Starting the controller interface does not automatically start the port interfaces.
- Starting a port interface always starts the controller interface.
- Stopping the controller interface also stops the port interface.
- A controller without ports can start static IP connections.
- A controller without ports waits for ports when starting DHCP connections.
• A controller with a DHCP connection waiting for ports completes when you add a port with a carrier.

• A controller with a DHCP connection waiting for ports continues waiting when you add a port without carrier.

4.3. COMPARISON OF NETWORK TEAMING AND BONDING FEATURES

Learn about the features supported in network teams and network bonds:

<table>
<thead>
<tr>
<th>Feature</th>
<th>Network bond</th>
<th>Network team</th>
</tr>
</thead>
<tbody>
<tr>
<td>Broadcast Tx policy</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Round-robin Tx policy</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Active-backup Tx policy</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>LACP (802.3ad) support</td>
<td>Yes (active only)</td>
<td>Yes</td>
</tr>
<tr>
<td>Hash-based Tx policy</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>User can set hash function</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Tx load-balancing support (TLB)</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>LACP hash port select</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Load-balancing for LACP support</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Ethtool link monitoring</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>ARP link monitoring</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>NS/NA (IPv6) link monitoring</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Ports up/down delays</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Port priorities and stickiness (“primary” option enhancement)</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Separate per-port link monitoring setup</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Multiple link monitoring setup</td>
<td>Limited</td>
<td>Yes</td>
</tr>
<tr>
<td>Lockless Tx/Rx path</td>
<td>No (rwlock)</td>
<td>Yes (RCU)</td>
</tr>
<tr>
<td>VLAN support</td>
<td>Yes</td>
<td>Yes</td>
</tr>
</tbody>
</table>
### 4.4. UNDERSTANDING THE TEAMD SERVICE, RUNNERS, AND LINK-WATCHERS

The team service, **teamd**, controls one instance of the team driver. This instance of the driver adds instances of a hardware device driver to form a team of network interfaces. The team driver presents a network interface, for example **team0**, to the kernel.

The **teamd** service implements the common logic to all methods of teaming. Those functions are unique to the different load sharing and backup methods, such as round-robin, and implemented by separate units of code referred to as **runners**. Administrators specify runners in JavaScript Object Notation (JSON) format, and the JSON code is compiled into an instance of **teamd** when the instance is created. Alternatively, when using **NetworkManager**, you can set the runner in the **team.runner** parameter, and **NetworkManager** auto-creates the corresponding JSON code.

The following runners are available:

- **broadcast**: Transmits data over all ports.
- **roundrobin**: Transmits data over all ports in turn.
- **activebackup**: Transmits data over one port while the others are kept as a backup.
- **loadbalance**: Transmits data over all ports with active Tx load balancing and Berkeley Packet Filter (BPF)-based Tx port selectors.
- **random**: Transmits data on a randomly selected port.
- **lacp**: Implements the 802.3ad Link Aggregation Control Protocol (LACP).

The **teamd** services uses a link watcher to monitor the state of subordinate devices. The following link-watchers are available:
- **ethtool**: The libteam library uses the *ethtool* utility to watch for link state changes. This is the default link-watcher.

- **arp_ping**: The libteam library uses the *arp_ping* utility to monitor the presence of a far-end hardware address using Address Resolution Protocol (ARP).

- **nsna_ping**: On IPv6 connections, the libteam library uses the Neighbor Advertisement and Neighbor Solicitation features from the IPv6 Neighbor Discovery protocol to monitor the presence of a neighbor’s interface.

Each runner can use any link watcher, with the exception of *lacp*. This runner can only use the *ethtool* link watcher.

### 4.5. CONFIGURING A NETWORK TEAM BY USING NMCLI

To configure a network team on the command line, use the *nmcli* utility.

**IMPORTANT**

Network teaming is deprecated in Red Hat Enterprise Linux 9. If you plan to upgrade your server to a future version of RHEL, consider using the kernel bonding driver as an alternative. For details, see Configuring network bonding.

**Prerequisites**

- The *teamd* and *NetworkManager-team* packages are installed.

- Two or more physical or virtual network devices are installed on the server.

- To use Ethernet devices as ports of the team, the physical or virtual Ethernet devices must be installed on the server and connected to a switch.

- To use bond, bridge, or VLAN devices as ports of the team, you can either create these devices while you create the team or you can create them in advance as described in:
  - Configuring a network bond by using nmcli
  - Configuring a network bridge by using nmcli
  - Configuring VLAN tagging by using nmcli

**Procedure**

1. Create a team interface:

   ```
   # nmcli connection add type team con-name team0 ifname team0 team.runner activebackup
   ```

   This command creates a network team named *team0* that uses the *activebackup* runner.

2. Optionally, set a link watcher. For example, to set the *ethtool* link watcher in the *team0* connection profile:

   ```
   # nmcli connection modify team0 team.link-watchers "name=ethtool"
   ```
Link watchers support different parameters. To set parameters for a link watcher, specify them space-separated in the `name` property. Note that the name property must be surrounded by quotation marks. For example, to use the `ethtool` link watcher and set its `delay-up` parameter to 2500 milliseconds (2.5 seconds):

```bash
# nmcli connection modify team0 team.link-watchers "name=ethtool delay-up=2500"
```

To set multiple link watchers and each of them with specific parameters, the link watchers must be separated by a comma. The following example sets the `ethtool` link watcher with the `delay-up` parameter and the `arp_ping` link watcher with the `source-host` and `target-host` parameter:

```bash
# nmcli connection modify team0 team.link-watchers "name=ethtool delay-up=2,
name=arp_ping source-host=192.0.2.1 target-host=192.0.2.2"
```

3. Display the network interfaces, and note the names of the interfaces you want to add to the team:

```bash
# nmcli device status
DEVICE  TYPE      STATE         CONNECTION
enp7s0  ethernet  disconnected  --
enp8s0  ethernet  disconnected  --
bond0   bond      connected  bond0
bond1   bond      connected  bond1
...
```

In this example:

- `enp7s0` and `enp8s0` are not configured. To use these devices as ports, add connection profiles in the next step. Note that you can only use Ethernet interfaces in a team that are not assigned to any connection.

- `bond0` and `bond1` have existing connection profiles. To use these devices as ports, modify their profiles in the next step.

4. Assign the port interfaces to the team:

   a. If the interfaces you want to assign to the team are not configured, create new connection profiles for them:

```bash
# nmcli connection add type ethernet slave-type team con-name team0-port1
  ifname enp7s0 master team0
# nmcli connection add type ethernet slave-type team con-name team0-port2
  ifname enp8s0 master team0
```

   These commands create profiles for `enp7s0` and `enp8s0`, and add them to the `team0` connection.

   b. To assign an existing connection profile to the team:

      i. Set the `master` parameter of these connections to `team0`:

```bash
# nmcli connection modify bond0 master team0
# nmcli connection modify bond1 master team0
```
These commands assign the existing connection profiles named \texttt{bond0} and \texttt{bond1} to the \texttt{team0} connection.

ii. Reactivate the connections:

```
# nmcli connection up bond0
# nmcli connection up bond1
```

5. Configure the IPv4 settings:

- To use this team device as a port of other devices, enter:

```
# nmcli connection modify team0 ipv4.method disabled
```

- To use DHCP, no action is required.

- To set a static IPv4 address, network mask, default gateway, and DNS server to the \texttt{team0} connection, enter:

```
# nmcli connection modify team0 ipv4.addresses '192.0.2.1/24' ipv4.gateway 
'192.0.2.254' ipv4.dns '192.0.2.253' ipv4.dns-search 'example.com' ipv4.method 
manual
```

6. Configure the IPv6 settings:

- To use this team device as a port of other devices, enter:

```
# nmcli connection modify team0 ipv6.method disabled
```

- To use DHCP, no action is required.

- To set a static IPv6 address, network mask, default gateway, and DNS server to the \texttt{team0} connection, enter:

```
# nmcli connection modify team0 ipv6.addresses '2001:db8:1::1/64' ipv6.gateway 
'2001:db8:1::fffe' ipv6.dns '2001:db8:1::fffd' ipv6.dns-search 'example.com' 
ipv6.method manual
```

7. Activate the connection:

```
# nmcli connection up team0
```

Verification

- Display the status of the team:

```
# teamdctl team0 state
setup:
 runner: activebackup
ports:
 enp7s0
 link watches:
   link summary: up
instance[link_watch_0]:
```
In this example, both ports are up.

Additional resources

- Configuring NetworkManager to avoid using a specific profile to provide a default gateway
- Understanding the teamd service, runners, and link-watchers
- `nm-settings(5)` man page
- `teamd.conf(5)` man page

## 4.6. CONFIGURING A NETWORK TEAM BY USING THE RHEL WEB CONSOLE

Use the RHEL web console to configure a network team if you prefer to manage network settings using a web browser-based interface.

**IMPORTANT**

Network teaming is deprecated in Red Hat Enterprise Linux 9. If you plan to upgrade your server to a future version of RHEL, consider using the kernel bonding driver as an alternative. For details, see Configuring network bonding.

### Prerequisites

- The `teamd` and `NetworkManager-team` packages are installed.
- Two or more physical or virtual network devices are installed on the server.
- To use Ethernet devices as ports of the team, the physical or virtual Ethernet devices must be installed on the server and connected to a switch.
- To use bond, bridge, or VLAN devices as ports of the team, create them in advance as described in:
  - Configuring a network bond by using the RHEL web console
  - Configuring a network bridge by using the RHEL web console
  - Configuring VLAN tagging by using the RHEL web console
Procedure

1. Select the **Networking** tab in the navigation on the left side of the screen.

2. Click **Add team** in the **Interfaces** section.

3. Enter the name of the team device you want to create.

4. Select the interfaces that should be ports of the team.

5. Select the runner of the team.
   If you select **Load balancing** or **802.3ad LACP**, the web console shows the additional field **Balancer**.

6. Set the link watcher:
   - If you select **Ethtool**, additionally, set a link up and link down delay.
   - If you set **ARP ping** or **NSNA ping**, additionally, set a ping interval and ping target.

7. Click **Apply**.

8. By default, the team uses a dynamic IP address. If you want to set a static IP address:
   a. Click the name of the team in the **Interfaces** section.
b. Click **Edit** next to the protocol you want to configure.

c. Select **Manual** next to **Addresses**, and enter the IP address, prefix, and default gateway.

d. In the **DNS** section, click the **+** button, and enter the IP address of the DNS server. Repeat this step to set multiple DNS servers.

e. In the **DNS search domains** section, click the **+** button, and enter the search domain.

f. If the interface requires static routes, configure them in the **Routes** section.

g. Click **Apply**

**Verification**

1. Select the **Networking** tab in the navigation on the left side of the screen, and check if there is incoming and outgoing traffic on the interface.

<table>
<thead>
<tr>
<th>Interfaces</th>
<th>Add bond</th>
<th>Add team</th>
<th>Add bridge</th>
<th>Add VLAN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>IP address</td>
<td>Sending</td>
<td>Receiving</td>
<td></td>
</tr>
<tr>
<td>team0</td>
<td>192.0.2/24</td>
<td>1.11 Mbps</td>
<td>61.2 Mbps</td>
<td></td>
</tr>
</tbody>
</table>

2. Display the status of the team:
In this example, both ports are up.

Additional resources

- Network team runners

4.7. CONFIGURING A NETWORK TEAM BY USING NM-CONNECTION-EDITOR

If you use Red Hat Enterprise Linux with a graphical interface, you can configure network teams using the `nm-connection-editor` application.

Note that `nm-connection-editor` can add only new ports to a team. To use an existing connection profile as a port, create the team using the `nmcli` utility as described in Configuring a network team by using `nmcli`.

**IMPORTANT**

Network teaming is deprecated in Red Hat Enterprise Linux 9. If you plan to upgrade your server to a future version of RHEL, consider using the kernel bonding driver as an alternative. For details, see Configuring network bonding.

Prerequisites

- The `teamd` and `NetworkManager-team` packages are installed.
- Two or more physical or virtual network devices are installed on the server.
- To use Ethernet devices as ports of the team, the physical or virtual Ethernet devices must be installed on the server.
- To use team, bond, or VLAN devices as ports of the team, ensure that these devices are not already configured.
Procedure

1. Open a terminal, and enter `nm-connection-editor`:

   ```
   $ nm-connection-editor
   ```

2. Click the + button to add a new connection.

3. Select the Team connection type, and click Create.

4. On the Team tab:
   a. Optional: Set the name of the team interface in the Interface name field.
   b. Click the Add button to add a new connection profile for a network interface and adding the profile as a port to the team.
      i. Select the connection type of the interface. For example, select Ethernet for a wired connection.
      ii. Optional: Set a connection name for the port.
      iii. If you create a connection profile for an Ethernet device, open the Ethernet tab, and select in the Device field the network interface you want to add as a port to the team. If you selected a different device type, configure it accordingly. Note that you can only use Ethernet interfaces in a team that are not assigned to any connection.
      iv. Click Save.
   c. Repeat the previous step for each interface you want to add to the team.
   d. Click the Advanced button to set advanced options to the team connection.
      i. On the Runner tab, select the runner.
      ii. On the Link Watcher tab, set the link watcher and its optional settings.
      iii. Click OK.
5. Configure the IP address settings on both the IPv4 Settings and IPv6 Settings tabs:

- To use this bridge device as a port of other devices, set the Method field to Disabled.
- To use DHCP, leave the Method field at its default, Automatic (DHCP).
- To use static IP settings, set the Method field to Manual and fill the fields accordingly:

![IP Address Configuration](image)

6. Click Save.


**Verification**

- Display the status of the team:

```bash
# teamdctl team0 state
setup:
  runner: activebackup
ports:
  enp7s0
    link watches:
      link summary: up
      instance[link_watch_0]:
        name: ethtool
        link: up
        down count: 0
  enp8s0
    link watches:
      link summary: up
      instance[link_watch_0]:
        name: ethtool
        link: up
        down count: 0
runner:
  active port: enp7s0
```

**Additional resources**

- Configuring a network bond by using nm-connection-editor
- Configuring a network team by using nm-connection-editor
- Configuring VLAN tagging by using nm-connection-editor
• Configuring NetworkManager to avoid using a specific profile to provide a default gateway
• Understanding the teamd service, runners, and link-watchers
• NetworkManager duplicates a connection after restart of NetworkManager service
CHAPTER 5. CONFIGURING VLAN TAGGING

A Virtual Local Area Network (VLAN) is a logical network within a physical network. The VLAN interface tags packets with the VLAN ID as they pass through the interface, and removes tags of returning packets. You create VLAN interfaces on top of another interface, such as Ethernet, bond, team, or bridge devices. These interfaces are called the parent interface.

Red Hat Enterprise Linux provides administrators different options to configure VLAN devices. For example:

- Use `nmcli` to configure VLAN tagging using the command line.
- Use the RHEL web console to configure VLAN tagging using a web browser.
- Use `nmtui` to configure VLAN tagging in a text-based user interface.
- Use the `nm-connection-editor` application to configure connections in a graphical interface.
- Use `nmstatectl` to configure connections through the Nmstate API.
- Use RHEL System Roles to automate the VLAN configuration on one or multiple hosts.

5.1. CONFIGURING VLAN TAGGING BY USING NMCLI

You can configure Virtual Local Area Network (VLAN) tagging on the command line using the `nmcli` utility.

Prerequisites

- The interface you plan to use as a parent to the virtual VLAN interface supports VLAN tags.
- If you configure the VLAN on top of a bond interface:
  - The ports of the bond are up.
  - The bond is not configured with the `fail_over_mac=follow` option. A VLAN virtual device cannot change its MAC address to match the parent’s new MAC address. In such a case, the traffic would still be sent with the incorrect source MAC address.
  - The bond is usually not expected to get IP addresses from a DHCP server or IPv6 auto-configuration. Ensure it by setting the `ipv4.method=disable` and `ipv6.method=ignore` options while creating the bond. Otherwise, if DHCP or IPv6 auto-configuration fails after some time, the interface might be brought down.
  - The switch, the host is connected to, is configured to support VLAN tags. For details, see the documentation of your switch.

Procedure

1. Display the network interfaces:

```
# nmcli device status
DEVICE   TYPE      STATE         CONNECTION
enp1s0   ethernet  disconnected  enp1s0
```
2. Create the VLAN interface. For example, to create a VLAN interface named `vlan10` that uses `enp1s0` as its parent interface and that tags packets with VLAN ID 10, enter:

```
# nmcli connection add type vlan con-name vlan10 ifname vlan10 vlan.parent enp1s0 vlan.id 10
```

Note that the VLAN must be within the range from 0 to 4094.

3. By default, the VLAN connection inherits the maximum transmission unit (MTU) from the parent interface. Optionally, set a different MTU value:

```
# nmcli connection modify vlan10 ethernet.mtu 2000
```

4. Configure the IPv4 settings:

- To use this VLAN device as a port of other devices, enter:
  
  ```
  # nmcli connection modify vlan10 ipv4.method disabled
  ```

- To use DHCP, no action is required.

- To set a static IPv4 address, network mask, default gateway, and DNS server to the `vlan10` connection, enter:
  
  ```
  # nmcli connection modify vlan10 ipv4.addresses '192.0.2.1/24' ipv4.gateway '192.0.2.254' ipv4.dns '192.0.2.253' ipv4.method manual
  ```

5. Configure the IPv6 settings:

- To use this VLAN device as a port of other devices, enter:
  
  ```
  # nmcli connection modify vlan10 ipv6.method disabled
  ```

- To use DHCP, no action is required.

- To set a static IPv6 address, network mask, default gateway, and DNS server to the `vlan10` connection, enter:
  
  ```
  ```

6. Activate the connection:

```
# nmcli connection up vlan10
```

Verification

- Verify the settings:
# ip -d addr show vlan10
4: vlan10@enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc noqueue
state UP group default qlen 1000
link/ether 52:54:00:72:2f:6e brd ff:ff:ff:ff:ff:ff promiscuity 0
vlan protocol 802.1Q id 10 <REORDER_HDR> numtxqueues 1 numrxqueues 1
gso_max_size 65536 gso_max_segs 65535
inet 192.0.2.1/24 brd 192.0.2.255 scope global noprefixroute vlan10
    valid_lft forever preferred_lft forever
inet6 2001:db8:1::1/32 scope global noprefixroute
    valid_lft forever preferred_lft forever
inet6 fe80::8dd7:9030:6f8e:89e6/64 scope link noprefixroute
    valid_lft forever preferred_lft forever

Additional resources

- Configuring NetworkManager to avoid using a specific profile to provide a default gateway
- nm-settings(5) man page

5.2. CONFIGURING VLAN TAGGING BY USING THE RHEL WEB CONSOLE

Use the RHEL web console to configure VLAN tagging if you prefer to manage network settings using a web browser-based interface.

Prerequisites

- The interface you plan to use as a parent to the virtual VLAN interface supports VLAN tags.
- If you configure the VLAN on top of a bond interface:
  - The ports of the bond are up.
  - The bond is not configured with the `fail_over_mac=follow` option. A VLAN virtual device cannot change its MAC address to match the parent’s new MAC address. In such a case, the traffic would still be sent with the incorrect source MAC address.
  - The bond is usually not expected to get IP addresses from a DHCP server or IPv6 auto-configuration. Ensure it by disabling the IPv4 and IPv6 protocol creating the bond. Otherwise, if DHCP or IPv6 auto-configuration fails after some time, the interface might be brought down.
- The switch, the host is connected to, is configured to support VLAN tags. For details, see the documentation of your switch.

Procedure

1. Select the **Networking** tab in the navigation on the left side of the screen.
2. Click **Add VLAN** in the **Interfaces** section.
3. Select the parent device.
4. Enter the VLAN ID.
5. Enter the name of the VLAN device or keep the automatically-generated name.

![VLAN settings](image)

6. Click **Apply**.

7. By default, the VLAN device uses a dynamic IP address. If you want to set a static IP address:
   a. Click the name of the VLAN device in the **Interfaces** section.
   b. Click **Edit** next to the protocol you want to configure.
   c. Select **Manual** next to **Addresses**, and enter the IP address, prefix, and default gateway.
   d. In the **DNS** section, click the + button, and enter the IP address of the DNS server. Repeat this step to set multiple DNS servers.
   e. In the **DNS search domains** section, click the + button, and enter the search domain.
   f. If the interface requires static routes, configure them in the **Routes** section.
g. Click **Apply**

**Verification**

- Select the **Networking** tab in the navigation on the left side of the screen, and check if there is incoming and outgoing traffic on the interface:

<table>
<thead>
<tr>
<th>Interfaces</th>
<th>Add bond</th>
<th>Add team</th>
<th>Add bridge</th>
<th>Add VLAN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>IP address</td>
<td>Sending</td>
<td>Receiving</td>
<td></td>
</tr>
<tr>
<td>enp1s0.10</td>
<td>192.0.2.1/24</td>
<td>1.11 Mbps</td>
<td>61.2 Mbps</td>
<td></td>
</tr>
</tbody>
</table>

**5.3. CONFIGURING VLAN TAGGING BY USING NMTUI**

The **nmtui** application provides a text-based user interface for NetworkManager. You can use **nmtui** to configure VLAN tagging on a host without a graphical interface.
NOTE

In nmtui:

- Navigate by using the cursor keys.
- Press a button by selecting it and hitting Enter.
- Select and deselect checkboxes by using Space.

Prerequisites

- The interface you plan to use as a parent to the virtual VLAN interface supports VLAN tags.
- If you configure the VLAN on top of a bond interface:
  - The ports of the bond are up.
  - The bond is not configured with the fail_over_mac=follow option. A VLAN virtual device cannot change its MAC address to match the parent’s new MAC address. In such a case, the traffic would still be sent with the then incorrect source MAC address.
  - The bond is usually not expected to get IP addresses from a DHCP server or IPv6 auto-configuration. Ensure it by setting the ipv4.method=disable and ipv6.method=ignore options while creating the bond. Otherwise, if DHCP or IPv6 auto-configuration fails after some time, the interface might be brought down.
- The switch the host is connected to is configured to support VLAN tags. For details, see the documentation of your switch.

Procedure

1. If you do not know the network device name on which you want configure VLAN tagging, display the available devices:

   ```
   # nmcli device status
   DEVICE   TYPE      STATE           CONNECTION
   enp1s0    ethernet  unavailable     --
   ...
   ```

2. Start nmtui:

   ```
   # nmtui
   ```

3. Select Edit a connection, and press Enter.

4. Press the Add button.

5. Select VLAN from the list of network types, and press Enter.

6. Optional: Enter a name for the NetworkManager profile to be created.
   On hosts with multiple profiles, a meaningful name makes it easier to identify the purpose of a profile.

7. Enter the VLAN device name to be created into the Device field.
8. Enter the name of the device on which you want to configure VLAN tagging into the **Parent** field.

9. Enter the VLAN ID. The ID must be within the range from 0 to 4094.

10. Depending on your environment, configure the IP address settings in the **IPv4 configuration** and **IPv6 configuration** areas accordingly. For this, press the button next to these areas, and select:

    - **Disabled**, if this VLAN device does not require an IP address or you want to use it as a port of other devices.
    - **Automatic**, if a DHCP server or stateless address autoconfiguration (SLAAC) dynamically assigns an IP address to the VLAN device.
    - **Manual**, if the network requires static IP address settings. In this case, you must fill further fields:
      
      i. Press the **Show** button next to the protocol you want to configure to display additional fields.
      
      ii. Press the **Add** button next to **Addresses**, and enter the IP address and the subnet mask in Classless Inter-Domain Routing (CIDR) format.
      
      If you do not specify a subnet mask, NetworkManager sets a /32 subnet mask for IPv4 addresses and /64 for IPv6 addresses.
      
      iii. Enter the address of the default gateway.
      
      iv. Press the **Add** button next to **DNS servers**, and enter the DNS server address.
      
      v. Press the **Add** button next to **Search domains**, and enter the DNS search domain.
11. Press the **OK** button to create and automatically activate the new connection.

12. Press the **Back** button to return to the main menu.

13. Select **Quit**, and press **Enter** to close the **nmtui** application.

**Verification**

- Verify the settings:
# ip -d addr show vlan10
4: vlan10@enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc noqueue
    state UP group default qlen 1000
    link/ether 52:54:00:72:2f:6e brd ff:ff:ff:ff:ff:ff promiscuity 0
    vlan protocol 802.1Q id 10 <REORDER_HDR> numtxqueues 1 numrxqueues 1
    gso_max_size 65536 gso_max_segs 65535
    inet 192.0.2.1/24 brd 192.0.2.255 scope global noprefixroute vlan10
       valid_lft forever preferred_lft forever
    inet6 2001:db8:1::1/32 scope global noprefixroute
       valid_lft forever preferred_lft forever
    inet6 fe80::8dd7:9030:6f8e:89e6/64 scope link noprefixroute
       valid_lft forever preferred_lft forever

5.4. CONFIGURING VLAN TAGGING BY USING NM-CONNECTION-EDITOR

You can configure Virtual Local Area Network (VLAN) tagging in a graphical interface using the nm-connection-editor application.

Prerequisites

- The interface you plan to use as a parent to the virtual VLAN interface supports VLAN tags.
- If you configure the VLAN on top of a bond interface:
  - The ports of the bond are up.
  - The bond is not configured with the fail_over_mac=follow option. A VLAN virtual device cannot change its MAC address to match the parent’s new MAC address. In such a case, the traffic would still be sent with the incorrect source MAC address.
- The switch, the host is connected, to is configured to support VLAN tags. For details, see the documentation of your switch.

Procedure

1. Open a terminal, and enter nm-connection-editor:

   $ nm-connection-editor

2. Click the + button to add a new connection.

3. Select the VLAN connection type, and click Create.

4. On the VLAN tab:
   a. Select the parent interface.
   b. Select the VLAN id. Note that the VLAN must be within the range from 0 to 4094.
   c. By default, the VLAN connection inherits the maximum transmission unit (MTU) from the parent interface. Optionally, set a different MTU value.
   d. Optionally, set the name of the VLAN interface and further VLAN-specific options.
Configure the IP address settings on both the **IPv4 Settings** and **IPv6 Settings** tabs:

- To use this bridge device as a port of other devices, set the **Method** field to **Disabled**.
- To use DHCP, leave the **Method** field at its default, **Automatic (DHCP)**.
- To use static IP settings, set the **Method** field to **Manual** and fill the fields accordingly:

6. Click **Save**.

7. Close **nm-connection-editor**.

**Verification**

1. Verify the settings:

   ```
   # ip -d addr show vlan10
   4: vlan10@enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc noqueue
   state UP group default qlen 1000
       link/ether 52:54:00:72:2F:6E brd ff:ff:ff:ff:ff:ff promiscuity 0
       vlan protocol 802.1Q id 10 <REORDER_HDR> numtxqueues 1 numrxqueues 1
       inet 192.0.2.1/24 brd 192.0.2.255 scope global noprefixroute vlan10
           valid_lft forever preferred_lft forever
       inet6 2001:db8:1::1/32 scope global noprefixroute
           valid_lft forever preferred_lft forever
   
   5: vlan11@enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc noqueue
   state UP group default qlen 1000
       link/ether 52:54:00:d5:e0:fb brd ff:ff:ff:ff:ff:ff promiscuity 0
   
   3: vlan2@enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc noqueue
   state UP group default qlen 1000
       link/ether 52:54:00:72:2F:6E brd ff:ff:ff:ff:ff:ff promiscuity 0
       vlan protocol 802.1Q id 11 <REORDER_HDR> numtxqueues 1 numrxqueues 1
       inet 192.0.2.2/24 brd 192.0.2.255 scope global noprefixroute vlan21
           valid_lft forever preferred_lft forever
       inet6 2001:db8:2::1/32 scope global noprefixroute
           valid_lft forever preferred_lft forever
   ```
5.5. CONFIGURING VLAN TAGGING BY USING NMSTATECTL

Use the `nmstatectl` utility to configure Virtual Local Area Network VLAN through the Nmstate API. The Nmstate API ensures that, after setting the configuration, the result matches the configuration file. If anything fails, `nmstatectl` automatically rolls back the changes to avoid leaving the system in an incorrect state.

Depending on your environment, adjust the YAML file accordingly. For example, to use different devices than Ethernet adapters in the VLAN, adapt the `base-iface` attribute and `type` attributes of the ports you use in the VLAN.

Prerequisites

- To use Ethernet devices as ports in the VLAN, the physical or virtual Ethernet devices must be installed on the server.
- The `nmstate` package is installed.

Procedure

1. Create a YAML file, for example `~/create-vlan.yml`, with the following content:

```yaml
---
interfaces:
- name: vlan10
  type: vlan
  state: up
  ipv4:
    enabled: true
    address:
      - ip: 192.0.2.1
        prefix-length: 24
        dhcp: false
  ipv6:
    enabled: true
    address:
      - ip: 2001:db8:1::1
        prefix-length: 64
        autoconf: false
        dhcp: false
  vlan:
    base-iface: enp1s0
    id: 10
- name: enp1s0
  type: ethernet
  state: up
routes:
  config:
    - destination: 0.0.0.0/0
```
These settings define a VLAN with ID 10 that uses the `enp1s0` device. As the child device, the VLAN connection has the following settings:

- A static IPv4 address - `192.0.2.1` with the `/24` subnet mask
- A static IPv6 address - `2001:db8:1::1` with the `/64` subnet mask
- An IPv4 default gateway - `192.0.2.254`
- An IPv6 default gateway - `2001:db8:1::ffe`
- An IPv4 DNS server - `192.0.2.200`
- An IPv6 DNS server - `2001:db8:1::ffbb`
- A DNS search domain - `example.com`

2. Apply the settings to the system:

```
# nmstatectl apply ~/create-vlan.yml
```

Verification

1. Display the status of the devices and connections:

```
# nmcli device status
DEVICE TYPE STATE CONNECTION
vlan10 vlan connected vlan10
```

2. Display all settings of the connection profile:

```
# nmcli connection show vlan10
connection.id: vlan10
connection.uuid: 1722970f-788e-4f81-bd7d-a86bf21c9df5
connection.stable-id: --
connection.type: vlan
connection.interface-name: vlan10
...```

3. Display the connection settings in YAML format:
### # nmstatectl show vlan0

Additional resources

- nmstatectl(8) man page
- /usr/share/doc/nmstate/examples/ directory

## 5.6. CONFIGURING VLAN TAGGING BY USING THE NETWORK RHEL SYSTEM ROLE

You can use the `network` RHEL System Role to configure VLAN tagging. This example adds an Ethernet connection and a VLAN with ID 10 on top of this Ethernet connection. As the child device, the VLAN connection contains the IP, default gateway, and DNS configurations.

Depending on your environment, adjust the play accordingly. For example:

- To use the VLAN as a port in other connections, such as a bond, omit the `ip` attribute, and set the IP configuration in the child configuration.

- To use team, bridge, or bond devices in the VLAN, adapt the `interface_name` and `type` attributes of the ports you use in the VLAN.

Perform this procedure on the Ansible control node.

**Prerequisites**

- You have prepared the control node and the managed nodes

- You are logged in to the control node as a user who can run playbooks on the managed nodes.

- The account you use to connect to the managed nodes has `sudo` permissions on them.

- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.

**Procedure**

1. Create a playbook file, for example `~/vlan-ethernet.yml`, with the following content:

```yaml
---
- name: Configure the network
  hosts: managed-node-01.example.com
  tasks:
    - name: Configure a VLAN that uses an Ethernet connection
      include_role:
        name: rhel-system-roles.network

  vars:
    network_connections:
      # Add an Ethernet profile for the underlying device of the VLAN
      - name: enp1s0
        type: ethernet
        interface_name: enp1s0
```
These settings define a VLAN to operate on top of the enp1s0 device. The VLAN interface has the following settings:

- A static IPv4 address - **192.0.2.1** with a /24 subnet mask
- A static IPv6 address - **2001:db8:1::1** with a /64 subnet mask
- An IPv4 default gateway - **192.0.2.254**
- An IPv6 default gateway - **2001:db8:1::fffe**
- An IPv4 DNS server - **192.0.2.200**
- An IPv6 DNS server - **2001:db8:1::ffbb**
- A DNS search domain - **example.com**
- VLAN ID - **10**

The *parent* attribute in the VLAN profile configures the VLAN to operate on top of the enp1s0 device. As the child device, the VLAN connection contains the IP, default gateway, and DNS configurations.

2. Run the playbook:

```bash
# ansible-playbook ~/vlan-ethernet.yml
```

Additional resources

- /usr/share/ansible/roles/rhel-system-roles.network/README.md file
5.7. ADDITIONAL RESOURCES

- VLANs for sysadmins: The basics
CHAPTER 6. CONFIGURING A NETWORK BRIDGE

A network bridge is a link-layer device which forwards traffic between networks based on a table of MAC addresses. The bridge builds the MAC addresses table by listening to network traffic and thereby learning what hosts are connected to each network. For example, you can use a software bridge on a Red Hat Enterprise Linux host to emulate a hardware bridge or in virtualization environments, to integrate virtual machines (VM) to the same network as the host.

A bridge requires a network device in each network the bridge should connect. When you configure a bridge, the bridge is called controller and the devices it uses ports.

You can create bridges on different types of devices, such as:

- Physical and virtual Ethernet devices
- Network bonds
- Network teams
- VLAN devices

Due to the IEEE 802.11 standard which specifies the use of 3-address frames in Wi-Fi for the efficient use of airtime, you cannot configure a bridge over Wi-Fi networks operating in Ad-Hoc or Infrastructure modes.

6.1. CONFIGURING A NETWORK BRIDGE BY USING NMCLI

To configure a network bridge on the command line, use the nmcli utility.

Prerequisites

- Two or more physical or virtual network devices are installed on the server.
- To use Ethernet devices as ports of the bridge, the physical or virtual Ethernet devices must be installed on the server.
- To use team, bond, or VLAN devices as ports of the bridge, you can either create these devices while you create the bridge or you can create them in advance as described in:
  - Configuring a network team by using nmcli
  - Configuring a network bond by using nmcli
  - Configuring VLAN tagging by using nmcli

Procedure

1. Create a bridge interface:

   # nmcli connection add type bridge con-name bridge0 ifname bridge0

   This command creates a bridge named bridge0, enter:

2. Display the network interfaces, and note the names of the interfaces you want to add to the bridge:
### nmcli device status

<table>
<thead>
<tr>
<th>DEVICE</th>
<th>TYPE</th>
<th>STATE</th>
<th>CONNECTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>enp7s0</td>
<td>ethernet</td>
<td>disconnected</td>
<td>--</td>
</tr>
<tr>
<td>enp8s0</td>
<td>ethernet</td>
<td>disconnected</td>
<td>--</td>
</tr>
<tr>
<td>bond0</td>
<td>bond</td>
<td>connected</td>
<td>bond0</td>
</tr>
<tr>
<td>bond1</td>
<td>bond</td>
<td>connected</td>
<td>bond1</td>
</tr>
</tbody>
</table>

In this example:

- **enp7s0** and **enp8s0** are not configured. To use these devices as ports, add connection profiles in the next step.
- **bond0** and **bond1** have existing connection profiles. To use these devices as ports, modify their profiles in the next step.

3. Assign the interfaces to the bridge.

   a. If the interfaces you want to assign to the bridge are not configured, create new connection profiles for them:

   ```
   # nmcli connection add type ethernet slave-type bridge con-name bridge0-port1
   ifname enp7s0 master bridge0
   # nmcli connection add type ethernet slave-type bridge con-name bridge0-port2
   ifname enp8s0 master bridge0
   ```

   These commands create profiles for **enp7s0** and **enp8s0**, and add them to the **bridge0** connection.

   b. If you want to assign an existing connection profile to the bridge:

   i. Set the **master** parameter of these connections to **bridge0**:

   ```
   # nmcli connection modify bond0 master bridge0
   # nmcli connection modify bond1 master bridge0
   ```

   These commands assign the existing connection profiles named **bond0** and **bond1** to the **bridge0** connection.

   ii. Reactivate the connections:

   ```
   # nmcli connection up bond0
   # nmcli connection up bond1
   ```

4. Configure the IPv4 settings:

   - To use this bridge device as a port of other devices, enter:

   ```
   # nmcli connection modify bridge0 ipv4.method disabled
   ```

   - To use DHCP, no action is required.

   - To set a static IPv4 address, network mask, default gateway, and DNS server to the **bridge0** connection, enter:
Configure the IPv4 settings:

To use this bridge device as a port of other devices, enter:

```
# nmcli connection modify bridge0 ipv4.method manual
```

To use DHCP, no action is required.

To set a static IPv4 address, network mask, default gateway, and DNS server to the bridge0 connection, enter:

```
# nmcli connection modify bridge0 ipv4.addresses '192.0.2.1/24' ipv4.gateway '192.0.2.254' ipv4.dns '192.0.2.253' ipv4.dns-search 'example.com' ipv4.method manual
```

Configure the IPv6 settings:

```
# nmcli connection modify bridge0 ipv6.method disabled
```

To use DHCP, no action is required.

To set a static IPv6 address, network mask, default gateway, and DNS server to the bridge0 connection, enter:

```
# nmcli connection modify bridge0 ipv6.addresses '2001:db8:1::1/64' ipv6.gateway '2001:db8:1::fffe' ipv6.dns '2001:db8:1::fffd' ipv6.dns-search 'example.com' ipv6.method manual
```

Optional: Configure further properties of the bridge. For example, to set the Spanning Tree Protocol (STP) priority of bridge0 to 16384, enter:

```
# nmcli connection modify bridge0 bridge.priority '16384'
```

By default, STP is enabled.

Activate the connection:

```
# nmcli connection up bridge0
```

Verify that the ports are connected, and the CONNECTION column displays the port’s connection name:

```
# nmcli device
DEVICE   TYPE      STATE      CONNECTION
...        
enp7s0    ethernet  connected  bridge0-port1
enp8s0    ethernet  connected  bridge0-port2
```

When you activate any port of the connection, NetworkManager also activates the bridge, but not the other ports of it. You can configure that Red Hat Enterprise Linux enables all ports automatically when the bridge is enabled:

a. Enable the connection.autoconnect-slaves parameter of the bridge connection:

```
# nmcli connection modify bridge0 connection.autoconnect-slaves 1
```

b. Reactivate the bridge:

```
# nmcli connection up bridge0
```

Verification
- Use the `ip` utility to display the link status of Ethernet devices that are ports of a specific bridge:

```
# ip link show master bridge0
3: enp7s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel master
  bridge0 state UP mode DEFAULT group default qlen 1000
  link/ether 52:54:00:62:61:0e brd ff:ff:ff:ff:ff:ff
4: enp8s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel master
  bridge0 state UP mode DEFAULT group default qlen 1000
  link/ether 52:54:00:9e:f1:ce brd ff:ff:ff:ff:ff:ff
```

- Use the `bridge` utility to display the status of Ethernet devices that are ports of any bridge device:

```
# bridge link show
3: enp7s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 master bridge0 state
  forwarding priority 32 cost 100
4: enp8s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 master bridge0 state
  listening priority 32 cost 100
5: enp9s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 master bridge1 state
  forwarding priority 32 cost 100
6: enp11s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 master bridge1 state
  blocking priority 32 cost 100
...`

To display the status for a specific Ethernet device, use the `bridge link show dev` `ethernet_device_name` command.

**Additional resources**

- Configuring NetworkManager to avoid using a specific profile to provide a default gateway
- `nm-settings(5)` man page
- `bridge(8)` man page
- NetworkManager duplicates a connection after restart of NetworkManager service
- How to configure a bridge with VLAN information?

**6.2. CONFIGURING A NETWORK BRIDGE BY USING THE RHEL WEB CONSOLE**

Use the RHEL web console to configure a network bridge if you prefer to manage network settings using a web browser-based interface.

**Prerequisites**

- Two or more physical or virtual network devices are installed on the server.
- To use Ethernet devices as ports of the bridge, the physical or virtual Ethernet devices must be installed on the server.
- To use team, bond, or VLAN devices as ports of the bridge, you can either create these devices while you create the bridge or you can create them in advance as described in:
- Configuring a network team using the RHEL web console
- Configuring a network bond by using the RHEL web console
- Configuring VLAN tagging by using the RHEL web console

Procedure

1. Select the Networking tab in the navigation on the left side of the screen.

2. Click Add bridge in the Interfaces section.

3. Enter the name of the bridge device you want to create.

4. Select the interfaces that should be ports of the bridge.

5. Optional: Enable the Spanning tree protocol (STP) feature to avoid bridge loops and broadcast radiation.

6. Click Apply.

7. By default, the bridge uses a dynamic IP address. If you want to set a static IP address:
   a. Click the name of the bridge in the Interfaces section.
   b. Click Edit next to the protocol you want to configure.
   c. Select Manual next to Addresses, and enter the IP address, prefix, and default gateway.
   d. In the DNS section, click the + button, and enter the IP address of the DNS server. Repeat this step to set multiple DNS servers.
   e. In the DNS search domains section, click the + button, and enter the search domain.
   f. If the interface requires static routes, configure them in the Routes section.
g. Click **Apply**

**Verification**

1. Select the **Networking** tab in the navigation on the left side of the screen, and check if there is incoming and outgoing traffic on the interface:

<table>
<thead>
<tr>
<th>Interfaces</th>
<th>Add bond</th>
<th>Add team</th>
<th>Add bridge</th>
<th>Add VLAN</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Name</strong></td>
<td><strong>IP address</strong></td>
<td><strong>Sending</strong></td>
<td><strong>Receiving</strong></td>
<td></td>
</tr>
<tr>
<td>bridge0</td>
<td>192.0.2.1/24</td>
<td>1.11 Mbps</td>
<td>61.2 Mbps</td>
<td></td>
</tr>
</tbody>
</table>

6.3. **CONFIGURING A NETWORK BRIDGE BY USING NMTUI**

The **nmtui** application provides a text-based user interface for NetworkManager. You can use **nmtui** to configure a network bridge on a host without a graphical interface.
NOTE

In `nmtui`:

- Navigate by using the cursor keys.
- Press a button by selecting it and hitting `Enter`.
- Select and deselect checkboxes by using `Space`.

Prerequisites

- Two or more physical or virtual network devices are installed on the server.
- To use Ethernet devices as ports of the bridge, the physical or virtual Ethernet devices must be installed on the server.

Procedure

1. If you do not know the network device names on which you want configure a network bridge, display the available devices:

```
# nmcli device status
DEVICE   TYPE      STATE                   CONNECTION
enp7s0   ethernet  unavailable             --
enp8s0   ethernet  unavailable             --
...
```

2. Start `nmtui`:

```
# nmtui
```


4. Press the **Add** button.

5. Select **Bridge** from the list of network types, and press `Enter`.

6. Optional: Enter a name for the NetworkManager profile to be created.
   On hosts with multiple profiles, a meaningful name makes it easier to identify the purpose of a profile.

7. Enter the bridge device name to be created into the **Device** field.

8. Add ports to the bridge to be created:

   a. Press the **Add** button next to the **Slaves** list.

   b. Select the type of the interface you want to add as port to the bridge, for example, **Ethernet**.

   c. Optional: Enter a name for the NetworkManager profile to be created for this bridge port.

   d. Enter the port’s device name into the **Device** field.

   e. Press the **OK** button to return to the window with the bridge settings.
f. Repeat these steps to add more ports to the bridge.

9. Depending on your environment, configure the IP address settings in the IPv4 configuration and IPv6 configuration areas accordingly. For this, press the button next to these areas, and select:

- **Disabled**, if the bridge does not require an IP address.

- **Automatic**, if a DHCP server or stateless address autoconfiguration (SLAAC) dynamically assigns an IP address to the bridge.

- **Manual**, if the network requires static IP address settings. In this case, you must fill further fields:

  i. Press the **Show** button next to the protocol you want to configure to display additional fields.

  ii. Press the **Add** button next to **Addresses**, and enter the IP address and the subnet mask in Classless Inter-Domain Routing (CIDR) format. If you do not specify a subnet mask, NetworkManager sets a /32 subnet mask for IPv4 addresses and /64 for IPv6 addresses.

  iii. Enter the address of the default gateway.

  iv. Press the **Add** button next to **DNS servers**, and enter the DNS server address.

  v. Press the **Add** button next to **Search domains**, and enter the DNS search domain.
10. Press the **OK** button to create and automatically activate the new connection.

11. Press the **Back** button to return to the main menu.

12. Select **Quit**, and press **Enter** to close the `nmtui` application.

**Verification**

1. Use the **ip** utility to display the link status of Ethernet devices that are ports of a specific bridge:

   ```
   # ip link show master bridge0
   3: enp7s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel master bridge0 state UP mode DEFAULT group default qlen 1000
   link/ether 52:54:00:62:61:0e brd ff:ff:ff:ff:ff:ff
   4: enp8s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel master bridge0 state UP mode DEFAULT group default qlen 1000
   link/ether 52:54:00:9e:f1:ce brd ff:ff:ff:ff:ff:ff
   ```

2. Use the **bridge** utility to display the status of Ethernet devices that are ports of any bridge device:

   ```
   # bridge link show
   3: enp7s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 master bridge0 state forwarding priority 32 cost 100
   ```
4: enp8s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 master bridge0 state
listening priority 32 cost 100
...

To display the status for a specific Ethernet device, use the `bridge link show dev
ethernet_device_name` command.

6.4. CONFIGURING A NETWORK BRIDGE BY USING NM-CONNECTION-EDITOR

If you use Red Hat Enterprise Linux with a graphical interface, you can configure network bridges using the `nm-connection-editor` application.

Note that `nm-connection-editor` can add only new ports to a bridge. To use an existing connection profile as a port, create the bridge using the `nmcli` utility as described in Configuring a network bridge by using `nmcli`.

Prerequisites

- Two or more physical or virtual network devices are installed on the server.
- To use Ethernet devices as ports of the bridge, the physical or virtual Ethernet devices must be installed on the server.
- To use team, bond, or VLAN devices as ports of the bridge, ensure that these devices are not already configured.

Procedure

1. Open a terminal, and enter `nm-connection-editor`:

   
   ![Command Example]

   ```bash
   $ nm-connection-editor
   ```

2. Click the + button to add a new connection.

3. Select the Bridge connection type, and click Create.

4. On the Bridge tab:
   a. Optional: Set the name of the bridge interface in the Interface name field.
   b. Click the Add button to create a new connection profile for a network interface and adding the profile as a port to the bridge.
      i. Select the connection type of the interface. For example, select Ethernet for a wired connection.
      ii. Optionally, set a connection name for the port device.
      iii. If you create a connection profile for an Ethernet device, open the Ethernet tab, and select in the Device field the network interface you want to add as a port to the bridge.
      If you selected a different device type, configure it accordingly.
      iv. Click Save.
c. Repeat the previous step for each interface you want to add to the bridge.

5. Optional: Configure further bridge settings, such as Spanning Tree Protocol (STP) options.

6. Configure the IP address settings on both the IPv4 Settings and IPv6 Settings tabs:
   - To use this bridge device as a port of other devices, set the Method field to **Disabled**.
   - To use DHCP, leave the Method field at its default, **Automatic (DHCP)**.
   - To use static IP settings, set the Method field to **Manual** and fill the fields accordingly:

7. Click **Save**.

8. Close **nm-connection-editor**.

**Verification**

- Use the `ip` utility to display the link status of Ethernet devices that are ports of a specific bridge.

```bash
# ip link show master bridge0
3: enp7s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel master bridge0 state UP mode DEFAULT group default qlen 1000
   link/ether 52:54:00:62:61:0e brd ff:ff:ff:ff:ff:ff
4: enp8s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel master bridge0 state UP mode DEFAULT group default qlen 1000
   link/ether 52:54:00:9e:f1:ce brd ff:ff:ff:ff:ff:ff
```
Use the **bridge** utility to display the status of Ethernet devices that are ports in any bridge device:

```bash
# bridge link show
3: enp7s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 master bridge0 state forwarding priority 32 cost 100
4: enp8s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 master bridge0 state listening priority 32 cost 100
5: enp9s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 master bridge1 state forwarding priority 32 cost 100
6: enp11s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 master bridge1 state blocking priority 32 cost 100
...
```

To display the status for a specific Ethernet device, use the `bridge link show dev ethernet_device_name` command.

**Additional resources**

- Configuring a network bond by using `nm-connection-editor`
- Configuring a network team by using `nm-connection-editor`
- Configuring VLAN tagging by using `nm-connection-editor`
- Configuring NetworkManager to avoid using a specific profile to provide a default gateway
- How to configure a bridge with VLAN information?

### 6.5. CONFIGURING A NETWORK BRIDGE BY USING `NMSTATECTL`

Use the `nmstatectl` utility to configure a network bridge through the Nmstate API. The Nmstate API ensures that, after setting the configuration, the result matches the configuration file. If anything fails, `nmstatectl` automatically rolls back the changes to avoid leaving the system in an incorrect state.

Depending on your environment, adjust the YAML file accordingly. For example, to use different devices than Ethernet adapters in the bridge, adapt the `base-iface` attribute and `type` attributes of the ports you use in the bridge.

**Prerequisites**

- Two or more physical or virtual network devices are installed on the server.
- To use Ethernet devices as ports in the bridge, the physical or virtual Ethernet devices must be installed on the server.
- To use team, bond, or VLAN devices as ports in the bridge, set the interface name in the `port` list, and define the corresponding interfaces.
- The `nmstate` package is installed.

**Procedure**

1. Create a YAML file, for example `~/create-bridge.yml`, with the following content:
These settings define a network bridge with the following settings:

- **Network interfaces in the bridge**: `enp1s0` and `enp7s0`
- **Spanning Tree Protocol (STP)**: Enabled
- **Static IPv4 address**: `192.0.2.1` with the `/24` subnet mask
- Static IPv6 address: `2001:db8:1::1` with the `/64` subnet mask
- IPv4 default gateway: `192.0.2.254`
- IPv6 default gateway: `2001:db8:1::fffe`
- IPv4 DNS server: `192.0.2.200`
- IPv6 DNS server: `2001:db8:1::ffbb`
- DNS search domain: `example.com`

2. Apply the settings to the system:

```bash
# nmstatectl apply ~/create-bridge.yml
```

### Verification

1. Display the status of the devices and connections:

```bash
# nmcli device status
DEVICE  TYPE      STATE      CONNECTION
bridge0  bridge    connected  bridge0
```

2. Display all settings of the connection profile:

```bash
# nmcli connection show bridge0
connection.id:   bridge0
connection.uuid: e2cc9206-75a2-4622-89cf-1252926060a9
connection.stable-id: --
connection.type:   bridge
connection.interface-name: bridge0
...
```

3. Display the connection settings in YAML format:

```bash
# nmstatectl show bridge0
```

### Additional resources

- `nmstatectl(8)` man page
- `/usr/share/doc/nmstate/examples/` directory
- How to configure a bridge with VLAN information?

### 6.6. Configuring a Network Bridge by Using the Network RHEL System Role

You can remotely configure a network bridge by using the `network` RHEL System Role.

Perform this procedure on the Ansible control node.
Prerequisites

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
- The account you use to connect to the managed nodes has `sudo` permissions on them.
- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.
- Two or more physical or virtual network devices are installed on the server.

Procedure

1. Create a playbook file, for example `~/bridge-ethernet.yml`, with the following content:

```yaml
---
- name: Configure the network
  hosts: managed-node-01.example.com
  tasks:
    - name: Configure a network bridge that uses two Ethernet ports
      include_role:
        name: rhel-system-roles.network
      vars:
        network_connections:
          # Define the bridge profile
          - name: bridge0
            type: bridge
            interface_name: bridge0
            ip:
              address:
                - "192.0.2.1/24"
                - "2001:db8:1::1/64"
            gateway4: 192.0.2.254
            gateway6: 2001:db8:1::fffe
            dns:
              - 192.0.2.200
              - 2001:db8:1::ffbb
            dns_search:
              - example.com
            state: up
          # Add an Ethernet profile to the bridge
          - name: bridge0-port1
            interface_name: enp7s0
            type: ethernet
            controller: bridge0
            port_type: bridge
            state: up
          # Add a second Ethernet profile to the bridge
          - name: bridge0-port2
            interface_name: enp8s0
            type: ethernet
```
These settings define a network bridge with the following settings:

- A static IPv4 address - 192.0.2.1 with a /24 subnet mask
- A static IPv6 address - 2001:db8:1::1 with a /64 subnet mask
- An IPv4 default gateway - 192.0.2.254
- An IPv6 default gateway - 2001:db8:1::fffe
- An IPv4 DNS server - 192.0.2.200
- An IPv6 DNS server - 2001:db8:1::ffbb
- A DNS search domain - example.com
- Ports of the bridge - enp7s0 and enp8s0

**NOTE**

Set the IP configuration on the bridge and not on the ports of the Linux bridge.

2. Run the playbook:

```
# ansible-playbook ~/bridge-ethernet.yml
```

Additional resources

- /usr/share/ansible/roles/rhel-system-roles.network/README.md file
CHAPTER 7. CONFIGURING A VPN CONNECTION

A virtual private network (VPN) is a way of connecting to a local network over the internet. IPsec provided by Libreswan is the preferred method for creating a VPN. Libreswan is a user-space IPsec implementation for VPN. A VPN enables the communication between your LAN, and another, remote LAN by setting up a tunnel across an intermediate network such as the internet. For security reasons, a VPN tunnel always uses authentication and encryption. For cryptographic operations, Libreswan uses the NSS library.

7.1. CONFIGURING A VPN CONNECTION WITH CONTROL-CENTER

If you use Red Hat Enterprise Linux with a graphical interface, you can configure a VPN connection in the GNOME control-center.

Prerequisites

- The NetworkManager-libreswan-gnome package is installed.

Procedure

1. Press the Super key, type Settings, and press Enter to open the control-center application.
2. Select the Network entry on the left.
3. Click the + icon.
4. Select VPN.
5. Select the Identity menu entry to see the basic configuration options:
   - **General**
     - **Gateway** – The name or IP address of the remote VPN gateway.
   - **Authentication**
   - **Type**
     - **IKEv2 (Certificate)** – client is authenticated by certificate. It is more secure (default).
     - **IKEv1 (XAUTH)** – client is authenticated by user name and password, or a pre-shared key (PSK).

The following configuration settings are available under the Advanced section:
Figure 7.1. Advanced options of a VPN connection

<table>
<thead>
<tr>
<th>IPsec Advanced Options</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Identification</strong></td>
</tr>
<tr>
<td>Domain:</td>
</tr>
<tr>
<td><strong>Security</strong></td>
</tr>
<tr>
<td>Phase1 Algorithms:</td>
</tr>
<tr>
<td>Phase2 Algorithms:</td>
</tr>
<tr>
<td>Disable PFS</td>
</tr>
<tr>
<td>Phase1 Lifetime:</td>
</tr>
<tr>
<td>Phase2 Lifetime:</td>
</tr>
<tr>
<td>Disable rekeying</td>
</tr>
<tr>
<td><strong>Connectivity</strong></td>
</tr>
<tr>
<td>Remote Network:</td>
</tr>
<tr>
<td>narrowing</td>
</tr>
<tr>
<td>Enable fragmentation:  yes</td>
</tr>
<tr>
<td>Enable MOBIKE:         no</td>
</tr>
</tbody>
</table>
When configuring an IPsec-based VPN connection using the `gnome-control-center` application, the Advanced dialog displays the configuration, but it does not allow any changes. As a consequence, users cannot change any advanced IPsec options. Use the `nm-connection-editor` or `nmcli` tools instead to perform configuration of the advanced properties.

Identification

- **Domain** – If required, enter the Domain Name.

Security

- **Phase1 Algorithms** – corresponds to the `ike` Libreswan parameter – enter the algorithms to be used to authenticate and set up an encrypted channel.

- **Phase2 Algorithms** – corresponds to the `esp` Libreswan parameter – enter the algorithms to be used for the IPsec negotiations. Check the **Disable PFS** field to turn off Perfect Forward Secrecy (PFS) to ensure compatibility with old servers that do not support PFS.

- **Phase1 Lifetime** – corresponds to the `ikelifetime` Libreswan parameter – how long the key used to encrypt the traffic will be valid.

- **Phase2 Lifetime** – corresponds to the `salifetime` Libreswan parameter – how long a particular instance of a connection should last before expiring. Note that the encryption key should be changed from time to time for security reasons.

- **Remote network** – corresponds to the `rightsubnet` Libreswan parameter – the destination private remote network that should be reached through the VPN. Check the **narrowing** field to enable narrowing. Note that it is only effective in IKEv2 negotiation.

- **Enable fragmentation** – corresponds to the `fragmentation` Libreswan parameter – whether or not to allow IKE fragmentation. Valid values are **yes** (default) or **no**.

- **Enable Mobike** – corresponds to the `mobike` Libreswan parameter – whether to allow Mobility and Multihoming Protocol (MOBIKE, RFC 4555) to enable a connection to migrate its endpoint without needing to restart the connection from scratch. This is used on mobile devices that switch between wired, wireless, or mobile data connections. The values are **no** (default) or **yes**.

6. Select the **IPv4** menu entry:

   **IPv4 Method**

   - **Automatic (DHCP)** – Choose this option if the network you are connecting to uses a DHCP server to assign dynamic IP addresses.

   - **Link-Local Only** – Choose this option if the network you are connecting to does not have a DHCP server and you do not want to assign IP addresses manually. Random addresses will be assigned as per RFC 3927 with prefix 169.254/16.
- **Manual** – Choose this option if you want to assign IP addresses manually.

- **Disable** – IPv4 is disabled for this connection.

**DNS**

In the DNS section, when Automatic is ON, switch it to OFF to enter the IP address of a DNS server you want to use separating the IPs by comma.

**Routes**

Note that in the Routes section, when Automatic is ON, routes from DHCP are used, but you can also add additional static routes. When OFF, only static routes are used.

- **Address** – Enter the IP address of a remote network or host.

- **Netmask** – The netmask or prefix length of the IP address entered above.

- **Gateway** – The IP address of the gateway leading to the remote network or host entered above.

- **Metric** – A network cost, a preference value to give to this route. Lower values will be preferred over higher values.

  **Use this connection only for resources on its network**

Select this check box to prevent the connection from becoming the default route. Selecting this option means that only traffic specifically destined for routes learned automatically over the connection or entered here manually is routed over the connection.

7. To configure IPv6 settings in a VPN connection, select the IPv6 menu entry:

**IPv6 Method**

- **Automatic** – Choose this option to use IPv6 Stateless Address AutoConfiguration (SLAAC) to create an automatic, stateless configuration based on the hardware address and Router Advertisements (RA).

- **Automatic, DHCP only** – Choose this option to not use RA, but request information from DHCPv6 directly to create a stateful configuration.

- **Link-Local Only** – Choose this option if the network you are connecting to does not have a DHCP server and you do not want to assign IP addresses manually. Random addresses will be assigned as per RFC 4862 with prefix FE80::0.

- **Manual** – Choose this option if you want to assign IP addresses manually.

- **Disable** – IPv6 is disabled for this connection.

  Note that DNS, Routes, **Use this connection only for resources on its network** are common to IPv4 settings.

8. Once you have finished editing the VPN connection, click the Add button to customize the configuration or the Apply button to save it for the existing one.

9. Switch the profile to ON to active the VPN connection.

**Additional resources**

- **nm-settings-libreswan(5)**
7.2. CONFIGURING A VPN CONNECTION USING NM-CONNECTION-EDITOR

If you use Red Hat Enterprise Linux with a graphical interface, you can configure a VPN connection in the `nm-connection-editor` application.

Prerequisites

- The `NetworkManager-libreswan-gnome` package is installed.
- If you configure an Internet Key Exchange version 2 (IKEv2) connection:
  - The certificate is imported into the IPsec network security services (NSS) database.
  - The nickname of the certificate in the NSS database is known.

Procedure

1. Open a terminal, and enter:

   ```bash
   $ nm-connection-editor
   ```

2. Click the + button to add a new connection.

3. Select the IPsec based VPN connection type, and click Create.

4. On the VPN tab:
   a. Enter the host name or IP address of the VPN gateway into the **Gateway** field, and select an authentication type. Based on the authentication type, you must enter different additional information:
      - **IKEv2 (Certificate)** authenticates the client by using a certificate, which is more secure. This setting requires the nickname of the certificate in the IPsec NSS database
      - **IKEv1 (XAUTH)** authenticates the user by using a user name and password (pre-shared key). This setting requires that you enter the following values:
        - User name
        - Password
        - Group name
        - Secret
   b. If the remote server specifies a local identifier for the IKE exchange, enter the exact string in the **Remote ID** field. In the remote server runs Libreswan, this value is set in the server’s `leftid` parameter.
c. Optionally, configure additional settings by clicking the Advanced button. You can configure the following settings:

- **Identification**
  - **Domain** – If required, enter the domain name.

- **Security**
  - **Phase1 Algorithms** corresponds to the ike Libreswan parameter. Enter the algorithms to be used to authenticate and set up an encrypted channel.
  
  - **Phase2 Algorithms** corresponds to the esp Libreswan parameter. Enter the algorithms to be used for the IPsec negotiations.
    Check the **Disable PFS** field to turn off Perfect Forward Secrecy (PFS) to ensure compatibility with old servers that do not support PFS.

  - **Phase1 Lifetime** corresponds to the ikelifetime Libreswan parameter. This parameter defines how long the key used to encrypt the traffic is valid.

  - **Phase2 Lifetime** corresponds to the salifetime Libreswan parameter. This parameter defines how long a security association is valid.

- **Connectivity**
- **Remote network** corresponds to the `rightsubnet` Libreswan parameter and defines the destination private remote network that should be reached through the VPN. Check the **narrowing** field to enable narrowing. Note that it is only effective in the IKEv2 negotiation.

- **Enable fragmentation** corresponds to the `fragmentation` Libreswan parameter and defines whether or not to allow IKE fragmentation. Valid values are **yes** (default) or **no**.

- **Enable Mobike** corresponds to the `mobike` Libreswan parameter. The parameter defines whether to allow Mobility and Multihoming Protocol (MOBIKE) (RFC 4555) to enable a connection to migrate its endpoint without needing to restart the connection from scratch. This is used on mobile devices that switch between wired, wireless or mobile data connections. The values are **no** (default) or **yes**.

5. On the **IPv4 Settings** tab, select the IP assignment method and, optionally, set additional static addresses, DNS servers, search domains, and routes.

![Editing VPN connection 1](image)

6. Save the connection.


**NOTE**

When you add a new connection by clicking the + button, **NetworkManager** creates a new configuration file for that connection and then opens the same dialog that is used for editing an existing connection. The difference between these dialogs is that an existing connection profile has a **Details** menu entry.

Additional resources

- `nm-settings-libreswan(5)` man page
7.3. CONFIGURING AUTOMATIC DETECTION AND USAGE OF ESP HARDWARE OFFLOAD TO ACCELERATE AN IPSEC CONNECTION

Offloading Encapsulating Security Payload (ESP) to the hardware accelerates IPsec connections over Ethernet. By default, Libreswan detects if hardware supports this feature and, as a result, enables ESP hardware offload. In case that the feature was disabled or explicitly enabled, you can switch back to automatic detection.

Prerequisites

- The network card supports ESP hardware offload.
- The network driver supports ESP hardware offload.
- The IPsec connection is configured and works.

Procedure

1. Edit the Libreswan configuration file in the `/etc/ipsec.d/` directory of the connection that should use automatic detection of ESP hardware offload support.

2. Ensure the `nic-offload` parameter is not set in the connection’s settings.

3. If you removed `nic-offload`, restart the `ipsec` service:

   ```
   # systemctl restart ipsec
   ```

Verification

If the network card supports ESP hardware offload support, following these steps to verify the result:

1. Display the `tx_ipsec` and `rx_ipsec` counters of the Ethernet device the IPsec connection uses:

   ```
   # ethtool -S enp1s0 | egrep ":_ipsec"  
   tx_ipsec: 10  
   rx_ipsec: 10
   ```

2. Send traffic through the IPsec tunnel. For example, ping a remote IP address:

   ```
   # ping -c 5 remote_ip_address
   ```

3. Display the `tx_ipsec` and `rx_ipsec` counters of the Ethernet device again:

   ```
   # ethtool -S enp1s0 | egrep ":_ipsec"  
   tx_ipsec: 15  
   rx_ipsec: 15
   ```

   If the counter values have increased, ESP hardware offload works.

Additional resources

- Configuring a VPN with IPsec
7.4. CONFIGURING ESP HARDWARE OFFLOAD ON A BOND TO ACCELERATE AN IPSEC CONNECTION

Offloading Encapsulating Security Payload (ESP) to the hardware accelerates IPsec connections. If you use a network bond for fail-over reasons, the requirements and the procedure to configure ESP hardware offload are different from those using a regular Ethernet device. For example, in this scenario, you enable the offload support on the bond, and the kernel applies the settings to the ports of the bond.

Prerequisites

- All network cards in the bond support ESP hardware offload.
- The network driver supports ESP hardware offload on a bond device. In RHEL, only the `ixgbe` driver supports this feature.
- The bond is configured and works.
- The bond uses the `active-backup` mode. The bonding driver does not support any other modes for this feature.
- The IPsec connection is configured and works.

Procedure

1. Enable ESP hardware offload support on the network bond:
   ```
   # nmcli connection modify bond0 ethtool.feature-esp-hw-offload on
   ```
   This command enables ESP hardware offload support on the `bond0` connection.

2. Reactivate the `bond0` connection:
   ```
   # nmcli connection up bond0
   ```

3. Edit the Libreswan configuration file in the `/etc/ipsec.d/` directory of the connection that should use ESP hardware offload, and append the `nic-offload=yes` statement to the connection entry:
   ```
   conn example
   ...
   nic-offload=yes
   ```

4. Restart the `ipsec` service:
   ```
   # systemctl restart ipsec
   ```

Verification

1. Display the active port of the bond:
   ```
   # grep "Currently Active Slave" /proc/net/bonding/bond0
   Currently Active Slave: enp1s0
   ```

2. Display the `tx_ipsec` and `rx_ipsec` counters of the active port:
   ```
   -
   ```
# ethtool -S enp1s0 | egrep "_ipsec"
   tx_ipsec: 10
   rx_ipsec: 10

3. Send traffic through the IPsec tunnel. For example, ping a remote IP address:

   # ping -c 5 remote_ip_address

4. Display the tx_ipsec and rx_ipsec counters of the active port again:

   # ethtool -S enp1s0 | egrep "_ipsec"
   tx_ipsec: 15
   rx_ipsec: 15

   If the counter values have increased, ESP hardware offload works.

Additional resources

- Configuring network bonding
- Configuring a VPN with IPsec section in the Securing networks document
CHAPTER 8. CONFIGURING IP TUNNELS

Similar to a VPN, an IP tunnel directly connects two networks over a third network, such as the internet. However, not all tunnel protocols support encryption.

The routers in both networks that establish the tunnel requires at least two interfaces:

- One interface that is connected to the local network
- One interface that is connected to the network through which the tunnel is established.

To establish the tunnel, you create a virtual interface on both routers with an IP address from the remote subnet.

NetworkManager supports the following IP tunnels:

- Generic Routing Encapsulation (GRE)
- Generic Routing Encapsulation over IPv6 (IP6GRE)
- Generic Routing Encapsulation Terminal Access Point (GRETAP)
- Generic Routing Encapsulation Terminal Access Point over IPv6 (IP6GRETAP)
- IPv4 over IPv4 (IPIP)
- IPv4 over IPv6 (IPIP6)
- IPv6 over IPv6 (IP6IP6)
- Simple Internet Transition (SIT)

Depending on the type, these tunnels act either on layer 2 or 3 of the Open Systems Interconnection (OSI) model.

8.1. CONFIGURING AN IPIP TUNNEL USING NMCLI TO ENCAPSULATE IPV4 TRAFFIC IN IPV4 PACKETS

An IP over IP (IPIP) tunnel operates on OSI layer 3 and encapsulates IPv4 traffic in IPv4 packets as described in RFC 2003.

IMPORTANT

Data sent through an IPIP tunnel is not encrypted. For security reasons, use the tunnel only for data that is already encrypted, for example, by other protocols, such as HTTPS.

Note that IPIP tunnels support only unicast packets. If you require an IPv4 tunnel that supports multicast, see Configuring a GRE tunnel using nmcli to encapsulate layer-3 traffic in IPv4 packets.

For example, you can create an IPIP tunnel between two RHEL routers to connect two internal subnets over the internet as shown in the following diagram:
Prerequisites

- Each RHEL router has a network interface that is connected to its local subnet.
- Each RHEL router has a network interface that is connected to the internet.
- The traffic you want to send through the tunnel is IPv4 unicast.

Procedure

1. On the RHEL router in network A:
   a. Create an IPIP tunnel interface named `tun0`:

   ```
   # nmcli connection add type ip-tunnel ip-tunnel.mode ipip con-name tun0 ifname tun0 remote 198.51.100.5 local 203.0.113.10
   ```
   
   The `remote` and `local` parameters set the public IP addresses of the remote and the local routers.
   
   b. Set the IPv4 address to the `tun0` device:

   ```
   # nmcli connection modify tun0 ipv4.addresses '10.0.1.1/30'
   ```
   
   Note that a `/30` subnet with two usable IP addresses is sufficient for the tunnel.
   
   c. Configure the `tun0` connection to use a manual IPv4 configuration:

   ```
   # nmcli connection modify tun0 ipv4.method manual
   ```
   
   d. Add a static route that routes traffic to the `172.16.0.0/24` network to the tunnel IP on router B:

   ```
   # nmcli connection modify tun0 +ipv4.routes "172.16.0.0/24 10.0.1.2"
   ```
   
   e. Enable the `tun0` connection.
# nmcli connection up tun0

f. Enable packet forwarding:

```bash
# echo "net.ipv4.ip_forward=1" > /etc/sysctl.d/95-IPv4-forwarding.conf
# sysctl -p /etc/sysctl.d/95-IPv4-forwarding.conf
```

2. On the RHEL router in network B:

a. Create an IPIP tunnel interface named tun0:

```bash
# nmcli connection add type ip-tunnel ip-tunnel.mode ipip con-name tun0 ifname
tun0 remote 203.0.113.10 local 198.51.100.5
```

The `remote` and `local` parameters set the public IP addresses of the remote and local routers.

b. Set the IPv4 address to the tun0 device:

```bash
# nmcli connection modify tun0 ipv4.addresses '10.0.1.2/30'
```

c. Configure the tun0 connection to use a manual IPv4 configuration:

```bash
# nmcli connection modify tun0 ipv4.method manual
```

d. Add a static route that routes traffic to the 192.0.2.0/24 network to the tunnel IP on router A:

```bash
# nmcli connection modify tun0 +ipv4.routes "192.0.2.0/24 10.0.1.1"
```

e. Enable the tun0 connection.

```bash
# nmcli connection up tun0
```

f. Enable packet forwarding:

```bash
# echo "net.ipv4.ip_forward=1" > /etc/sysctl.d/95-IPv4-forwarding.conf
# sysctl -p /etc/sysctl.d/95-IPv4-forwarding.conf
```

**Verification**

- From each RHEL router, ping the IP address of the internal interface of the other router:
  a. On Router A, ping **172.16.0.1**:

```bash
# ping 172.16.0.1
```
  
  b. On Router B, ping **192.0.2.1**:

```bash
# ping 192.0.2.1
```

**Additional resources**
8.2. CONFIGURING A GRE TUNNEL USING NMCLI TO ENCAPSULATE LAYER-3 TRAFFIC IN IPV4 PACKETS

A Generic Routing Encapsulation (GRE) tunnel encapsulates layer-3 traffic in IPv4 packets as described in RFC 2784. A GRE tunnel can encapsulate any layer 3 protocol with a valid Ethernet type.

**IMPORTANT**

Data sent through a GRE tunnel is not encrypted. For security reasons, use the tunnel only for data that is already encrypted, for example, by other protocols, such as HTTPS.

For example, you can create a GRE tunnel between two RHEL routers to connect two internal subnets over the internet as shown in the following diagram:

**NOTE**

The gre0 device name is reserved. Use gre1 or a different name for the device.

**Prerequisites**

- Each RHEL router has a network interface that is connected to its local subnet.
- Each RHEL router has a network interface that is connected to the internet.

**Procedure**

1. On the RHEL router in network A:
   a. Create a GRE tunnel interface named gre1:

```
# nmcli connection add type ip-tunnel ip-tunnel.mode gre con-name gre1 ifname gre1 remote 198.51.100.5 local 203.0.113.10
```
The **remote** and **local** parameters set the public IP addresses of the remote and the local routers.

b. Set the IPv4 address to the **gre1** device:

```bash
# nmcli connection modify gre1 ipv4.addresses '10.0.1.1/30'
```

Note that a /30 subnet with two usable IP addresses is sufficient for the tunnel.

c. Configure the **gre1** connection to use a manual IPv4 configuration:

```bash
# nmcli connection modify gre1 ipv4.method manual
```

d. Add a static route that routes traffic to the **172.16.0.0/24** network to the tunnel IP on router B:

```bash
# nmcli connection modify gre1 +ipv4.routes "172.16.0.0/24 10.0.1.2"
```

e. Enable the **gre1** connection.

```bash
# nmcli connection up gre1
```

f. Enable packet forwarding:

```bash
# echo "net.ipv4.ip_forward=1" > /etc/sysctl.d/95-IPv4-forwarding.conf
# sysctl -p /etc/sysctl.d/95-IPv4-forwarding.conf
```

2. On the RHEL router in network B:

   a. Create a GRE tunnel interface named **gre1**:

   ```bash
   # nmcli connection add type ip-tunnel ip-tunnel.mode gre con-name gre1 ifname gre1 remote 203.0.113.10 local 198.51.100.5
   ```

   The **remote** and **local** parameters set the public IP addresses of the remote and the local routers.

   b. Set the IPv4 address to the **gre1** device:

   ```bash
   # nmcli connection modify gre1 ipv4.addresses '10.0.1.2/30'
   ```

   c. Configure the **gre1** connection to use a manual IPv4 configuration:

   ```bash
   # nmcli connection modify gre1 ipv4.method manual
   ```

   d. Add a static route that routes traffic to the **192.0.2.0/24** network to the tunnel IP on router A:

   ```bash
   # nmcli connection modify gre1 +ipv4.routes "192.0.2.0/24 10.0.1.1"
   ```

   e. Enable the **gre1** connection.

   ```bash
   # nmcli connection up gre1
   ```
f. Enable packet forwarding:

```bash
# echo "net.ipv4.ip_forward=1" > /etc/sysctl.d/95-IPv4-forwarding.conf
# sysctl -p /etc/sysctl.d/95-IPv4-forwarding.conf
```

**Verification**

1. From each RHEL router, ping the IP address of the internal interface of the other router:
   a. On Router A, ping 172.16.0.1:
      ```bash
      # ping 172.16.0.1
      ```
   b. On Router B, ping 192.0.2.1:
      ```bash
      # ping 192.0.2.1
      ```

**Additional resources**

- [nmcli](1) man page
- [nm-settings](5) man page

### 8.3. Configuring a GRE Tap Tunnel to Transfer Ethernet Frames Over IPv4

A Generic Routing Encapsulation Terminal Access Point (GRE tap) tunnel operates on OSI level 2 and encapsulates Ethernet traffic in IPv4 packets as described in [RFC 2784](https://tools.ietf.org/html/rfc2784).

**IMPORTANT**

Data sent through a GRE Tap tunnel is not encrypted. For security reasons, establish the tunnel over a VPN or a different encrypted connection.

For example, you can create a GRE tap tunnel between two RHEL routers to connect two networks using a bridge as shown in the following diagram:
NOTE

The gretap0 device name is reserved. Use gretap1 or a different name for the device.

Prerequisites

- Each RHEL router has a network interface that is connected to its local network, and the interface has no IP configuration assigned.
- Each RHEL router has a network interface that is connected to the internet.

Procedure

1. On the RHEL router in network A:
   a. Create a bridge interface named bridge0:
      
      ```
      # nmcli connection add type bridge con-name bridge0 ifname bridge0
      ```
   b. Configure the IP settings of the bridge:
      
      ```
      # nmcli connection modify bridge0 ipv4.addresses '192.0.2.1/24'
      # nmcli connection modify bridge0 ipv4.method manual
      ```
   c. Add a new connection profile for the interface that is connected to local network to the bridge:
      
      ```
      # nmcli connection add type ethernet slave-type bridge con-name bridge0-port1
      # name enp1s0 master bridge0
      ```
   d. Add a new connection profile for the GRETAP tunnel interface to the bridge:
# nmcli connection add type ip-tunnel ip-tunnel.mode gretap slave-type bridge con-name bridge0-port2 ifname gretap1 remote 198.51.100.5 local 203.0.113.10 master bridge0

The **remote** and **local** parameters set the public IP addresses of the remote and the local routers.

e. Optional: Disable the Spanning Tree Protocol (STP) if you do not need it:

```bash
# nmcli connection modify bridge0 bridge.stp no
```

By default, STP is enabled and causes a delay before you can use the connection.

f. Configure that activating the **bridge0** connection automatically activates the ports of the bridge:

```bash
# nmcli connection modify bridge0 connection.autoconnect-slaves 1
```

g. Active the **bridge0** connection:

```bash
# nmcli connection up bridge0
```

2. On the RHEL router in network B:

a. Create a bridge interface named **bridge0**:

```bash
# nmcli connection add type bridge con-name bridge0 ifname bridge0
```

b. Configure the IP settings of the bridge:

```bash
# nmcli connection modify bridge0 ipv4.addresses '192.0.2.2/24'
# nmcli connection modify bridge0 ipv4.method manual
```

c. Add a new connection profile for the interface that is connected to local network to the bridge:

```bash
# nmcli connection add type ethernet slave-type bridge con-name bridge0-port1 ifname enp1s0 master bridge0
```

d. Add a new connection profile for the GRETAP tunnel interface to the bridge:

```bash
# nmcli connection add type ip-tunnel ip-tunnel.mode gretap slave-type bridge con-name bridge0-port2 ifname gretap1 remote 203.0.113.10 local 198.51.100.5 master bridge0
```

The **remote** and **local** parameters set the public IP addresses of the remote and the local routers.

e. Optional: Disable the Spanning Tree Protocol (STP) if you do not need it:

```bash
# nmcli connection modify bridge0 bridge.stp no
```
f. Configure that activating the `bridge0` connection automatically activates the ports of the bridge:

```bash
# nmcli connection modify bridge0 connection.autoconnect-slaves 1
```

g. Active the `bridge0` connection:

```bash
# nmcli connection up bridge0
```

**Verification**

1. On both routers, verify that the `enp1s0` and `gretap1` connections are connected and that the `CONNECTION` column displays the connection name of the port:

```bash
# nmcli device

<table>
<thead>
<tr>
<th>DEVICE</th>
<th>TYPE</th>
<th>STATE</th>
<th>CONNECTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>...</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>bridge0</td>
<td>bridge</td>
<td>connected</td>
<td>bridge0</td>
</tr>
<tr>
<td>enp1s0</td>
<td>ethernet</td>
<td>connected</td>
<td>bridge0-port1</td>
</tr>
<tr>
<td>gretap1</td>
<td>iptunnel</td>
<td>connected</td>
<td>bridge0-port2</td>
</tr>
</tbody>
</table>
```

2. From each RHEL router, ping the IP address of the internal interface of the other router:
   a. On Router A, ping `192.0.2.2`:

```bash
# ping 192.0.2.2
```

   b. On Router B, ping `192.0.2.1`:

```bash
# ping 192.0.2.1
```

**Additional resources**

- `nmcli(1)` man page
- `nm-settings(5)` man page

### 8.4. ADDITIONAL RESOURCES

- `ip-link(8)` man page
CHAPTER 9. USING A VXLAN TO CREATE A VIRTUAL LAYER-2 DOMAIN FOR VMS

A virtual extensible LAN (VXLAN) is a networking protocol that tunnels layer-2 traffic over an IP network using the UDP protocol. For example, certain virtual machines (VMs), that are running on different hosts can communicate over a VXLAN tunnel. The hosts can be in different subnets or even in different data centers around the world. From the perspective of the VMs, other VMs in the same VXLAN are within the same layer-2 domain:

In this example, RHEL-host-A and RHEL-host-B use a bridge, br0, to connect the virtual network of a VM on each host with a VXLAN named vxlan10. Due to this configuration, the VXLAN is invisible to the VMs, and the VMs do not require any special configuration. If you later connect more VMs to the same virtual network, the VMs are automatically members of the same virtual layer-2 domain.

IMPORTANT

Just as normal layer-2 traffic, data in a VXLAN is not encrypted. For security reasons, use a VXLAN over a VPN or other types of encrypted connections.

9.1. BENEFITS OF VXLANS

A virtual extensible LAN (VXLAN) provides the following major benefits:

- VXLANs use a 24-bit ID. Therefore, you can create up to 16,777,216 isolated networks. For example, a virtual LAN (VLAN), supports only 4,096 isolated networks.

- VXLANs use the IP protocol. This enables you to route the traffic and virtually run systems in different networks and locations within the same layer-2 domain.

- Unlike most tunnel protocols, a VXLAN is not only a point-to-point network. A VXLAN can learn the IP addresses of the other endpoints either dynamically or use statically-configured forwarding entries.
Certain network cards support UDP tunnel-related offload features.

Additional resources

- `/usr/share/doc/kernel-doc-<kernel_version>/Documentation/networking/vxlan.rst` provided by the `kernel-doc` package

### 9.2. CONFIGURING THE ETHERNET INTERFACE ON THE HOSTS

To connect a RHEL VM host to the Ethernet, create a network connection profile, configure the IP settings, and activate the profile.

Run this procedure on both RHEL hosts, and adjust the IP address configuration accordingly.

**Prerequisites**

- The host is connected to the Ethernet.

**Procedure**

1. Add a new Ethernet connection profile to NetworkManager:

   ```bash
   # nmcli connection add con-name Example ifname enp1s0 type ethernet
   ```

2. Configure the IPv4 settings:

   ```bash
   # nmcli connection modify Example ipv4.addresses 198.51.100.2/24 ipv4.method manual ipv4.gateway 198.51.100.254 ipv4.dns 198.51.100.200 ipv4.dns-search example.com
   ```

   Skip this step if the network uses DHCP.

3. Activate the `Example` connection:

   ```bash
   # nmcli connection up Example
   ```

**Verification**

1. Display the status of the devices and connections:

   ```bash
   # nmcli device status
   DEVICE   TYPE      STATE      CONNECTION
   enp1s0   ethernet  connected   Example
   ```

2. Ping a host in a remote network to verify the IP settings:

   ```bash
   # ping RHEL-host-B.example.com
   ```

   Note that you cannot ping the other VM host before you have configured the network on that host as well.

**Additional resources**
9.3. CREATING A NETWORK BRIDGE WITH A VXLAN ATTACHED

To make a virtual extensible LAN (VXLAN) invisible to virtual machines (VMs), create a bridge on a host, and attach the VXLAN to the bridge. Use NetworkManager to create both the bridge and the VXLAN. You do not add any traffic access point (TAP) devices of the VMs, typically named \textit{vnet*} on the host, to the bridge. The \texttt{libvirtd} service adds them dynamically when the VMs start.

Run this procedure on both RHEL hosts, and adjust the IP addresses accordingly.

Procedure

1. Create the bridge \texttt{br0}:

   \begin{verbatim}
   # nmcli connection add type bridge con-name br0 ifname br0 ipv4.method disabled ipv6.method disabled
   \end{verbatim}

   This command sets no IPv4 and IPv6 addresses on the bridge device, because this bridge works on layer 2.

2. Create the VXLAN interface and attach it to \texttt{br0}:

   \begin{verbatim}
   # nmcli connection add type vxlan slave-type bridge con-name br0-vxlan10 ifname vxlan10 id 10 local 198.51.100.2 remote 203.0.113.1 master br0
   \end{verbatim}

   This command uses the following settings:
   
   \begin{itemize}
   \item \texttt{id 10}: Sets the VXLAN identifier.
   \item \texttt{local 198.51.100.2}: Sets the source IP address of outgoing packets.
   \item \texttt{remote 203.0.113.1}: Sets the unicast or multicast IP address to use in outgoing packets when the destination link layer address is not known in the VXLAN device forwarding database.
   \item \texttt{master br0}: Sets this VXLAN connection to be created as a port in the \texttt{br0} connection.
   \item \texttt{ipv4.method disabled} and \texttt{ipv6.method disabled}: Disables IPv4 and IPv6 on the bridge.
   \end{itemize}

   By default, NetworkManager uses 8472 as the destination port. If the destination port is different, additionally, pass the \texttt{destination-port <port_number>} option to the command.

3. Activate the \texttt{br0} connection profile:

   \begin{verbatim}
   # nmcli connection up br0
   \end{verbatim}

4. Open port 8472 for incoming UDP connections in the local firewall:

   \begin{verbatim}
   # firewall-cmd --permanent --add-port=8472/udp
   # firewall-cmd --reload
   \end{verbatim}

Verification
9.4. CREATING A VIRTUAL NETWORK IN LIBVIRT WITH AN EXISTING BRIDGE

To enable virtual machines (VM) to use the br0 bridge with the attached virtual extensible LAN (VXLAN), first add a virtual network to the libvirt service that uses this bridge.

Prerequisites

- You installed the libvirt package.
- You started and enabled the libvirtd service.
- You configured the br0 device with the VXLAN on RHEL.

Procedure

1. Create the ~/vxlan10-bridge.xml file with the following content:

   ```xml
   <network>
   <name>vxlan10-bridge</name>
   <forward mode="bridge" />
   <bridge name="br0" />
   </network>
   ```

2. Use the ~/vxlan10-bridge.xml file to create a new virtual network in libvirt:

   ```bash
   # virsh net-define ~/vxlan10-bridge.xml
   ```

3. Remove the ~/vxlan10-bridge.xml file:

   ```bash
   # rm ~/vxlan10-bridge.xml
   ```

4. Start the vxlan10-bridge virtual network:

   ```bash
   # virsh net-start vxlan10-bridge
   ```

5. Configure the vxlan10-bridge virtual network to start automatically when the libvirtd service starts:

   ```bash
   # virsh net-autostart vxlan10-bridge
   ```

Additional resources

- nm-settings(5) man page
Verification

- Display the list of virtual networks:

```
# virsh net-list
Name      State    Autostart   Persistent
----------------------------------------------------
vxlan10-bridge active   yes         yes   ...
```

Additional resources

- virsh(1) man page

9.5. CONFIGURING VIRTUAL MACHINES TO USE VXLAN

To configure a VM to use a bridge device with an attached virtual extensible LAN (VXLAN) on the host, create a new VM that uses the `vxlan10-bridge` virtual network or update the settings of existing VMs to use this network.

Perform this procedure on the RHEL hosts.

Prerequisites

- You configured the `vxlan10-bridge` virtual network in `libvirtd`.

Procedure

- To create a new VM and configure it to use the `vxlan10-bridge` network, pass the `--network network:vxlan10-bridge` option to the `virt-install` command when you create the VM:

```
# virt-install ... --network network:vxlan10-bridge
```

- To change the network settings of an existing VM:
  a. Connect the VM’s network interface to the `vxlan10-bridge` virtual network:

```
# virt-xml VM_name --edit --network network=vxlan10-bridge
```
  b. Shut down the VM, and start it again:

```
# virsh shutdown VM_name
# virsh start VM_name
```

Verification

1. Display the virtual network interfaces of the VM on the host:

```
# virsh domiflist VM_name
Interface   Type     Source           Model    MAC
------------------------------------------------------------
vnet1       bridge   vxlan10-bridge virtio  52:54:00:c5:98:1c
```
2. Display the interfaces attached to the `vxlan10-bridge` bridge:

```
# ip link show master vxlan10-bridge
18: vxlan10: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc noqueue master
    br0 state UNKNOWN mode DEFAULT group default qlen 1000
    link/ether 2a:53:bd:d5:b3:0a brd ff:ff:ff:ff:ff:ff
19: vnet1: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc noqueue master
    br0 state UNKNOWN mode DEFAULT group default qlen 1000
    link/ether 52:54:00:c5:98:1c brd ff:ff:ff:ff:ff:ff
```

Note that the `libvirtd` service dynamically updates the bridge’s configuration. When you start a VM which uses the `vxlan10-bridge` network, the corresponding `vnet*` device on the host appears as a port of the bridge.

3. Use address resolution protocol (ARP) requests to verify whether VMs are in the same VXLAN:

   a. Start two or more VMs in the same VXLAN.

   b. Send an ARP request from one VM to the other one:

```
# arping -c 1 192.0.2.2
ARPING 192.0.2.2 from 192.0.2.1 enp1s0
Unicast reply from 192.0.2.2 [52:54:00:c5:98:1c] 1.450ms
Sent 1 probe(s) (0 broadcast(s))
Received 1 response(s) (0 request(s), 0 broadcast(s))
```

If the command shows a reply, the VM is in the same layer-2 domain and, in this case in the same VXLAN.

Install the `iputils` package to use the `arping` utility.

Additional resources

- `virt-install(1)` man page
- `virt-xml(1)` man page
- `virsh(1)` man page
- `arping(8)` man page
CHAPTER 10. MANAGING WIFI CONNECTIONS

RHEL provides multiple utilities and applications to configure and connect to wifi networks, for example:

- Use the `nmcli` utility to configure connections by using the command line.
- Use the `nmtui` application to configure connections in a text-based user interface.
- Use the GNOME system menu to quickly connect to wifi networks that do not require any configuration.
- Use the GNOME Settings application to configure connections by using the GNOME application.
- Use the `nm-connection-editor` application to configure connections in a graphical user interface.
- Use the `network` RHEL System Role to automate the configuration of connections on one or multiple hosts.

10.1. SUPPORTED WIFI SECURITY TYPES

Depending on the security type a wifi network supports, you can transmitted data more or less securely.

**WARNING**

Do not connect to wifi networks that do not use encryption or which support only the insecure WEP or WPA standards.

RHEL 8 supports the following wifi security types:

- **None**: Encryption is disabled, and data is transferred in plain text over the network.
- **Enhanced Open**: With opportunistic wireless encryption (OWE), devices negotiate unique pairwise master keys (PMK) to encrypt connections in wireless networks without authentication.
- **WEP 40/128-bit Key (Hex or ASCII)**: The Wired Equivalent Privacy (WEP) protocol in this mode uses pre-shared keys only in hex or ASCII format. WEP is deprecated and will be removed in RHEL 9.1.
- **WEP 128-bit Passphrase**: The WEP protocol in this mode uses an MD5 hash of the passphrase to derive a WEP key. WEP is deprecated and will be removed in RHEL 9.1.
- **Dynamic WEP (802.1x)**: A combination of 802.1X and EAP that uses the WEP protocol with dynamic keys. WEP is deprecated and will be removed in RHEL 9.1.
- **LEAP**: The Lightweight Extensible Authentication Protocol, which was developed by Cisco, is a proprietary version of the extensible authentication protocol (EAP).
- **WPA & WPA2 Personal**: In personal mode, the Wi-Fi Protected Access (WPA) and Wi-Fi Protected Access 2 (WPA2) authentication methods use a pre-shared key.
• **WPA & WPA2 Enterprise:** In enterprise mode, WPA and WPA2 use the EAP framework and authenticate users to a remote authentication dial-in user service (RADIUS) server.

• **WPA3 Personal:** Wi-Fi Protected Access 3 (WPA3) Personal uses simultaneous authentication of equals (SAE) instead of pre-shared keys (PSK) to prevent dictionary attacks. WPA3 uses perfect forward secrecy (PFS).

### 10.2. CONNECTING TO A WIFI NETWORK BY USING NMCLI

You can use the `nmcli` utility to connect to a wifi network. When you attempt to connect to a network for the first time, the utility automatically creates a NetworkManager connection profile for it. If the network requires additional settings, such as static IP addresses, you can then modify the profile after it has been automatically created.

**Prerequisites**

- A wifi device is installed on the host.
- The wifi device is enabled, if it has a hardware switch.

**Procedure**

1. If the wifi radio has been disabled in NetworkManager, enable this feature:

   ```
   # nmcli radio wifi on
   ```

2. Optional: Display the available wifi networks:

   ```
   # nmcli device wifi list
   IN-USE  BSSID              SSID          MODE   CHAN  RATE        SIGNAL  BARS  SECURITY
   00:53:00:2F:3B:08  Office        Infra  44    270 Mbit/s  57 _▂▆▄  WPA2 WPA3
   00:53:00:15:03:BF  --            Infra  1     130 Mbit/s  48 _▂▄  WPA2 WPA3
   ```

   The service set identifier (SSID) column contains the names of the networks. If the column shows --, the access point of this network does not broadcast an SSID.

3. Connect to the wifi network:

   ```
   # nmcli device wifi connect Office --ask
   Password: wifi-password
   ```

   If you prefer to set the password in the command instead of entering it interactively, use the `password wifi-password` option in the command instead of `--ask`:

   ```
   # nmcli device wifi connect Office wifi-password
   ```

   Note that, if the network requires static IP addresses, NetworkManager fails to activate the connection at this point. You can configure the IP addresses in later steps.

4. If the network requires static IP addresses:

   a. Configure the IPv4 address settings, for example:
# nmcli connection modify Office ipv4.method manual ipv4.addresses 192.0.2.1/24
ipv4.gateway 192.0.2.254 ipv4.dns 192.0.2.200 ipv4.dns-search example.com

b. Configure the IPv6 address settings, for example:


5. Re-activate the connection:

# nmcli connection up Office

Verification

1. Display the active connections:

# nmcli connection show --active
NAME    ID                                    TYPE  DEVICE
Office  2501eb7e-7b16-4dc6-97ef-7cc460139a58 wifi wlp0s20f3

If the output lists the wifi connection you have created, the connection is active.

2. Ping a hostname or IP address:

# ping -c 3 example.com

Additional resources

- nm-settings-nmcli(5) man page

10.3. CONNECTING TO A WIFI NETWORK BY USING THE GNOIME SYSTEM MENU

You can use the GNOME system menu to connect to a wifi network. When you connect to a network for the first time, GNOME creates a NetworkManager connection profile for it. If you configure the connection profile to not automatically connect, you can also use the GNOME system menu to manually connect to a wifi network with an existing NetworkManager connection profile.

NOTE

Using the GNOME system menu to establish a connection to a wifi network for the first time has certain limitations. For example, you can not configure IP address settings. In this case first configure the connections:

- In the GNOME settings application
- In the nm-connection-editor application
- Using nmcli commands

Prerequisites
A wifi device is installed on the host.

- The wifi device is enabled, if it has a hardware switch.

**Procedure**

1. Open the system menu on the right side of the top bar.
2. Expand the *Wi-Fi Not Connected* entry.
3. Click *Select Network*:

   ![Select Network](image)

4. Select the wifi network you want to connect to.
5. Click *Connect*.
6. If this is the first time you connect to this network, enter the password for the network, and click *Connect*.

**Verification**

1. Open the system menu on the right side of the top bar, and verify that the wifi network is connected:

   ![Office Network](image)

   If the network appears in the list, it is connected.
2. Ping a hostname or IP address:

   ```
   # ping -c 3 example.com
   ```
10.4. CONNECTING TO A WIFI NETWORK BY USING THE GNOME SETTINGS APPLICATION

You can use the GNOME settings application, also named gnome-control-center, to connect to a wifi network and configure the connection. When you connect to the network for the first time, GNOME creates a NetworkManager connection profile for it.

In GNOME settings, you can configure wifi connections for all wifi network security types that RHEL supports.

Prerequisites

- A wifi device is installed on the host.
- The wifi device is enabled, if it has a hardware switch.

Procedure

1. Press the Super key, type Wi-Fi, and press Enter.
2. Click on the name of the wifi network you want to connect to.
3. Enter the password for the network, and click Connect.
4. If the network requires additional settings, such as static IP addresses or a security type other than WPA2 Personal:
   a. Click the gear icon next to the network’s name.
   b. Optional: Configure the network profile on the Details tab to not automatically connect. If you deactivate this feature, you must always manually connect to the network, for example, by using GNOME settings or the GNOME system menu.
   d. On the Security tab, select the authentication of the network, such as WPA3 Personal, and enter the password. Depending on the selected security, the application shows additional fields. Fill them accordingly. For details, ask the administrator of the wifi network.
   e. Click Apply.

Verification

1. Open the system menu on the right side of the top bar, and verify that the wifi network is connected:
If the network appears in the list, it is connected.

2. Ping a hostname or IP address:

```
# ping -c 3 example.com
```

## 10.5. CONFIGURING A WIFI CONNECTION BY USING NMTUI

The **nmtui** application provides a text-based user interface for NetworkManager. You can use **nmtui** to connect to a wifi network.

### NOTE

In **nmtui**:

- Navigate by using the cursor keys.
- Press a button by selecting it and hitting **Enter**.
- Select and deselect checkboxes by using **Space**.

### Procedure

1. If you do not know the network device name you want to use in the connection, display the available devices:

```
# nmcli device status
DEVICE     TYPE      STATE                   CONNECTION
wlp2s0     wifi      unavailable             --
...
```

2. Start **nmtui**:

```
# nmtui
```

3. Select **Edit a connection**, and press **Enter**.

4. Press the **Add** button.

5. Select **Wi-Fi** from the list of network types, and press **Enter**.

6. Optional: Enter a name for the NetworkManager profile to be created.
On hosts with multiple profiles, a meaningful name makes it easier to identify the purpose of a profile.

7. Enter the network device name into the **Device** field.

8. Enter the name of the Wi-Fi network, the Service Set Identifier (SSID), into the **SSID** field.

9. Leave the **Mode** field set to its default, **Client**.

10. Select the **Security** field, press **Enter**, and set the authentication type of the network from the list.
    Depending on the authentication type you have selected, **nmtui** displays different fields.

11. Fill the authentication type-related fields.

12. If the Wi-Fi network requires static IP addresses:
    a. Press the **Automatic** button next to the protocol, and select **Manual** from the displayed list.
    b. Press the **Show** button next to the protocol you want to configure to display additional fields, and fill them.

13. Press the **OK** button to create and automatically activate the new connection.

14. Press the **Back** button to return to the main menu.

15. Select **Quit**, and press **Enter** to close the **nmtui** application.

**Verification**

1. Display the active connections:
### 10.6. Configuring a WiFi Connection by Using NM-Connection-Editor

You can use the `nm-connection-editor` application to create a connection profile for a wireless network. In this application you can configure all wifi network authentication types that RHEL supports.

By default, NetworkManager enables the auto-connect feature for connection profiles and automatically connects to a saved network if it is available.

**Prerequisites**

- A wifi device is installed on the host.
- The wifi device is enabled, if it has a hardware switch.

**Procedure**

1. Open a terminal and enter:

   ```
   # nm-connection-editor
   ```

2. Click the `+` button to add a new connection.

3. Select the **Wi-Fi** connection type, and click **Create**.

4. Optional: Set a name for the connection profile.

5. Optional: Configure the network profile on the **General** tab to not automatically connect. If you deactivate this feature, you must always manually connect to the network, for example, by using **GNOME settings** or the GNOME system menu.

6. On the **Wi-Fi** tab, enter the service set identifier (SSID) in the **SSID** field.

7. On the **Wi-Fi Security** tab, select the authentication type for the network, such as **WPA3 Personal**, and enter the password.
   Depending on the selected security, the application shows additional fields. Fill them accordingly. For details, ask the administrator of the wifi network.

8. Configure IPv4 settings on the **IPv4** tab, and IPv6 settings on the **IPv6** tab.

9. Click **Save**.

10. Close the **Network Connections** window.
Verification

1. Open the system menu on the right side of the top bar, and verify that the wifi network is connected:

If the network appears in the list, it is connected.

2. Ping a hostname or IP address:

```
# ping -c 3 example.com
```

10.7. CONFIGURING A WIFI CONNECTION WITH 802.1X NETWORK AUTHENTICATION BY USING THE NETWORK RHEL SYSTEM ROLE

Using RHEL System Roles, you can automate the creation of a wifi connection. For example, you can remotely add a wireless connection profile for the `wlp1s0` interface using an Ansible playbook. The created profile uses the 802.1X standard to authenticate the client to a wifi network. The playbook configures the connection profile to use DHCP. To configure static IP settings, adapt the parameters in the `ip` dictionary accordingly.

Perform this procedure on the Ansible control node.

Prerequisites

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
- The account you use to connect to the managed nodes has `sudo` permissions on them.
- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.
- The network supports 802.1X network authentication.
- You installed the `wpa_supplicant` package on the managed node.
- DHCP is available in the network of the managed node.
- The following files required for TLS authentication exist on the control node:
  - The client key is stored in the `/srv/data/client.key` file.
  - The client certificate is stored in the `/srv/data/client.crt` file.
The CA certificate is stored in the /srv/data/ca.crt file.

Procedure

1. Create a playbook file, for example ~/enable-802.1x.yml, with the following content:

```yaml
---
- name: Configure a wifi connection with 802.1X authentication
  hosts: managed-node-01.example.com
  tasks:
    - name: Copy client key for 802.1X authentication
      copy:
        src: "~/srv/data/client.key"
        dest: "~/etc/pki/tls/private/client.key"
        mode: 0400

    - name: Copy client certificate for 802.1X authentication
      copy:
        src: "~/srv/data/client.crt"
        dest: "~/etc/pki/tls/certs/client.crt"

    - name: Copy CA certificate for 802.1X authentication
      copy:
        src: "~/srv/data/ca.crt"
        dest: "~/etc/pki/ca-trust/source/anchors/ca.crt"

    - block:
      - import_role:
        name: linux-system-roles.network
        vars:
          network_connections:
            - name: Configure the Example-wifi profile
              interface_name: wlp1s0
              state: up
              type: wireless
              autoconnect: yes
              ip:
                dhcp4: true
                auto6: true
              wireless:
                ssid: "Example-wifi"
                key_mgmt: "wpa-eap"
                ieee802_1x:
                  identity: "user_name"
                  eap: tls
                  private_key: "~/etc/pki/tls/client.key"
                  private_key_password: "password"
                  private_key_password_flags: none
                  client_cert: "~/etc/pki/tls/client.pem"
                  ca_cert: "~/etc/pki/tls/cacert.pem"
                  domain_suffix_match: "example.com"
```

These settings define a wifi connection profile for the wlp1s0 interface. The profile uses 802.1X standard to authenticate the client to the wifi network. The connection retrieves IPv4 addresses, IPv6 addresses, default gateway, routes, DNS servers, and search domains from a DHCP server and IPv6 stateless address autoconfiguration (SLAAC).
2. Run the playbook:

```bash
# ansible-playbook ~/enable-802.1x.yml
```

Additional resources

- /usr/share/ansible/roles/rhel-system-roles.network/README.md file

### 10.8. CONFIGURING A WIFI CONNECTION WITH 802.1X NETWORK AUTHENTICATION IN AN EXISTING PROFILE BY USING NMCLI

Using the `nmcli` utility, you can configure the client to authenticate itself to the network. For example, you can configure Protected Extensible Authentication Protocol (PEAP) authentication with the Microsoft Challenge-Handshake Authentication Protocol version 2 (MSCHAPv2) in an existing NetworkManager wifi connection profile named `wlp1s0`.

#### Prerequisites

- The network must have 802.1X network authentication.
- The wifi connection profile exists in NetworkManager and has a valid IP configuration.
- If the client is required to verify the certificate of the authenticator, the Certificate Authority (CA) certificate must be stored in the `/etc/pki/ca-trust/source/anchors/` directory.
- The `wpa_supplicant` package is installed.

#### Procedure

1. Set the wifi security mode to `wpa-eap`, the Extensible Authentication Protocol (EAP) to `peap`, the inner authentication protocol to `mschapv2`, and the user name:

   ```bash
   # nmcli connection modify wlp1s0 wireless-security.key-mgmt wpa-eap 802-1x.eap peap 802-1x.phase2-auth mschapv2 802-1x.identity user_name
   ```

   Note that you must set the `wireless-security.key-mgmt`, `802-1x.eap`, `802-1x.phase2-auth`, and `802-1x.identity` parameters in a single command.

2. Optionally, store the password in the configuration:

   ```bash
   # nmcli connection modify wlp1s0 802-1x.password password
   ```

   **IMPORTANT**

   By default, NetworkManager stores the password in plain text in the `/etc/sysconfig/network-scripts/keys-connection_name` file, which is readable only by the `root` user. However, plain text passwords in a configuration file can be a security risk.

   To increase the security, set the `802-1x.password-flags` parameter to `0x1`. With this setting, on servers with the GNOME desktop environment or the `nm-applet` running, NetworkManager retrieves the password from these services. In other cases, NetworkManager prompts for the password.
3. If the client needs to verify the certificate of the authenticator, set the `802-1x.ca-cert` parameter in the connection profile to the path of the CA certificate:

```bash
# nmcli connection modify wlp1s0 802-1x.ca-cert /etc/pki/ca-trust/source/anchors/ca.crt
```

**NOTE**

For security reasons, Red Hat recommends the certificate of the authenticator to enable clients to validate the identity of the authenticator.

4. Activate the connection profile:

```bash
# nmcli connection up wlp1s0
```

**Verification**

- Access resources on the network that require network authentication.

**Additional resources**

- [Managing wifi connections](#)
- [nm-settings(5) man page](#)
- [nmcli(1) man page](#)

### 10.9. MANUALLY SETTING THE WIRELESS REGULATORY DOMAIN

On RHEL, a `udev` rule executes the `setregdomain` utility to set the wireless regulatory domain. The utility then provides this information to the kernel.

By default, `setregdomain` attempts to determine the country code automatically. If this fails, the wireless regulatory domain setting might be wrong. To work around this problem, you can manually set the country code.

**IMPORTANT**

Manually setting the regulatory domain disables the automatic detection. Therefore, if you later use the computer in a different country, the previously configured setting might no longer be correct. In this case, remove the `/etc/sysconfig/regdomain` file to switch back to automatic detection or use this procedure to manually update the regulatory domain setting again.

**Procedure**

1. Optional: Display the current regulatory domain settings:

```bash
# iw reg get
```

```
global
country US: DFS-FCC
```
2. Create the `/etc/sysconfig/regdomain` file with the following content:

```
COUNTRY=<country_code>
```

Set the `COUNTRY` variable to an ISO 3166-1 alpha2 country code, such as `DE` for Germany or `US` for the United States of America.

3. Set the regulatory domain:

```
# setregdomain
```

Verification

- Display the regulatory domain settings:

```
# iw reg get
global
country DE: DFS-ETSI
...
```

Additional resources

- `setregdomain(1)` man page
- `iw(8)` man page
- `regulatory.bin(5)` man page
- `ISO 3166 Country Codes`
CHAPTER 11. CONFIGURING RHEL AS A WIFI ACCESS POINT

On a host with a wifi device, you can use NetworkManager to configure this host as an access point. Wireless clients can then use the access point to connect to services on the RHEL host or in the network.

When you configure an access point, NetworkManager automatically:

- Configures the `dnsmasq` service to provide DHCP and DNS services for clients
- Enables IP forwarding
- Adds `nftables` firewall rules to masquerade traffic from the wifi device and configures IP forwarding

11.1. IDENTIFYING WHETHER A WIFI DEVICE SUPPORTS THE ACCESS POINT MODE

To use a wifi device as an access point, the device must support this feature. You can use the `nmcli` utility to identify if the hardware supports access point mode.

Prerequisites

- A wifi device is installed on the host.

Procedure

1. List the wifi devices to identify the one that should provide the access point:

```
# nmcli device status | grep wifi
wlp0s20f3  wifi  disconnected  --
```

2. Verify that the device supports the access point mode:

```
# nmcli -f WIFI-PROPERTIES.AP device show wlp0s20f3
WIFI-PROPERTIES.AP: yes
```

11.2. CONFIGURING RHEL AS A WPA2 OR WPA3 PERSONAL ACCESS POINT

Wi-Fi Protected Access 2 (WPA2) and Wi-Fi Protected Access 3 (WPA3) Personal provide secure authentication methods in wireless networks. Users can connect to the access point using a pre-shared key (PSK).

Prerequisites

- The wifi device supports running in access point mode.
- The wifi device is not in use.
- The host has internet access.
Procedure

1. Install the \texttt{dnsmasq} and \texttt{NetworkManager-wifi} packages:

\begin{verbatim}
# yum install dnsmasq NetworkManager-wifi
\end{verbatim}

NetworkManager uses the \texttt{dnsmasq} service to provide DHCP and DNS services to clients of the access point.

2. Create the initial access point configuration:

\begin{verbatim}
# nmcli device wifi hotspot ifname wlp0s20f3 con-name Example-Hotspot ssid Example-Hotspot password "password"
\end{verbatim}

This command creates a connection profile for an access point on the \texttt{wlp0s20f3} device that provides WPA2 and WPA3 Personal authentication. The name of the wireless network, the Service Set Identifier (SSID), is \texttt{Example-Hotspot} and uses the pre-shared key \texttt{password}.

3. Optional: Configure the access point to support only WPA3:

\begin{verbatim}
# nmcli connection modify Example-Hotspot 802-11-wireless-security.key-mgmt sae
\end{verbatim}

4. By default, NetworkManager uses the IP address \texttt{10.42.0.1} for the wifi device and assigns IP addresses from the remaining \texttt{10.42.0.0/24} subnet to clients. To configure a different subnet and IP address, enter:

\begin{verbatim}
# nmcli connection modify Example-Hotspot ipv4.addresses 192.0.2.254/24
\end{verbatim}

The IP address you set, in this case \texttt{192.0.2.254}, is the one that NetworkManager assigns to the wifi device. Clients will use this IP address as default gateway and DNS server.

5. Activate the connection profile:

\begin{verbatim}
# nmcli connection up Example-Hotspot
\end{verbatim}

Verification

1. On the server:

a. Verify that NetworkManager started the \texttt{dnsmasq} service and that the service listens on port 67 (DHCP) and 53 (DNS):

\begin{verbatim}
# ss -tulpn | egrep ":53:"| grep ":67"
udp  UNCONN 0  0  0.0.0.0:* users:(("dnsmasq",pid=55905,fd=6))
udp  UNCONN 0  0  0.0.0.0:67  0.0.0.0:* users:(("dnsmasq",pid=55905,fd=4))
tcp LISTEN 0  10.42.0.1:53  0.0.0.0:* users:(("dnsmasq",pid=55905,fd=7))
\end{verbatim}

b. Display the \texttt{nftables} rule set to ensure that NetworkManager enabled forwarding and masquerading for traffic from the \texttt{10.42.0.0/24} subnet:

\begin{verbatim}
# nft list ruleset
table ip nm-shared-wlp0s20f3 {
  chain nat_postrouting {
    type nat hook postrouting priority srcnat; policy accept;
  }
}
\end{verbatim}
ip saddr 10.42.0.0/24 ip daddr != 10.42.0.0/24 masquerade

chain filter_forward {
    type filter hook forward priority filter; policy accept;
    ip daddr 10.42.0.0/24 oifname "wlp0s20f3" ct state { established, related } accept
    ip saddr 10.42.0.0/24 iifname "wlp0s20f3" accept
    iifname "wlp0s20f3" oifname "wlp0s20f3" accept
    iifname "wlp0s20f3" reject
    oifname "wlp0s20f3" reject
}

2. On a client with a wifi adapter:
   a. Display the list of available networks:

      # nmcli device wifi
      IN-USE  BSSID              SSID             MODE   CHAN  RATE      SIGNAL  BARS
      SECURITY
      00:53:00:88:29:04 Example-Hotspot Infra  11 130 Mbit/s 62 ▂▄▆._ WPA3
      ...

   b. Connect to the Example-Hotspot wireless network. See Managing Wi-Fi connections.

   c. Ping a host on the remote network or the internet to verify that the connection works:

      # ping -c 3 www.redhat.com

Additional resources

- Identifying whether a wifi device supports the access point mode
- nm-settings(5) man page
CHAPTER 12. CHANGING A HOSTNAME

The hostname of a system is the name on the system itself. You can set the name when you install RHEL, and you can change it afterwards.

12.1. CHANGING A HOSTNAME USING NMCLI

You can use the `nmcli` utility to update the system hostname. Note that other utilities might use a different term, such as static or persistent hostname.

Procedure

1. Optional: Display the current hostname setting:

   ```bash
   # nmcli general hostname
   old-hostname.example.com
   ```

2. Set the new hostname:

   ```bash
   # nmcli general hostname new-hostname.example.com
   ```

3. NetworkManager automatically restarts the `systemd-hostnamed` to activate the new name. However, the following manual actions can be required if you do not want to reboot the host:

   a. Restart all services that only read the hostname when the service starts:

   ```bash
   # systemctl restart <service_name>
   ```

   b. Active shell users must re-login for the changes to take effect.

Verification

- Display the hostname:

  ```bash
  # nmcli general hostname
  new-hostname.example.com
  ```

12.2. CHANGING A HOSTNAME USING HOSTNAMECTL

You can use the `hostnamectl` utility to update the hostname. By default, this utility sets the following hostname types:

- Static hostname: Stored in the `/etc/hostname` file. Typically, services use this name as the hostname.
- Pretty hostname: A descriptive name, such as `Proxy server in data center A`.
- Transient hostname: A fall-back value that is typically received from the network configuration.

Procedure

1. Optional: Display the current hostname setting:
# hostnamectl status --static
old-hostname.example.com

2. Set the new hostname:

   # hostnamectl set-hostname new-hostname.example.com

   This command sets the static, pretty, and transient hostname to the new value. To set only a specific type, pass the `--static`, `--pretty`, or `--transient` option to the command.

3. The hostnamectl utility automatically restarts the `systemd-hostnamed` to activate the new name. However, the following manual actions can be required if you do not want to reboot the host:

   a. Restart all services that only read the hostname when the service starts:

      # systemctl restart <service_name>

   b. Active shell users must re-login for the changes to take effect.

Verification

- Display the hostname:

  # hostnamectl status --static
  new-hostname.example.com

Additional resources

- hostnamectl(1)
- systemd-hostnamed.service(8)
CHAPTER 13. LEGACY NETWORK SCRIPTS SUPPORT IN RHEL

By default, RHEL uses NetworkManager to configure and manage network connections, and the `/usr/sbin/ifup` and `/usr/sbin/ifdown` scripts use NetworkManager to process `ifcfg` files in the `/etc/sysconfig/network-scripts/` directory.

**IMPORTANT**

The legacy scripts are deprecated in RHEL 8 and will be removed in a future major version of RHEL. If you still use the legacy network scripts, for example, because you upgraded from an earlier version to RHEL 8, Red Hat recommends that you migrate your configuration to NetworkManager.

13.1. INSTALLING THE LEGACY NETWORK SCRIPTS

If you require the deprecated network scripts that processes the network configuration without using NetworkManager, you can install them. In this case, the `/usr/sbin/ifup` and `/usr/sbin/ifdown` scripts link to the deprecated shell scripts that manage the network configuration.

**Procedure**

- Install the `network-scripts` package:

```
# yum install network-scripts
```
CHAPTER 14. PORT MIRRORING

Network administrators can use port mirroring to replicate inbound and outbound network traffic being communicated from one network device to another. Administrators use port mirroring to monitor network traffic and collect network data to:

- Debug networking issues and tune the network flow
- Inspect and analyze the network traffic to troubleshoot networking problems
- Detect an intrusion

14.1. MIRRORING A NETWORK INTERFACE USING NMCLI

You can configure port mirroring using NetworkManager. The following procedure mirrors the network traffic from enp1s0 to enp7s0 by adding Traffic Control (tc) rules and filters to the enp1s0 network interface.

Prerequisites

- A network interface to mirror the network traffic to.

Procedure

1. Add a network connection profile that you want to mirror the network traffic from:

   ```
   # nmcli connection add type ethernet ifname enp1s0 con-name enp1s0 autoconnect no
   ```

2. Attach a **prio qdisc** to enp1s0 for the egress (outgoing) traffic with the 10: handle:

   ```
   # nmcli connection modify enp1s0 +tc.qdisc "root prio handle 10:"
   ```

   The **prio qdisc** attached without children allows attaching filters.

3. Add a **qdisc** for the ingress traffic, with the ffff: handle:

   ```
   # nmcli connection modify enp1s0 +tc.qdisc "ingress handle ffff:"
   ```

4. Add the following filters to match packets on the ingress and egress qdiscs, and to mirror them to enp7s0:

   ```
   # nmcli connection modify enp1s0 +tc.tfilter "parent ffff: matchall action mirred egress mirror dev enp7s0"
   # nmcli connection modify enp1s0 +tc.tfilter "parent 10: matchall action mirred egress mirror dev enp7s0"
   ```

   The **matchall** filter matches all packets, and the **mirred** action redirects packets to destination.

5. Activate the connection:

   ```
   # nmcli connection up enp1s0
   ```
Verification

1. Install the **tcpdump** utility:

   # yum install tcpdump

2. Display the traffic mirrored on the target device (**enp7s0**):

   # tcpdump -i enp7s0

Additional resources

- How to capture network packets using **tcpdump**
CHAPTER 15. CONFIGURING NETWORKMANAGER TO IGNORE CERTAIN DEVICES

By default, NetworkManager manages all devices except the loopback (lo) device. However, you can configure NetworkManager as unmanaged to ignore certain devices. With this setting, you can manually manage these devices, for example, using a script.

15.1. PERMANENTLY CONFIGURING A DEVICE AS UNMANAGED IN NETWORKMANAGER

You can permanently configure devices as unmanaged based on several criteria, such as the interface name, MAC address, or device type.

To temporarily configure network devices as unmanaged, see Temporarily configuring a device as unmanaged in NetworkManager.

Procedure

1. Optional: Display the list of devices to identify the device or MAC address you want to set as unmanaged:

```
# ip link show ...
  2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP mode DEFAULT group default qlen 1000
    link/ether 52:54:00:74:79:56 brd ff:ff:ff:ff:ff:ff ...
```

2. Create the `/etc/NetworkManager/conf.d/99-unmanaged-devices.conf` file with the following content:

   - To configure a specific interface as unmanaged, add:

     ```
     [keyfile]
     unmanaged-devices=interface-name:enp1s0
     ```

   - To configure a device with a specific MAC address as unmanaged, add:

     ```
     [keyfile]
     unmanaged-devices=mac:52:54:00:74:79:56
     ```

   - To configure all devices of a specific type as unmanaged, add:

     ```
     [keyfile]
     unmanaged-devices=type:ethernet
     ```

   To set multiple devices as unmanaged, separate the entries in the `unmanaged-devices` parameter with semicolon:

3. Reload the `NetworkManager` service:

   ```
   # systemctl reload NetworkManager
   ```
Verification

- Display the list of devices:

```bash
# nmcli device status
DEVICE TYPE STATE CONNECTION
enp1s0 ethernet unmanaged --
...
```

The `unmanaged` state next to the `enp1s0` device indicates that NetworkManager does not manage this device.

Additional resources

- NetworkManager.conf(5) man page

15.2. TEMPORARILY CONFIGURING A DEVICE AS UNMANAGED IN NETWORKMANAGER

You can temporarily configure devices as `unmanaged`.

Use this method, for example, for testing purposes. To permanently configure network devices as `unmanaged`, see Permanently configuring a device as unmanaged in NetworkManager.

Procedure

1. Optional: Display the list of devices to identify the device you want to set as `unmanaged`:

```bash
# nmcli device status
DEVICE TYPE STATE CONNECTION
enp1s0 ethernet disconnected --
...
```

2. Set the `enp1s0` device to the `unmanaged` state:

```bash
# nmcli device set enp1s0 managed no
```

Verification

- Display the list of devices:

```bash
# nmcli device status
DEVICE TYPE STATE CONNECTION
enp1s0 ethernet unmanaged --
...
```

The `unmanaged` state next to the `enp1s0` device indicates that NetworkManager does not manage this device.

Additional resources

- NetworkManager.conf(5) man page
CHAPTER 16. CONFIGURING NETWORK DEVICES TO ACCEPT TRAFFIC FROM ALL MAC ADDRESSES

Network devices usually intercept and read packets that their controller is programmed to receive. You can configure the network devices to accept traffic from all MAC addresses in a virtual switch or at the port group level.

You can use this network mode to:

- Diagnose network connectivity issues
- Monitor network activity for security reasons
- Intercept private data-in-transit or intrusion in the network

You can enable this mode for any kind of network device, except InfiniBand.

16.1. TEMPORARILY CONFIGURING A DEVICE TO ACCEPT ALL TRAFFIC

You can use the `ip` utility to temporary configure a network device to accept all traffic regardless of the MAC addresses.

**Procedure**

1. Optional: Display the network interfaces to identify the one for which you want to receive all traffic:

   ```bash
   # ip address show
   1: enp1s0: <NO-CARRIER,BROADCAST,MULTICAST,UP> mtu 1500 qdisc fq_codel state DOWN group default qlen 1000
   link/ether 98:fa:9b:a4:34:09 brd ff:ff:ff:ff:ff:ff
   ...
   ```

2. Modify the device to enable or disable this property:

   - To enable the `accept-all-mac-addresses` mode for `enp1s0`:
     ```bash
     # ip link set enp1s0 promisc on
     ```
   - To disable the `accept-all-mac-addresses` mode for `enp1s0`:
     ```bash
     # ip link set enp1s0 promisc off
     ```

**Verification**

- Verify that the `accept-all-mac-addresses` mode is enabled:

  ```bash
  # ip link show enp1s0
  1: enp1s0: <NO-CARRIER,BROADCAST,MULTICAST,PROMISC,UP> mtu 1500 qdisc fq_codel state DOWN mode DEFAULT group default qlen 1000
  link/ether 98:fa:9b:a4:34:09 brd ff:ff:ff:ff:ff:ff
  ```
The PROMISC flag in the device description indicates that the mode is enabled.

16.2. PERMANENTLY CONFIGURING A NETWORK DEVICE TO ACCEPT ALL TRAFFIC USING NMCLI

You can use the nmcli utility to permanently configure a network device to accept all traffic regardless of the MAC addresses.

Procedure

1. Optional: Display the network interfaces to identify the one for which you want to receive all traffic:

   # ip address show
   1: enp1s0: <NO-CARRIER,BROADCAST,MULTICAST,UP> mtu 1500 qdisc fq_codel state DOWN group default qlen 1000
   link/ether 98:fa:9b:a4:34:09 brd ff:ff:ff:ff:ff:ff
   ...

   You can create a new connection, if you do not have any.

2. Modify the network device to enable or disable this property.

   • To enable the ethernet.accept-all-mac-addresses mode for enp1s0:

     # nmcli connection modify enp1s0 ethernet.accept-all-mac-addresses yes

   • To disable the accept-all-mac-addresses mode for enp1s0:

     # nmcli connection modify enp1s0 ethernet.accept-all-mac-addresses no

3. Apply the changes, reactivate the connection:

   # nmcli connection up enp1s0

Verification

   • Verify that the ethernet.accept-all-mac-addresses mode is enabled:

     # nmcli connection show enp1s0
     ...
     802-3-ethernet.accept-all-mac-addresses:1 (true)

     The 802-3-ethernet.accept-all-mac-addresses: true indicates that the mode is enabled.

16.3. PERMANENTLY CONFIGURING A NETWORK DEVICE TO ACCEPT ALL TRAFFIC USING NMSTATECTL

Use the nmstatectl utility to configure a device to accept all traffic regardless of the MAC addresses through the Nmstate API. The Nmstate API ensures that, after setting the configuration, the result matches the configuration file. If anything fails, nmstatectl automatically rolls back the changes to avoid leaving the system in an incorrect state.
Prerequisites

- The nmstate package is installed.
- The enp1s0.yml file that you used to configure the device is available.

Procedure

1. Edit the existing enp1s0.yml file for the enp1s0 connection and add the following content to it:

   ```yaml
   ---
   interfaces:
   - name: enp1s0
     type: ethernet
     state: up
     accept-all-mac-address: true
   ```

   These settings configure the enp1s0 device to accept all traffic.

2. Apply the network settings:

   ```bash
   # nmstatectl apply ~/enp1s0.yml
   ```

Verification

- Verify that the 802-3-ethernet.accept-all-mac-addresses mode is enabled:

   ```bash
   # nmstatectl show enp1s0
   interfaces:
   - name: enp1s0
     type: ethernet
     state: up
     accept-all-mac-addresses: true
   ...
   ```

   The 802-3-ethernet.accept-all-mac-addresses: true indicates that the mode is enabled.

Additional resources

- nmstatectl(8) man page

- /usr/share/doc/nmstate/examples/ directory
CHAPTER 17. SETTING UP AN 802.1X NETWORK AUTHENTICATION SERVICE FOR LAN CLIENTS USING HOSTAPD WITH FREERADIUS BACKEND

The IEEE 802.1X standard defines secure authentication and authorization methods to protect networks from unauthorized clients. Using the hostapd service and FreeRADIUS, you can provide network access control (NAC) in your network.

In this documentation, the RHEL host acts as a bridge to connect different clients with an existing network. However, the RHEL host grants only authenticated clients access to the network.

17.1. PREREQUISITES

- A clean installation of FreeRADIUS.
  If the freeradius package is already installed, remove the /etc/raddb/ directory, uninstall and then install the package again. Do not reinstall the package using the yum reinstall command, because the permissions and symbolic links in the /etc/raddb/ directory are then different.

17.2. SETTING UP THE BRIDGE ON THE AUTHENTICATOR

A network bridge is a link-layer device which forwards traffic between hosts and networks based on a table of MAC addresses. If you set up RHEL as an 802.1X authenticator, add both the interfaces on which to perform authentication and the LAN interface to the bridge.

Prerequisites

- The server has multiple Ethernet interfaces.

Procedure

1. Create the bridge interface:

   ```bash
   # nmcli connection add type bridge con-name br0 ifname br0
   ```

2. Assign the Ethernet interfaces to the bridge:

   ```bash
   # nmcli connection add type ethernet slave-type bridge con-name br0-port1 ifname enp1s0 master br0
   # nmcli connection add type ethernet slave-type bridge con-name br0-port2 ifname enp2s0
   ```
3. Enable the bridge to forward extensible authentication protocol over LAN (EAPOL) packets:

   ```
   # nmcli connection modify br0 group-forward-mask 8
   ```

4. Configure the connection to automatically activate the ports:

   ```
   # nmcli connection modify br0 connection.autoconnect-slaves 1
   ```

5. Activate the connection:

   ```
   # nmcli connection up br0
   ```

**Verification**

1. Display the link status of Ethernet devices that are ports of a specific bridge:

   ```
   # ip link show master br0
   3: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel master
   br0 state UP mode DEFAULT group default qlen 1000
   link/ether 52:54:00:62:61:0e brd ff:ff:ff:ff:ff:ff
   ... 
   ```

2. Verify if forwarding of EAPOL packets is enabled on the `br0` device:

   ```
   # cat /sys/class/net/br0/bridge/group_fwd_mask
   0x8
   ```

   If the command returns `0x8`, forwarding is enabled.

**Additional resources**

- `nm-settings(5)` man page

**17.3. CERTIFICATE REQUIREMENTS BY FREERADIUS**

For a secure FreeRADIUS service, you require TLS certificates for different purposes:

- A TLS server certificate for encrypted connections to the server. Use a trusted certificate authority (CA) to issue the certificate. The server certificate requires the extended key usage (EKAU) field set to **TLS Web Server Authentication**.

- Client certificates issued by the same CA for extended authentication protocol transport layer security (EAP-TLS). EAP-TLS provides certificate-based authentication and is enabled by default. The client certificates require their EKAU field set to **TLS Web Client Authentication**.
WARNING

To secure connection, use your company’s CA or create your own CA to issue certificates for FreeRADIUS. If you use a public CA, you allow it to authenticate users and issue client certificates for EAP-TLS.

17.4. CREATING A SET OF CERTIFICATES ON A FREERADIUS SERVER FOR TESTING PURPOSES

For testing purposes, the freeradius package installs scripts and configuration files in the /etc/raddb/certs/ directory to create your own certificate authority (CA) and issue certificates.

IMPORTANT

If you use the default configuration, certificates generated by these scripts expire after 60 days and keys use an insecure password ("whatever"). However, you can customize the CA, server, and client configuration.

After you perform the procedure, the following files, which you require later in this documentation, are created:

- /etc/raddb/certs/ca.pem: CA certificate
- /etc/raddb/certs/server.key: Private key of the server certificate
- /etc/raddb/certs/server.pem: Server certificate
- /etc/raddb/certs/client.key: Private key of the client certificate
- /etc/raddb/certs/client.pem: Client certificate

Prerequisites

- You installed the freeradius package.

Procedure

1. Change into the /etc/raddb/certs/ directory:

```
# cd /etc/raddb/certs/
```

2. Optional: Customize the CA configuration in the /etc/raddb/certs/ca.cnf file:

```
[ req ]
default_bits = 2048
input_password = ca_password
output_password = ca_password
...
```
3. Optional: Customize the server configuration in the `/etc/raddb/certs/server.cnf` file:

```
[ CA_default ]
default_days = 730
...
[ req ]
distinguished_name = server
default_bits = 2048
input_password = key_password
output_password = key_password
...
[ server ]
countryName = US
stateOrProvinceName = North Carolina
localityName = Raleigh
organizationName = Example Inc.
emailAddress = admin@example.org
commonName = "Example Server Certificate"
...
```

4. Optional: Customize the client configuration in the `/etc/raddb/certs/client.cnf` file:

```
[ CA_default ]
default_days = 365
...
[ req ]
distinguished_name = client
default_bits = 2048
input_password = password_on_private_key
output_password = password_on_private_key
...
[ client ]
countryName = US
stateOrProvinceName = North Carolina
localityName = Raleigh
organizationName = Example Inc.
emailAddress = user@example.org
commonName = user@example.org
...
```

5. Create the certificates:

```
# make all
```
6. Change the group on the `/etc/raddb/certs/server.pem` file to `radiusd`:

```
# chgrp radiusd /etc/raddb/certs/server.pem
```

Additional resources

- `/etc/raddb/certs/README.md`

### 17.5. Configuring FreeRADIUS to authenticate network clients securely using EAP

FreeRADIUS supports different methods of the Extensible authentication protocol (EAP). However, for a secure network, configure FreeRADIUS to support only the following secure EAP authentication methods:

- **EAP-TLS** (transport layer security) uses a secure TLS connection to authenticate clients using certificates. To use EAP-TLS, you need TLS client certificates for each network client and a server certificate for the server. Note that the same certificate authority (CA) must have issued the certificates. Always use your own CA to create certificates, because all client certificates issued by the CA you use can authenticate to your FreeRADIUS server.

- **EAP-TTLS** (tunneled transport layer security) uses a secure TLS connection and authenticates clients using mechanisms, such as password authentication protocol (PAP) or challenge handshake authentication protocol (CHAP). To use EAP-TTLS, you need a TLS server certificate.

- **EAP-PEAP** (protected extensible authentication protocol) uses a secure TLS connection as the outer authentication protocol to set up the tunnel. The authenticator authenticates the certificate of the RADIUS server. Afterwards, the supplicant authenticates through the encrypted tunnel using Microsoft challenge handshake authentication protocol version 2 (MS-CHAPv2) or other methods.

**NOTE**

The default FreeRADIUS configuration files serve as documentation and describe all parameters and directives. If you want to disable certain features, comment them out instead of removing the corresponding parts in the configuration files. This enables you to preserve the structure of the configuration files and the included documentation.

Prerequisites

- You installed the `freeradius` package.

- The configuration files in the `/etc/raddb/` directory are unchanged and as provided by the `freeradius` package.

- The following files exist on the server:
  - TLS private key of the FreeRADIUS host: `/etc/raddb/certs/server.key`
  - TLS server certificate of the FreeRADIUS host: `/etc/raddb/certs/server.pem`
  - TLS CA certificate: `/etc/raddb/certs/ca.pem`
If you store the files in a different location or if they have different names, set the `private_key_file`, `certificate_file`, and `ca_file` parameters in the `/etc/raddb/mods-available/eap` file accordingly.

**Procedure**

1. If the `/etc/raddb/certs/dh` with Diffie–Hellman (DH) parameters does not exist, create one. For example, to create a DH file with a 2048 bits prime, enter:

   ```bash
   # openssl dhparam -out /etc/raddb/certs/dh 2048
   ```

   For security reasons, do not use a DH file with less than a 2048 bits prime. Depending on the number of bits, the creation of the file can take several minutes.

2. Set secure permissions on the TLS private key, server certificate, CA certificate, and the file with DH parameters:

   ```bash
   # chmod 640 /etc/raddb/certs/server.key /etc/raddb/certs/server.pem
   /etc/raddb/certs/ca.pem /etc/raddb/certs/dh
   # chown root:radiusd /etc/raddb/certs/server.key /etc/raddb/certs/server.pem
   /etc/raddb/certs/ca.pem /etc/raddb/certs/dh
   ```

3. Edit the `/etc/raddb/mods-available/eap` file:
   a. Set the password of the private key in the `private_key_password` parameter:

      ```bash
      eap {
          ...
          tls-config tls-common {
              ...
              private_key_password = key_password
              ...
          }
      }
      ```

   b. Depending on your environment, set the `default_eap_type` parameter in the `eap` directive to your primary EAP type you use:

      ```bash
      eap {
          ...
          default_eap_type = ttls
          ...
      }
      ```

      For a secure environment, use only `ttls`, `tls`, or `peap`.

   c. Comment out the `md5` directives to disable the insecure EAP-MD5 authentication method:

      ```bash
      eap {
          ...
          # md5 {
          # }
          ...
      }
      ```
Note that, in the default configuration file, other insecure EAP authentication methods are commented out by default.

4. Edit the /etc/raddb/sites-available/default file, and comment out all authentication methods other than eap:

```plaintext
authenticate {
    ...
    # Auth-Type PAP {
    #     pap
    # }
    # Auth-Type CHAP {
    #     chap
    # }
    # Auth-Type MS-CHAP {
    #     mschap
    # }
    # mschap
    # digest
    ...
}
```

This leaves only EAP enabled and disables plain-text authentication methods.

5. Edit the /etc/raddb/clients.conf file:

a. Set a secure password in the localhost and localhost_ipv6 client directives:

```plaintext
client localhost {
    ipaddr = 127.0.0.1
    ...
    secret = client_password
    ...
}
client localhost_ipv6 {
    ipv6addr = ::1
    secret = client_password
}
```

b. If RADIUS clients, such as network authenticators, on remote hosts should be able to access the FreeRADIUS service, add corresponding client directives for them:

```plaintext
client hostapd.example.org {
    ipaddr = 192.0.2.2/32
    secret = client_password
}
```

The ipaddr parameter accepts IPv4 and IPv6 addresses, and you can use the optional classless inter-domain routing (CIDR) notation to specify ranges. However, you can set only one value in this parameter. For example, to grant access to an IPv4 and IPv6 address, add two client directives.
Use a descriptive name for the client directive, such as a hostname or a word that describes where the IP range is used.

6. If you want to use EAP-TTLS or EAP-PEAP, add the users to the `/etc/raddb/users` file:

```plaintext
example_user Cleartext-Password := "user_password"
```

For users who should use certificate-based authentication (EAP-TLS), do not add any entry.

7. Verify the configuration files:

```plaintext
# radiusd -XC
... 
Configuration appears to be OK
```

8. Enable and start the `radiusd` service:

```plaintext
# systemctl enable --now radiusd
```

**Verification**

- Testing EAP-TTLS authentication against a FreeRADIUS server or authenticator
- Testing EAP-TLS authentication against a FreeRADIUS server or authenticator

**Troubleshooting**

1. Stop the `radiusd` service:

```plaintext
# systemctl stop radiusd
```

2. Start the service in debug mode:

```plaintext
# radiusd -X
... 
Ready to process requests
```

3. Perform authentication tests on the FreeRADIUS host, as referenced in the **Verification** section.

**Next steps**

- Disable no longer required authentication methods and other features you do not use.

### 17.6. CONFIGURING HOSTAPD AS AN AUTHENTICATOR IN A WIRED NETWORK

The host access point daemon (`hostapd`) service can act as an authenticator in a wired network to provide 802.1X authentication. For this, the `hostapd` service requires a RADIUS server that authenticates the clients.
The `hostapd` service provides an integrated RADIUS server. However, use the integrated RADIUS server only for testing purposes. For production environments, use FreeRADIUS server, which supports additional features, such as different authentication methods and access control.

**IMPORTANT**

The `hostapd` service does not interact with the traffic plane. The service acts only as an authenticator. For example, use a script or service that uses the `hostapd` control interface to allow or deny traffic based on the result of authentication events.

**Prerequisites**

- You installed the `hostapd` package.
- The FreeRADIUS server has been configured, and it is ready to authenticate clients.

**Procedure**

1. Create the `/etc/hostapd/hostapd.conf` file with the following content:

```bash
# General settings of hostapd
# ================

# Control interface settings
ctrl_interface=/var/run/hostapd
ctrl_interface_group=wheel

# Enable logging for all modules
logger_syslog=-1
logger_stdout=-1

# Log level
logger_syslog_level=2
logger_stdout_level=2

# Wired 802.1X authentication
# ================

# Driver interface type
driver=wired

# Enable IEEE 802.1X authorization
ieee8021x=1

# Use port access entry (PAE) group address
# (01:80:c2:00:00:03) when sending EAPOL frames
use_pae_group_addr=1

# Network interface for authentication requests
interface=br0

# RADIUS client configuration
```
# Local IP address used as NAS-IP-Address
own_ip_addr=192.0.2.2

# Unique NAS-Identifier within scope of RADIUS server
nas_identifier=hostapd.example.org

# RADIUS authentication server
auth_server_addr=192.0.2.1
auth_server_port=1812
auth_server_shared_secret=client_password

# RADIUS accounting server
acct_server_addr=192.0.2.1
acct_server_port=1813
acct_server_shared_secret=client_password

For further details about the parameters used in this configuration, see their descriptions in the
/usr/share/doc/hostapd/hostapd.conf example configuration file.

2. Enable and start the hostapd service:

   # systemctl enable --now hostapd

Verification

- See:
  - Testing EAP-TTLS authentication against a FreeRADIUS server or authenticator
  - Testing EAP-TLS authentication against a FreeRADIUS server or authenticator

Troubleshooting

1. Stop the hostapd service:

   # systemctl stop hostapd

2. Start the service in debug mode:

   # hostapd -d /etc/hostapd/hostapd.conf

3. Perform authentication tests on the FreeRADIUS host, as referenced in the Verification section.

Additional resources

- hostapd.conf(5) man page
- /usr/share/doc/hostapd/hostapd.conf file
17.7. TESTING EAP-TTLS AUTHENTICATION AGAINST A FREERADIUS SERVER OR AUTHENTICATOR

To test if authentication using extensible authentication protocol (EAP) over tunneled transport layer security (EAP-TTLS) works as expected, run this procedure:

- After you set up the FreeRADIUS server
- After you set up the `hostapd` service as an authenticator for 802.1X network authentication.

The output of the test utilities used in this procedure provide additional information about the EAP communication and help you to debug problems.

**Prerequisites**

- When you want to authenticate to:
  - A FreeRADIUS server:
    - The `eapol_test` utility, provided by the `hostapd` package, is installed.
    - The client, on which you run this procedure, has been authorized in the FreeRADIUS server’s client databases.
  - An authenticator, the `wpa_supplicant` utility, provided by the same-named package, is installed.
  - You stored the certificate authority (CA) certificate in the `/etc/pki/tls/certs/ca.pem` file.

**Procedure**

1. Create the `/etc/wpa_supplicant/wpa_supplicant-TTLS.conf` file with the following content:

   ```
   ap_scan=0

   network=
     
     eap=TTLS
     eapol_flags=0
     key_mgmt=IEEE8021X
     
     # Anonymous identity (sent in unencrypted phase 1)
     # Can be any string
     anonymous_identity="anonymous"
     
     # Inner authentication (sent in TLS-encrypted phase 2)
     phase2="auth=PAP"
     identity="example_user"
     password="user_password"
     
     # CA certificate to validate the RADIUS server’s identity
     ca_cert="/etc/pki/tls/certs/ca.pem"
   }
   ```

2. To authenticate to:
   - A FreeRADIUS server, enter:
The `-a` option defines the IP address of the FreeRADIUS server, and the `-s` option specifies the password for the host on which you run the command in the FreeRADIUS server’s client configuration.

- An authenticator, enter:

```
# wpa_supplicant -c /etc/wpa_supplicant/wpa_supplicant-TTLS.conf -D wired -i enp0s31f6
... enp0s31f6: CTRL-EVENT-EAP-SUCCESS EAP authentication completed successfully ...
```

The `-i` option specifies the network interface name on which `wpa_supplicant` sends out extended authentication protocol over LAN (EAPOL) packets.

For more debugging information, pass the `-d` option to the command.

**Additional resources**

- `/usr/share/doc/wpa_supplicant/wpa_supplicant.conf` file

### 17.8. TESTING EAP-TLS AUTHENTICATION AGAINST A FREERADIUS SERVER OR AUTHENTICATOR

To test if authentication using extensible authentication protocol (EAP) transport layer security (EAP-TLS) works as expected, run this procedure:

- After you set up the FreeRADIUS server

- After you set up the `hostapd` service as an authenticator for 802.1X network authentication.

The output of the test utilities used in this procedure provide additional information about the EAP communication and help you to debug problems.

**Prerequisites**

- When you want to authenticate to:
  - A FreeRADIUS server:
    - The `eapool_test` utility, provided by the `hostapd` package, is installed.
    - The client, on which you run this procedure, has been authorized in the FreeRADIUS server’s client databases.
An authenticator, the **wpa_supplicant** utility, provided by the same-named package, is installed.

- You stored the certificate authority (CA) certificate in the /etc/pki/tls/certs/ca.pem file.
- The CA that issued the client certificate is the same that issued the server certificate of the FreeRADIUS server.
- You stored the client certificate in the /etc/pki/tls/certs/client.pem file.
- You stored the private key of the client in the /etc/pki/tls/private/client.key

**Procedure**

1. Create the /etc/wpa_supplicant/wpa_supplicant-TLS.conf file with the following content:

   ```
   ap_scan=0

   network={
     eap=TLS
     eapol_flags=0
     key_mgmt=IEEE8021X

     identity="user@example.org"
     client_cert="/etc/pki/tls/certs/client.pem"
     private_key="/etc/pki/tls/private/client.key"
     private_key_passwd="password_on_private_key"

     # CA certificate to validate the RADIUS server's identity
     ca_cert="/etc/pki/tls/certs/ca.pem"
   }
   ```

2. To authenticate to:
   - A FreeRADIUS server, enter:
     ```
     # eapol_test -c /etc/wpa_supplicant/wpa_supplicant-TLS.conf -a 192.0.2.1 -s client_password
     ...
     EAP: Status notification: remote certificate verification (param=success)
     ...
     CTRL-EVENT-EAP-SUCCESS EAP authentication completed successfully
     ...
     SUCCESS
     ```

   The `-a` option defines the IP address of the FreeRADIUS server, and the `-s` option specifies the password for the host on which you run the command in the FreeRADIUS server’s client configuration.

   - An authenticator, enter:
     ```
     # wpa_supplicant -c /etc/wpa_supplicant/wpa_supplicant-TLS.conf -D wired -i enp0s31f6
     ...
     enp0s31f6: CTRL-EVENT-EAP-SUCCESS EAP authentication completed successfully
     ```
The `-i` option specifies the network interface name on which `wpa_supplicant` sends out extended authentication protocol over LAN (EAPOL) packets.

For more debugging information, pass the `-d` option to the command.

Additional resources

- `/usr/share/doc/wpa_supplicant/wpa_supplicant.conf` file

17.9. BLOCKING AND ALLOWING TRAFFIC BASED ON HOSTAPD AUTHENTICATION EVENTS

The `hostapd` service does not interact with the traffic plane. The service acts only as an authenticator. However, you can write a script to allow and deny traffic based on the result of authentication events.

**IMPORTANT**

This procedure is not supported and is no enterprise-ready solution. It only demonstrates how to block or allow traffic by evaluating events retrieved by `hostapd_cli`.

When the `802-1x-tr-mgmt` systemd service starts, RHEL blocks all traffic on the listen port of `hostapd` except extensible authentication protocol over LAN (EAPOL) packets and uses the `hostapd_cli` utility to connect to the `hostapd` control interface. The `/usr/local/bin/802-1x-tr-mgmt` script then evaluates events. Depending on the different events received by `hostapd_cli`, the script allows or blocks traffic for MAC addresses. Note that, when the `802-1x-tr-mgmt` service stops, all traffic is automatically allowed again.

Perform this procedure on the `hostapd` server.

**Prerequisites**

- The `hostapd` service has been configured, and the service is ready to authenticate clients.

**Procedure**

1. Create the `/usr/local/bin/802-1x-tr-mgmt` file with the following content:

   ```bash
   #!/bin/sh
   if [ "x$1" == "xblock_all" ]
   then
     nft delete table bridge tr-mgmt-br0 2>/dev/null || true
     nft -f - << EOF
     table bridge tr-mgmt-br0 {
       set allowed_macs {
         type ether_addr
       }
     }
     chain accesscontrol {
       ether saddr @allowed_macs accept
       ether daddr @allowed_macs accept
     drop
     }
   ```
chain forward {
    type filter hook forward priority 0; policy accept;
    meta ibrname "br0" jump accesscontrol
}
}
EOF

    echo "802-1x-tr-mgmt Blocking all traffic through br0. Traffic for given host will be allowed after 802.1x authentication"

    elif [ "x$1" == "xallow_all" ]
    then
        nft delete table bridge tr-mgmt-br0
        echo "802-1x-tr-mgmt Allowed all forwarding again"
    fi

case ${2:-NOTANEVENT} in
    AP-STA-CONNECTED | CTRL-EVENT-EAP-SUCCESS | CTRL-EVENT-EAP-SUCCESS2)
        nft add element bridge tr-mgmt-br0 allowed_macs { $3 }
        echo "$1: Allowed traffic from $3"
        ;;
    AP-STA-DISCONNECTED | CTRL-EVENT-EAP-FAILURE)
        nft delete element bridge tr-mgmt-br0 allowed_macs { $3 }
        echo "802-1x-tr-mgmt $1: Denied traffic from $3"
        ;;
    esac

2. Create the /etc/systemd/system/802-1x-tr-mgmt.service systemd service file with the following content:

[Unit]
Description=Example 802.1x traffic management for hostapd
After=hostapd.service
After=sys-devices-virtual-net-%i.device

[Service]
Type=simple
ExecStartPre=/bin/sh -c '/usr/sbin/tc qdisc del dev %i ingress > /dev/null 2>&1'
ExecStartPre=/bin/sh -c '/usr/sbin/tc qdisc del dev %i clsact > /dev/null 2>&1'
ExecStartPre=/usr/sbin/tc qdisc add dev %i clsact
ExecStartPre=/usr/sbin/tc filter add dev %i ingress pref 10000 protocol 0x888e matchall action ok index 100
ExecStartPre=/usr/sbin/tc filter add dev %i ingress pref 10001 protocol all matchall action drop index 101
ExecStart=/usr/sbin/hostapd_cli -i %i -a /usr/local/bin/802-1x-tr-mgmt
ExecStopPost=/usr/sbin/tc qdisc del dev %i clsact

[Install]
WantedBy=multi-user.target
3. Reload systemd:

```
# systemctl daemon-reload
```

4. Enable and start the `802-1x-tr-mgmt` service with the interface name `hostapd` is listening on:

```
# systemctl enable --now 802-1x-tr-mgmt@br0.service
```

Verification

- Authenticate with a client to the network. See:
  - Testing EAP-TTLS authentication against a FreeRADIUS server or authenticator
  - Testing EAP-TLS authentication against a FreeRADIUS server or authenticator

Additional resources

- `systemd.service(5)` man page
CHAPTER 18. AUTHENTICATING A RHEL CLIENT TO THE NETWORK USING THE 802.1X STANDARD WITH A CERTIFICATE STORED ON THE FILE SYSTEM

Administrators frequently use port-based Network Access Control (NAC) based on the IEEE 802.1X standard to protect a network from unauthorized LAN and Wi-Fi clients.

18.1. CONFIGURING 802.1X NETWORK AUTHENTICATION ON AN EXISTING ETHERNET CONNECTION BY USING NMCLI

Using the nmcli utility, you can configure the client to authenticate itself to the network. For example, configure TLS authentication in an existing NetworkManager Ethernet connection profile named enp1s0 to authenticate to the network.

Prerequisites

- The network supports 802.1X network authentication.
- The Ethernet connection profile exists in NetworkManager and has a valid IP configuration.
- The following files required for TLS authentication exist on the client:
  - The client key stored is in the /etc/pki/tls/private/client.key file, and the file is owned and only readable by the root user.
  - The client certificate is stored in the /etc/pki/tls/certs/client.crt file.
  - The Certificate Authority (CA) certificate is stored in the /etc/pki/tls/certs/ca.crt file.
- The wpa_supplicant package is installed.

Procedure

1. Set the Extensible Authentication Protocol (EAP) to tls and the paths to the client certificate and key file:

   ```
   # nmcli connection modify enp1s0 802-1x.eap tls 802-1x.client-cert /etc/pki/tls/certs/client.crt 802-1x.private-key /etc/pki/tls/certs/certs/client.key
   ```

   Note that you must set the 802-1x.eap, 802-1x.client-cert, and 802-1x.private-key parameters in a single command.

2. Set the path to the CA certificate:

   ```
   # nmcli connection modify enp1s0 802-1x.ca-cert /etc/pki/tls/certs/ca.crt
   ```

3. Set the identity of the user used in the certificate:

   ```
   # nmcli connection modify enp1s0 802-1x.identity user@example.com
   ```

4. Optionally, store the password in the configuration:

   ```
   # nmcli connection modify enp1s0 802-1x.private-key-password password
   ```
IMPORTANT

By default, NetworkManager stores the password in clear text in the `/etc/sysconfig/network-scripts/keys-connection_name` file, that is readable only by the root user. However, clear text passwords in a configuration file can be a security risk.

To increase the security, set the `802-1x.password-flags` parameter to `0x1`. With this setting, on servers with the GNOME desktop environment or the `nm-applet` running, NetworkManager retrieves the password from these services. In other cases, NetworkManager prompts for the password.

5. Activate the connection profile:

   ```
   # nmcli connection up enp1s0
   ```

Verification

- Access resources on the network that require network authentication.

Additional resources

- Configuring an Ethernet connection
- `nm-settings(5)` man page
- `nmcli(1)` man page

18.2. CONFIGURING A STATIC ETHERNET CONNECTION WITH 802.1X NETWORK AUTHENTICATION BY USING NMSTATECTL

Use the `nmstatectl` utility to configure an Ethernet connection with 802.1X network authentication through the Nmstate API. The Nmstate API ensures that, after setting the configuration, the result matches the configuration file. If anything fails, `nmstatectl` automatically rolls back the changes to avoid leaving the system in an incorrect state.

NOTE

The `nmstate` library only supports the TLS Extensible Authentication Protocol (EAP) method.

Prerequisites

- The network supports 802.1X network authentication.
- The managed node uses NetworkManager.
- The following files required for TLS authentication exist on the client:
  - The client key stored is in the `/etc/pki/tls/private/client.key` file, and the file is owned and only readable by the root user.
The client certificate is stored in the /etc/pki/tls/certs/client.crt file.

The Certificate Authority (CA) certificate is stored in the /etc/pki/tls/certs/ca.crt file.

**Procedure**

1. Create a YAML file, for example ~/create-ethernet-profile.yml, with the following content:

```yaml
---
interfaces:
 - name: enp1s0
type: ethernet
state: up
ipv4:
  enabled: true
  address:
    - ip: 192.0.2.1
      prefix-length: 24
dhcp: false
ipv6:
  enabled: true
  address:
    - ip: 2001:db8:1::1
      prefix-length: 64
autoconf: false
dhcp: false
802.1x:
  ca-cert: /etc/pki/tls/certs/ca.crt
  client-cert: /etc/pki/tls/certs/client.crt
eap-methods:
  - tls
  identity: client.example.org
  private-key: /etc/pki/tls/private/client.key
  private-key-password: password
routes:
  config:
    - destination: 0.0.0.0/0
      next-hop-address: 192.0.2.254
      next-hop-interface: enp1s0
    - destination: ::/0
      next-hop-address: 2001:db8:1::fffe
      next-hop-interface: enp1s0
dns-resolver:
  config:
    search:
    - example.com
    server:
      - 192.0.2.200
      - 2001:db8:1::ffbb
```

These settings define an Ethernet connection profile for the enp1s0 device with the following settings:

- A static IPv4 address - 192.0.2.1 with a /24 subnet mask
- A static IPv6 address - 2001:db8:1::1 with a /64 subnet mask
- An IPv4 default gateway - 192.0.2.254
- An IPv6 default gateway - 2001:db8:1::fffe
- An IPv4 DNS server - 192.0.2.200
- An IPv6 DNS server - 2001:db8:1::ffbb
- A DNS search domain - example.com
- 802.1X network authentication using the TLS EAP protocol

2. Apply the settings to the system:

# nmstatectl apply ~/create-ethernet-profile.yml

Verification

- Access resources on the network that require network authentication.

18.3. CONFIGURING A STATIC ETHERNET CONNECTION WITH 802.1X NETWORK AUTHENTICATION BY USING THE NETWORK RHEL SYSTEM ROLE

You can remotely configure an Ethernet connection with 802.1X network authentication by using the network RHEL System Role.

Perform this procedure on the Ansible control node.

Prerequisites

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
- The account you use to connect to the managed nodes has sudo permissions on them.
- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file
- The network supports 802.1X network authentication.
- The managed nodes uses NetworkManager.
- The following files required for TLS authentication exist on the control node:
  - The client key is stored in the /srv/data/client.key file.
  - The client certificate is stored in the /srv/data/client.crt file.
  - The Certificate Authority (CA) certificate is stored in the /srv/data/ca.crt file.

Procedure

1. Create a playbook file, for example ~/enable-802.1x.yml, with the following content:
These settings define an Ethernet connection profile for the `enp1s0` device with the following settings:

- A static IPv4 address - **192.0.2.1** with a `/24` subnet mask
- A static IPv6 address - **2001:db8:1::1** with a `/64` subnet mask
- An IPv4 default gateway - \texttt{192.0.2.254}
- An IPv6 default gateway - \texttt{2001:db8:1::fffe}
- An IPv4 DNS server - \texttt{192.0.2.200}
- An IPv6 DNS server - \texttt{2001:db8:1::ffbb}
- A DNS search domain - \texttt{example.com}
- 802.1X network authentication using the \texttt{TLS} Extensible Authentication Protocol (EAP)

2. Run the playbook:

\begin{verbatim}
# ansible-playbook ~/enable-802.1x.yml
\end{verbatim}

Additional resources

- \texttt{/usr/share/ansible/roles/rhel-system-roles.network/README.md} file
CHAPTER 19. MANAGING THE DEFAULT GATEWAY SETTING

The default gateway is a router that forwards network packets when no other route matches the destination of a packet. In a local network, the default gateway is typically the host that is one hop closer to the internet.

19.1. SETTING THE DEFAULT GATEWAY ON AN EXISTING CONNECTION BY USING NMCLI

In most situations, administrators set the default gateway when they create a connection as explained in, for example, Configuring an Ethernet connection by using nmcli.

In most situations, administrators set the default gateway when they create a connection. However, you can also set or update the default gateway setting on a previously created connection using the nmcli utility.

Prerequisites

- At least one static IP address must be configured on the connection on which the default gateway will be set.
- If the user is logged in on a physical console, user permissions are sufficient. Otherwise, user must have root permissions.

Procedure

1. Set the IP address of the default gateway.
   For example, to set the IPv4 address of the default gateway on the example connection to 192.0.2.1:

   ```
   # nmcli connection modify example ipv4.gateway "192.0.2.1"
   ```

   For example, to set the IPv6 address of the default gateway on the example connection to 2001:db8:1::1:

   ```
   # nmcli connection modify example ipv6.gateway "2001:db8:1::1"
   ```

2. Restart the network connection for changes to take effect. For example, to restart the example connection using the command line:

   ```
   # nmcli connection up example
   ```

   **WARNING**

   All connections currently using this network connection are temporarily interrupted during the restart.

3. Optionally, verify that the route is active.
To display the IPv4 default gateway:

```
# ip -4 route
default via 192.0.2.1 dev example proto static metric 100
```

To display the IPv6 default gateway:

```
# ip -6 route
default via 2001:db8:1::1 dev example proto static metric 100 pref medium
```

19.2. SETTING THE DEFAULT GATEWAY ON AN EXISTING CONNECTION BY USING THE NMCLI INTERACTIVE MODE

In most situations, administrators set the default gateway when they create a connection as explained in, for example, *Configuring an Ethernet connection by using the nmcli interactive editor*

In most situations, administrators set the default gateway when they create a connection. However, you can also set or update the default gateway setting on a previously created connection using the interactive mode of the `nmcli` utility.

Prerequisites

- At least one static IP address must be configured on the connection on which the default gateway will be set.
- If the user is logged in on a physical console, user permissions are sufficient. Otherwise, the user must have `root` permissions.

Procedure

1. Open the `nmcli` interactive mode for the required connection. For example, to open the `nmcli` interactive mode for the `example` connection:

   ```
   # nmcli connection edit example
   ```

2. Set the default gateway.
   For example, to set the IPv4 address of the default gateway on the `example` connection to `192.0.2.1`:

   ```
   nmcli> set ipv4.gateway 192.0.2.1
   ```

   For example, to set the IPv6 address of the default gateway on the `example` connection to `2001:db8:1::1`:

   ```
   nmcli> set ipv6.gateway 2001:db8:1::1
   ```

3. Optionally, verify that the default gateway was set correctly:

   ```
   nmcli> print
   ...
   ipv4.gateway: 192.0.2.1
   ```
...ipv6.gateway: 2001:db8:1::1...

4. Save the configuration:

```
nmcli> save persistent
```

5. Restart the network connection for changes to take effect:

```
nmcli> activate example
```

![WARNING]

All connections currently using this network connection are temporarily interrupted during the restart.

6. Leave the `nmcli` interactive mode:

```
nmcli> quit
```

7. Optionally, verify that the route is active.
   To display the IPv4 default gateway:

```
# ip -4 route
default via 192.0.2.1 dev example proto static metric 100
```

   To display the IPv6 default gateway:

```
# ip -6 route
default via 2001:db8:1::1 dev example proto static metric 100 pref medium
```

Additional resources

- Configuring an Ethernet connection by using the nmcli interactive editor

19.3. SETTING THE DEFAULT GATEWAY ON AN EXISTING CONNECTION BY USING NM-CONNECTION-EDITOR

In most situations, administrators set the default gateway when they create a connection. However, you can also set or update the default gateway setting on a previously created connection using the `nm-connection-editor` application.

Prerequisites

- At least one static IP address must be configured on the connection on which the default gateway will be set.
Procedure

1. Open a terminal, and enter `nm-connection-editor`:
   ```
   # nm-connection-editor
   ```

2. Select the connection to modify, and click the gear wheel icon to edit the existing connection.

3. Set the IPv4 default gateway. For example, to set the IPv4 address of the default gateway on the connection to `192.0.2.1`:
   a. Open the **IPv4 Settings** tab.
   b. Enter the address in the **gateway** field next to the IP range the gateway’s address is within:

<table>
<thead>
<tr>
<th>Addresses</th>
</tr>
</thead>
<tbody>
<tr>
<td>Address</td>
</tr>
<tr>
<td>-----------</td>
</tr>
<tr>
<td>192.0.2.123</td>
</tr>
</tbody>
</table>

4. Set the IPv6 default gateway. For example, to set the IPv6 address of the default gateway on the connection to `2001:db8:1::1`:
   a. Open the **IPv6** tab.
   b. Enter the address in the **gateway** field next to the IP range the gateway’s address is within:

<table>
<thead>
<tr>
<th>Addresses</th>
</tr>
</thead>
<tbody>
<tr>
<td>Address</td>
</tr>
<tr>
<td>-----------</td>
</tr>
<tr>
<td>2001:db8:1:5</td>
</tr>
</tbody>
</table>

5. Click **OK**.

6. Click **Save**.

7. Restart the network connection for changes to take effect. For example, to restart the **example** connection using the command line:
   ```
   # nmcli connection up example
   ```

   **WARNING**
   All connections currently using this network connection are temporarily interrupted during the restart.

8. Optionally, verify that the route is active.
   To display the IPv4 default gateway:
To display the IPv6 default gateway:

```
# ip -6 route
default via 2001:db8:1::1 dev example proto static metric 100 pref medium
```

Additional resources

- Configuring an Ethernet connection by using nm-connection-editor

### 19.4. SETTING THE DEFAULT GATEWAY ON AN EXISTING CONNECTION BY USING CONTROL-CENTER

In most situations, administrators set the default gateway when they create a connection. However, you can also set or update the default gateway setting on a previously created connection using the control-center application.

**Prerequisites**

- At least one static IP address must be configured on the connection on which the default gateway will be set.
- The network configuration of the connection is open in the control-center application.

**Procedure**

1. Set the IPv4 default gateway. For example, to set the IPv4 address of the default gateway on the connection to 192.0.2.1:
   
   a. Open the IPv4 tab.
   
   b. Enter the address in the gateway field next to the IP range the gateway's address is within:

<table>
<thead>
<tr>
<th>Addresses</th>
</tr>
</thead>
<tbody>
<tr>
<td>Address</td>
</tr>
<tr>
<td>-----------</td>
</tr>
<tr>
<td>192.0.2.123</td>
</tr>
</tbody>
</table>

2. Set the IPv6 default gateway. For example, to set the IPv6 address of the default gateway on the connection to 2001:db8:1::1:
   
   a. Open the IPv6 tab.
   
   b. Enter the address in the gateway field next to the IP range the gateway's address is within:

<table>
<thead>
<tr>
<th>Addresses</th>
</tr>
</thead>
<tbody>
<tr>
<td>Address</td>
</tr>
<tr>
<td>-----------</td>
</tr>
<tr>
<td>2001:db8:1::5</td>
</tr>
</tbody>
</table>

3. Click Apply.
4. Back in the Network window, disable and re-enable the connection by switching the button for the connection to Off and back to On for changes to take effect.

WARNING
All connections currently using this network connection are temporarily interrupted during the restart.

5. Optionally, verify that the route is active.
   To display the IPv4 default gateway:

   ```
   $ ip -4 route
default via 192.0.2.1 dev example proto static metric 100
   ```

   To display the IPv6 default gateway:

   ```
   $ ip -6 route
default via 2001:db8:1::1 dev example proto static metric 100 pref medium
   ```

Additional resources

- Configuring an Ethernet connection by using control-center

19.5. SETTING THE DEFAULT GATEWAY ON AN EXISTING CONNECTION BY USING NMSTATECTL

Use the nmstatectl utility to set the default gateway through the Nmstate API. The Nmstate API ensures that, after setting the configuration, the result matches the configuration file. If anything fails, nmstatectl automatically rolls back the changes to avoid leaving the system in an incorrect state.

Prerequisites

- At least one static IP address must be configured on the connection on which the default gateway will be set.

- The enp1s0 interface is configured, and the IP address of the default gateway is within the subnet of the IP configuration of this interface.

- The nmstate package is installed.

Procedure

1. Create a YAML file, for example `~/set-default-gateway.yml`, with the following content:

```yaml
---
routes:
  config:
```
These settings define 192.0.2.1 as the default gateway, and the default gateway is reachable through the enp1s0 interface.

2. Apply the settings to the system:

```bash
# nmstatectl apply ~/set-default-gateway.yml
```

Additional resources

- nmstatectl(8) man page
- /usr/share/doc/nmstate/examples/ directory

19.6. SETTING THE DEFAULT GATEWAY ON AN EXISTING CONNECTION BY USING THE NETWORK RHEL SYSTEM ROLE

You can use the network RHEL System Role to set the default gateway.

**IMPORTANT**

When you run a play that uses the network RHEL System Role, the system role overrides an existing connection profile with the same name if the value of settings does not match the ones specified in the play. Therefore, always specify the whole configuration of the network connection profile in the play, even if, for example, the IP configuration already exists. Otherwise, the role resets these values to their defaults.

Depending on whether it already exists, the procedure creates or updates the enp1s0 connection profile with the following settings:

- A static IPv4 address - 198.51.100.20 with a /24 subnet mask
- A static IPv6 address - 2001:db8:1::1 with a /64 subnet mask
- An IPv4 default gateway - 198.51.100.254
- An IPv6 default gateway - 2001:db8:1::ffe
- An IPv4 DNS server - 198.51.100.200
- An IPv6 DNS server - 2001:db8:1::ffbb
- A DNS search domain - example.com

Perform this procedure on the Ansible control node.

**Prerequisites**

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
The account you use to connect to the managed nodes has `sudo` permissions on them.

The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.

**Procedure**

1. Create a playbook file, for example `~/ethernet-connection.yml`, with the following content:

```yaml
---
- name: Configure the network
  hosts: managed-node-01.example.com
  tasks:
    - name: Configure an Ethernet connection with static IP and default gateway
      include_role:
        name: rhel-system-roles.network

  vars:
    network_connections:
      - name: enp1s0
        type: ethernet
        autoconnect: yes
        ip:
          address:
            - 198.51.100.20/24
            - 2001:db8:1::1/64
        gateway4: 198.51.100.254
        gateway6: 2001:db8:1::fffe
        dns:
          - 198.51.100.200
          - 2001:db8:1::ffbb
        dns_search:
          - example.com
        state: up
```

2. Run the playbook:

```bash
# ansible-playbook ~/ethernet-connection.yml
```

**Additional resources**

- `/usr/share/ansible/roles/rhel-system-roles.network/README.md` file

**19.7. SETTING THE DEFAULT GATEWAY ON AN EXISTING CONNECTION WHEN USING THE LEGACY NETWORK SCRIPTS**

In most situations, administrators set the default gateway when they create a connection. However, you can also set or update the default gateway setting on a previously created connection when you use the legacy network scripts.

**Prerequisites**

- The `NetworkManager` package is not installed, or the `NetworkManager` service is disabled.
The `network-scripts` package is installed.

**Procedure**

1. Set the `GATEWAY` parameter in the `/etc/sysconfig/network-scripts/ifcfg-enp1s0` file to 192.0.2.1:
   
   ```
   GATEWAY=192.0.2.1
   ```

2. Add the `default` entry in the `/etc/sysconfig/network-scripts/route-enp0s1` file:
   
   ```
   default via 192.0.2.1
   ```

3. Restart the network:
   
   ```
   # systemctl restart network
   ```

**19.8. HOW NETWORKMANAGER MANAGES MULTIPLE DEFAULT GATEWAYS**

In certain situations, for example for fallback reasons, you set multiple default gateways on a host. However, to avoid asynchronous routing issues, each default gateway of the same protocol requires a separate metric value. Note that RHEL only uses the connection to the default gateway that has the lowest metric set.

You can set the metric for both the IPv4 and IPv6 gateway of a connection using the following command:

```
# nmcli connection modify connection-name ipv4.route-metric value ipv6.route-metric value
```

**IMPORTANT**

Do not set the same metric value for the same protocol in multiple connection profiles to avoid routing issues.

If you set a default gateway without a metric value, NetworkManager automatically sets the metric value based on the interface type. For that, NetworkManager assigns the default value of this network type to the first connection that is activated, and sets an incremented value to each other connection of the same type in the order they are activated. For example, if two Ethernet connections with a default gateway exist, NetworkManager sets a metric of 100 on the route to the default gateway of the connection that you activate first. For the second connection, NetworkManager sets 101.

The following is an overview of frequently-used network types and their default metrics:

<table>
<thead>
<tr>
<th>Connection type</th>
<th>Default metric value</th>
</tr>
</thead>
<tbody>
<tr>
<td>VPN</td>
<td>50</td>
</tr>
<tr>
<td>Ethernet</td>
<td>100</td>
</tr>
</tbody>
</table>
### Additional resources

- Configuring policy-based routing to define alternative routes
- Getting started with Multipath TCP

#### 19.9. CONFIGURING NETWORKMANAGER TO AVOID USING A SPECIFIC PROFILE TO PROVIDE A DEFAULT GATEWAY

You can configure that NetworkManager never uses a specific profile to provide the default gateway. Follow this procedure for connection profiles that are not connected to the default gateway.

**Prerequisites**

- The NetworkManager connection profile for the connection that is not connected to the default gateway exists.

**Procedure**

1. If the connection uses a dynamic IP configuration, configure that NetworkManager does not use the connection as the default route for IPv4 and IPv6 connections:

   ```
   # nmcli connection modify connection_name ipv4.never-default yes ipv6.never-default yes
   ```

   Note that setting `ipv4.never-default` and `ipv6.never-default` to `yes`, automatically removes the default gateway’s IP address for the corresponding protocol from the connection profile.

2. Activate the connection:
# nmcli connection up connection_name

Verification

- Use the `ip -4 route` and `ip -6 route` commands to verify that RHEL does not use the network interface for the default route for the IPv4 and IPv6 protocol.

19.10. FIXING UNEXPECTED ROUTING BEHAVIOR DUE TO MULTIPLE DEFAULT GATEWAYS

There are only a few scenarios, such as when using multipath TCP, in which you require multiple default gateways on a host. In most cases, you configure only a single default gateway to avoid unexpected routing behavior or asynchronous routing issues.

**NOTE**
To route traffic to different internet providers, use policy-based routing instead of multiple default gateways.

**Prerequisites**

- The host uses NetworkManager to manage network connections, which is the default.
- The host has multiple network interfaces.
- The host has multiple default gateways configured.

**Procedure**

1. Display the routing table:
   - For IPv4, enter:
     ```
     # ip -4 route
     default via 192.0.2.1 dev enp1s0 proto static metric 101
     default via 198.51.100.1 dev enp7s0 proto static metric 102
     ...
     ```
   - For IPv6, enter:
     ```
     # ip -6 route
     default via 2001:db8:1::1 dev enp1s0 proto static metric 101 pref medium
     default via 2001:db8:2::1 dev enp7s0 proto static metric 102 pref medium
     ...
     ```

   Entries starting with `default` indicate a default route. Note the interface names of these entries displayed next to `dev`.

2. Use the following commands to display the NetworkManager connections that use the interfaces you identified in the previous step:

   ```
   # nmcli -f GENERAL.CONNECTION,IP4.GATEWAY,IP6.GATEWAY device show enp1s0
   GENERAL.CONNECTION: Corporate-LAN
   ```
In these examples, the profiles named Corporate-LAN and Internet-Provider have the default gateways set. Because, in a local network, the default gateway is typically the host that is one hop closer to the internet, the rest of this procedure assumes that the default gateways in the Corporate-LAN are incorrect.

3. Configure that NetworkManager does not use the Corporate-LAN connection as the default route for IPv4 and IPv6 connections:

   # nmcli connection modify Corporate-LAN ipv4.never-default yes ipv6.never-default yes

   Note that setting ipv4.never-default and ipv6.never-default to yes, automatically removes the default gateway’s IP address for the corresponding protocol from the connection profile.

4. Activate the Corporate-LAN connection:

   # nmcli connection up Corporate-LAN

**Verification**

- Display the IPv4 and IPv6 routing tables and verify that only one default gateway is available for each protocol:
  - For IPv4, enter:

    ```
    # ip -4 route
default via 192.0.2.1 dev enp1s0 proto static metric 101
    ...
    ```

  - For IPv6, enter:

    ```
    # ip -6 route
default via 2001:db8:1::1 dev enp1s0 proto static metric 101 pref medium
    ...
    ```

**Additional resources**

- Configuring policy-based routing to define alternative routes
- Getting started with Multipath TCP
CHAPTER 20. CONFIGURING STATIC ROUTES

Routing ensures that you can send and receive traffic between mutually-connected networks. In larger environments, administrators typically configure services so that routers can dynamically learn about other routers. In smaller environments, administrators often configure static routes to ensure that traffic can reach from one network to the next.

You need static routes to achieve a functioning communication among multiple networks if all of these conditions apply:

- The traffic has to pass multiple networks.
- The exclusive traffic flow through the default gateways is not sufficient.

Section 20.1, “Example of a network that requires static routes” describes scenarios and how the traffic flows between different networks when you do not configure static routes.

20.1. EXAMPLE OF A NETWORK THAT REQUIRES STATIC ROUTES

You require static routes in this example because not all IP networks are directly connected through one router. Without the static routes, some networks cannot communicate with each other. Additionally, traffic from some networks flows only in one direction.

NOTE

The network topology in this example is artificial and only used to explain the concept of static routing. It is not a recommended topology in production environments.

For a functioning communication among all networks in this example, configure a static route to Raleigh (198.51.100.0/24) with next the hop Router 2 (203.0.113.10). The IP address of the next hop is the one of Router 2 in the data center network (203.0.113.0/24).

You can configure the static route as follows:

- For a simplified configuration, set this static route only on Router 1. However, this increases the traffic on Router 1 because hosts from the data center (203.0.113/24) send traffic to Raleigh (198.51.100.0/24) always through Router 1 to Router 2.

- For a more complex configuration, configure this static route on all hosts in the data center (203.0.113.0/24). All hosts in this subnet then send traffic directly to Router 2 (203.0.113.10) that is closer to Raleigh (198.51.100.0/24).

For more details between which networks traffic flows or not, see the explanations below the diagram.
In case that the required static routes are not configured, the following are the situations in which the communication works and when it does not:

- **Hosts in the Berlin network (192.0.2.0/24):**
  - Can communicate with other hosts in the same subnet because they are directly connected.
  - Can communicate with the internet because Router 1 is in the Berlin network (192.0.2.0/24) and has a default gateway, which leads to the internet.
  - Can communicate with the data center network (203.0.113.0/24) because Router 1 has interfaces in both the Berlin (192.0.2.0/24) and the data center (203.0.113.0/24) networks.
  - Cannot communicate with the Raleigh network (198.51.100.0/24) because Router 1 has no interface in this network. Therefore, Router 1 sends the traffic to its own default gateway (internet).

- **Hosts in the data center network (203.0.113.0/24):**
  - Can communicate with other hosts in the same subnet because they are directly connected.
  - Can communicate with the internet because they have their default gateway set to Router 1, and Router 1 has interfaces in both networks, the data center (203.0.113.0/24) and to the internet.
- Can communicate with the Berlin network (192.0.2.0/24) because they have their default gateway set to Router 1, and Router 1 has interfaces in both the data center (203.0.113.0/24) and the Berlin (192.0.2.0/24) networks.

- Cannot communicate with the Raleigh network (198.51.100.0/24) because the data center network has no interface in this network. Therefore, hosts in the data center network (203.0.113.0/24) send traffic to their default gateway (Router 1). Router 1 also has no interface in the Raleigh network (198.51.100.0/24) and, as a result, Router 1 sends this traffic to its own default gateway (internet).

- Hosts in the Raleigh network (198.51.100.0/24):
  - Can communicate with other hosts in the same subnet because they are directly connected.
  - Cannot communicate with hosts on the internet. Router 2 sends the traffic to Router 1 because of the default gateway settings. The actual behavior of Router 1 depends on the reverse path filter (rp_filter) system control (sysctl) setting. By default on RHEL, Router 1 drops the outgoing traffic instead of routing it to the internet. However, regardless of the configured behavior, communication is not possible without the static route.
  - Cannot communicate with the data center network (203.0.113.0/24). The outgoing traffic reaches the destination through Router 2 because of the default gateway setting. However, replies to packets do not reach the sender because hosts in the data center network (203.0.113.0/24) send replies to their default gateway (Router 1). Router 1 then sends the traffic to the internet.
  - Cannot communicate with the Berlin network (192.0.2.0/24). Router 2 sends the traffic to Router 1 because of the default gateway settings. The actual behavior of Router 1 depends on the rp_filter sysctl setting. By default on RHEL, Router 1 drops the outgoing traffic instead of sending it to the Berlin network (192.0.2.0/24). However, regardless of the configured behavior, communication is not possible without the static route.

**NOTE**

In addition to configuring the static routes, you must enable IP forwarding on both routers.

Additional resources

- Why can’t a server be pinged if net.ipv4.conf.all rp_filter is set on the server?
- Enabling IP forwarding

### 20.2. HOW TO USE THE NMCLI COMMAND TO CONFIGURE A STATIC ROUTE

To configure a static route, use the `nmcli` utility with the following syntax:

```bash
$ nmcli connection modify connection_name ipv4.routes "ip[/prefix] [next_hop] [metric] [attribute=value] [attribute=value] ..."
```

The command supports the following route attributes:

- `cwnd=n`: Sets the congestion window (CWND) size, defined in number of packets.
• **lock-cwnd=true|false**: Defines whether or not the kernel can update the CWND value.

• **lock-mtu=true|false**: Defines whether or not the kernel can update the MTU to path MTU discovery.

• **lock-window=true|false**: Defines whether or not the kernel can update the maximum window size for TCP packets.

• **mtu=**: Sets the maximum transfer unit (MTU) to use along the path to the destination.

• **onlink=true|false**: Defines whether the next hop is directly attached to this link even if it does not match any interface prefix.

• **scope=**: For an IPv4 route, this attribute sets the scope of the destinations covered by the route prefix. Set the value as an integer (0-255).

• **src=**: Sets the source address to prefer when sending traffic to the destinations covered by the route prefix.

• **table=**: Sets the ID of the table the route should be added to. If you omit this parameter, NetworkManager uses the main table.

• **tos=**: Sets the type of service (TOS) key. Set the value as an integer (0-255).

• **type=**: Sets the route type. NetworkManager supports the **unicast**, **local**, **blackhole**, **unreachable**, **prohibit**, and **throw** route types. The default is **unicast**.

• **window=**: Sets the maximal window size for TCP to advertise to these destinations, measured in bytes.

If you use the **ipv4.routes** sub-command, **nmcli** overrides all current settings of this parameter.

To add a route:

```
$ nmcli connection modify connection_name +ipv4.routes "<route>"
```

Similarly, to remove a specific route:

```
$ nmcli connection modify connection_name -ipv4.routes "<route>"
```

20.3. CONFIGURING A STATIC ROUTE BY USING NMCLI

You can add a static route to an existing NetworkManager connection profile using the **nmcli connection modify** command.

The procedure below configures the following routes:

• An IPv4 route to the remote **198.51.100.0/24** network. The corresponding gateway with the IP address **192.0.2.10** is reachable through the **example** connection.

• An IPv6 route to the remote **2001:db8:2::/64** network. The corresponding gateway with the IP address **2001:db8:1::10** is reachable through the **example** connection.

Prerequisites
The example connection profile exists and it configures this host to be in the same IP subnet as the gateways.

Procedure

1. Add the static IPv4 route to the example connection profile:

   ```
   # nmcli connection modify example +ipv4.routes "198.51.100.0/24 192.0.2.10"
   ```

   To set multiple routes in one step, pass the individual routes comma-separated to the command. For example, to add a route to the 198.51.100.0/24 and 203.0.113.0/24 networks, both routed through the 192.0.2.10 gateway, enter:

   ```
   # nmcli connection modify example +ipv4.routes "198.51.100.0/24 192.0.2.10, 203.0.113.0/24 192.0.2.10"
   ```

2. Add the static IPv6 route to the example connection profile:

   ```
   # nmcli connection modify example +ipv6.routes "2001:db8:2::/64 2001:db8:1::10"
   ```

3. Re-activate the connection:

   ```
   # nmcli connection up example
   ```

Verification

1. Display the IPv4 routes:

   ```
   # ip -4 route
   ...
   198.51.100.0/24 via 192.0.2.10 dev enp1s0
   ```

2. Display the IPv6 routes:

   ```
   # ip -6 route
   ...
   2001:db8:2::/64 via 2001:db8:1::10 dev enp1s0 metric 1024 pref medium
   ```

Additional resources

- `nmcli(1)` man page
- `nm-settings-nmcli(5)` man page

20.4. CONFIGURING A STATIC ROUTE BY USING NMTUI

The nmtui application provides a text-based user interface for NetworkManager. You can use nmtui to configure static routes on a host without a graphical interface.

For example, the procedure below adds a route to the 192.0.2.0/24 network that uses the gateway running on 198.51.100.1, which is reachable through an existing connection profile.
NOTE

In nmtui:

- Navigate by using the cursor keys.
- Press a button by selecting it and hitting Enter.
- Select and deselect checkboxes by using Space.

Prerequisites

- The network is configured.
- The gateway for the static route must be directly reachable on the interface.
- If the user is logged in on a physical console, user permissions are sufficient. Otherwise, the command requires root permissions.

Procedure

1. Start nmtui:

   # nmtui

2. Select Edit a connection, and press Enter.

3. Select the connection profile through which you can reach the next hop to the destination network, and press Enter.

4. Depending on whether it is an IPv4 or IPv6 route, press the Show button next to the protocol’s configuration area.

5. Press the Edit button next to Routing. This opens a new window where you configure static routes:

   a. Press the Add button and fill in:

      - The destination network, including the prefix in Classless Inter-Domain Routing (CIDR) format
      - The IP address of the next hop
      - A metric value, if you add multiple routes to the same network and want to prioritize the routes by efficiency

   b. Repeat the previous step for every route you want to add and that is reachable through this connection profile.

   c. Press the OK button to return to the window with the connection settings.
6. Press the OK button to return to the nmtui main menu.

7. Select **Activate a connection** and press Enter.

8. Select the connection profile that you edited, and press Enter twice to deactivate and activate it again.

   **IMPORTANT**
   Skip this step if you run nmtui over a remote connection, such as SSH, that uses the connection profile you want to reactivate. In this case, if you would deactivate it in nmtui, the connection is terminated and, consequently, you cannot activate it again. To avoid this problem, use the `nmcli connection connection_profile_name up` command to reactivate the connection in the mentioned scenario.

9. Press the Back button to return to the main menu.

10. Select **Quit**, and press Enter to close the nmtui application.

**Verification**

- Verify that the route is active:

```
$ ip route
...
192.0.2.0/24 via 198.51.100.1 dev example proto static metric 100
```

**20.5. CONFIGURING A STATIC ROUTE BY USING CONTROL-CENTER**

You can use control-center in GNOME to add a static route to the configuration of a network connection.

The procedure below configures the following routes:

- An IPv4 route to the remote **198.51.100.0/24** network. The corresponding gateway has the IP address **192.0.2.10**.

- An IPv6 route to the remote **2001:db8:2::/64** network. The corresponding gateway has the IP address **2001:db8:1::10**.

**Prerequisites**

- The network is configured.
This host is in the same IP subnet as the gateways.

The network configuration of the connection is opened in the control-center application. See Configuring an Ethernet connection by using nm-connection-editor.

Procedure

1. On the IPv4 tab:
   a. Optional: Disable automatic routes by clicking the On button in the Routes section of the IPv4 tab to use only static routes. If automatic routes are enabled, Red Hat Enterprise Linux uses static routes and routes received from a DHCP server.
   b. Enter the address, netmask, gateway, and optionally a metric value of the IPv4 route:

<table>
<thead>
<tr>
<th>Address</th>
<th>Netmask</th>
<th>Gateway</th>
<th>Metric</th>
</tr>
</thead>
<tbody>
<tr>
<td>198.51.100.0</td>
<td>24</td>
<td>192.0.2.10</td>
<td></td>
</tr>
</tbody>
</table>

2. On the IPv6 tab:
   a. Optional: Disable automatic routes by clicking the On button in the Routes section of the IPv4 tab to use only static routes.
   b. Enter the address, netmask, gateway, and optionally a metric value of the IPv6 route:

<table>
<thead>
<tr>
<th>Address</th>
<th>Prefix</th>
<th>Gateway</th>
<th>Metric</th>
</tr>
</thead>
<tbody>
<tr>
<td>2001:db8:2::</td>
<td>64</td>
<td>2001:db8:1::10</td>
<td></td>
</tr>
</tbody>
</table>

3. Click Apply.

4. Back in the Network window, disable and re-enable the connection by switching the button for the connection to Off and back to On for changes to take effect.

   WARNING
   Restarting the connection briefly disrupts connectivity on that interface.

Verification

1. Display the IPv4 routes:

   # ip -4 route
   ...
   198.51.100.0/24 via 192.0.2.10 dev enp1s0

2. Display the IPv6 routes:
20.6. CONFIGURING A STATIC ROUTE BY USING NM-CONNECTION-EDITOR

You can use the `nm-connection-editor` application to add a static route to the configuration of a network connection.

The procedure below configures the following routes:

- An IPv4 route to the remote `198.51.100.0/24` network. The corresponding gateway with the IP address `192.0.2.10` is reachable through the `example` connection.

- An IPv6 route to the remote `2001:db8:2::/64` network. The corresponding gateway with the IP address `2001:db8:1::10` is reachable through the `example` connection.

Prerequisites

- The network is configured.

- This host is in the same IP subnet as the gateways.

Procedure

1. Open a terminal, and enter `nm-connection-editor`:

   
   `$ nm-connection-editor`

2. Select the `example` connection profile, and click the gear wheel icon to edit the existing connection.

3. On the **IPv4 Settings** tab:
   a. Click the **Routes** button.
   b. Click the **Add** button and enter the address, netmask, gateway, and optionally a metric value.
   c. Click **OK**.

4. On the **IPv6 Settings** tab:
   a. Click the **Routes** button.
b. Click the **Add** button and enter the address, netmask, gateway, and optionally a metric value.

![Editing IPv6 routes for example](image)

```
Address  Prefix       Gateway     Metric
2001:db8:2::  64      2001:db8:1::10
```

**Add**

**Delete**

c. Click **OK**.

5. Click **Save**.

6. Restart the network connection for changes to take effect. For example, to restart the **example** connection using the command line:

```bash
# nmcli connection up example
```

### Verification

1. Display the IPv4 routes:

```bash
# ip -4 route
...
198.51.100.0/24 via 192.0.2.10 dev enp1s0
```

2. Display the IPv6 routes:

```bash
# ip -6 route
...
2001:db8:2::/64 via 2001:db8:1::10 dev enp1s0 metric 1024 pref medium
```

## 20.7. Configuring a Static Route by Using the NMCLI Interactive Mode

You can use the interactive mode of the **nmcli** utility to add a static route to the configuration of a network connection.

The procedure below configures the following routes:

- An IPv4 route to the remote **198.51.100.0/24** network. The corresponding gateway with the IP address **192.0.2.10** is reachable through the **example** connection.

- An IPv6 route to the remote **2001:db8:2::/64** network. The corresponding gateway with the IP address **2001:db8:1::10** is reachable through the **example** connection.

### Prerequisites

- The **example** connection profile exists and it configures this host to be in the same IP subnet as the gateways.
Procedure

1. Open the `nmcli` interactive mode for the `example` connection:

   ```
   # nmcli connection edit example
   ```

2. Add the static IPv4 route:

   ```
   nmcli> set ipv4.routes 198.51.100.0/24 192.0.2.10
   ```

3. Add the static IPv6 route:

   ```
   nmcli> set ipv6.routes 2001:db8:2::/64 2001:db8:1::10
   ```

4. Optionally, verify that the routes were added correctly to the configuration:

   ```
   nmcli> print
   ...
   ipv4.routes: { ip = 198.51.100.0/24, nh = 192.0.2.10 }
   ...
   ipv6.routes: { ip = 2001:db8:2::/64, nh = 2001:db8:1::10 }
   ...
   ```

   The `ip` attribute displays the network to route and the `nh` attribute the gateway (next hop).

5. Save the configuration:

   ```
   nmcli> save persistent
   ```

6. Restart the network connection:

   ```
   nmcli> activate example
   ```

7. Leave the `nmcli` interactive mode:

   ```
   nmcli> quit
   ```

Verification

1. Display the IPv4 routes:

   ```
   # ip -4 route
   ...
   198.51.100.0/24 via 192.0.2.10 dev enp1s0
   ```

2. Display the IPv6 routes:

   ```
   # ip -6 route
   ...
   2001:db8:2::/64 via 2001:db8:1::10 dev enp1s0 metric 1024 pref medium
   ```

Additional resources

Red Hat Enterprise Linux 8 Configuring and managing networking

212
20.8. CONFIGURING A STATIC ROUTE BY USING NMSTATECTL

Use the `nmstatectl` utility to configure a static route through the Nmstate API. The Nmstate API ensures that, after setting the configuration, the result matches the configuration file. If anything fails, `nmstatectl` automatically rolls back the changes to avoid leaving the system in an incorrect state.

Prerequisites

- The `enp1s0` network interface is configured and is in the same IP subnet as the gateways.
- The `nmstate` package is installed.

Procedure

1. Create a YAML file, for example `~/add-static-route-to-enp1s0.yml`, with the following content:

   ```yaml
   routes:
   config:
   - destination: 198.51.100.0/24
     next-hop-address: 192.0.2.10
     next-hop-interface: enp1s0
   - destination: 2001:db8:2::/64
     next-hop-address: 2001:db8:1::10
     next-hop-interface: enp1s0
   ```

   These settings define the following static routes:
   - An IPv4 route to the remote 198.51.100.0/24 network. The corresponding gateway with the IP address 192.0.2.10 is reachable through the `enp1s0` interface.
   - An IPv6 route to the remote 2001:db8:2::/64 network. The corresponding gateway with the IP address 2001:db8:1::10 is reachable through the `enp1s0` interface.

2. Apply the settings to the system:

   ```
   # nmstatectl apply ~/add-static-route-to-enp1s0.yml
   ```

Verification

1. Display the IPv4 routes:

   ```
   # ip -4 route
   ...
   198.51.100.0/24 via 192.0.2.10 dev enp1s0
   ```

2. Display the IPv6 routes:
# ip -6 route
...
2001:db8:2::/64 via 2001:db8:1::10 dev enp1s0 metric 1024 pref medium

Additional resources
- `nmstatectl(8)` man page
- `/usr/share/doc/nmstate/examples/` directory

20.9. CONFIGURING A STATIC ROUTE BY USING THE NETWORK RHEL SYSTEM ROLE

You can use the `network` RHEL System Role to configure static routes.

**IMPORTANT**

When you run a play that uses the `network` RHEL System Role, the system role overrides an existing connection profile with the same name if the value of settings does not match the ones specified in the play. Therefore, always specify the whole configuration of the network connection profile in the play, even if, for example, the IP configuration already exists. Otherwise, the role resets these values to their defaults.

Perform this procedure on the Ansible control node.

**Prerequisites**

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
- The account you use to connect to the managed nodes has `sudo` permissions on them.
- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.

**Procedure**

1. Create a playbook file, for example `~/add-static-routes.yml`, with the following content:

```yaml
---
- name: Configure the network
  hosts: managed-node-01.example.com
  tasks:
  - name: Configure an Ethernet connection with static IP and additional routes
    include_role:
      name: rhel-system-roles.network
    vars:
      network_connections:
      - name: enp7s0
        type: ethernet
        autoconnect: yes
```

Red Hat Enterprise Linux 8 Configuring and managing networking
Depending on whether it already exists, the procedure creates or updates the `enp7s0` connection profile with the following settings:

- A static IPv4 address - `192.0.2.1` with a `/24` subnet mask
- A static IPv6 address - `2001:db8:1::1` with a `/64` subnet mask
- An IPv4 default gateway - `192.0.2.254`
- An IPv6 default gateway - `2001:db8:1::ffe`
- An IPv4 DNS server - `192.0.2.200`
- An IPv6 DNS server - `2001:db8:1::ffbb`
- A DNS search domain - `example.com`
- Static routes:
  - `198.51.100.0/24` with gateway `192.0.2.10`
  - `2001:db8:2::/64` with gateway `2001:db8:1::10`

2. Run the playbook:

```
# ansible-playbook ~/add-static-routes.yml
```

**Verification**

1. On the managed nodes:
   - Display the IPv4 routes:
     
     ```
     # ip -4 route
     ...
     198.51.100.0/24 via 192.0.2.10 dev enp7s0
     ```
b. Display the IPv6 routes:

```
# ip -6 route
...
2001:db8:2::/64 via 2001:db8:1::10 dev enp7s0 metric 1024 pref medium
```

Additional resources

- `/usr/share/ansible/roles/rhel-system-roles.network/README.md` file

### 20.10. CREATING STATIC ROUTES CONFIGURATION FILES IN KEY-VALUE FORMAT WHEN USING THE LEGACY NETWORK SCRIPTS

The legacy network scripts support setting statics routes in key-value format.

The procedure below configures an IPv4 route to the remote 198.51.100.0/24 network. The corresponding gateway with the IP address 192.0.2.10 is reachable through the `enp1s0` interface.

**NOTE**

The legacy network scripts support the key-value format only for static IPv4 routes. For IPv6 routes, use the `ip`-command format. See Creating static routes configuration files in ip-command format when using the legacy network scripts.

#### Prerequisites

- The gateways for the static route must be directly reachable on the interface.
- The `NetworkManager` package is not installed, or the `NetworkManager` service is disabled.
- The `network-scripts` package is installed.
- The `network` service is enabled.

#### Procedure

1. Add the static IPv4 route to the `/etc/sysconfig/network-scripts/route-enp0s1` file:

   ```
   ADDRESS0=198.51.100.0
   NETMASK0=255.255.255.0
   GATEWAY0=192.0.2.10
   ```

   - The `ADDRESS0` variable defines the network of the first routing entry.
   - The `NETMASK0` variable defines the netmask of the first routing entry.
   - The `GATEWAY0` variable defines the IP address of the gateway to the remote network or host for the first routing entry.

   If you add multiple static routes, increase the number in the variable names. Note that the variables for each route must be numbered sequentially. For example, `ADDRESS0`, `ADDRESS1`, `ADDRESS3`, and so on.

2. Restart the network:
# systemctl restart network

**Verification**

- Display the IPv4 routes:

```
# ip -4 route
...
198.51.100.0/24 via 192.0.2.10 dev enp1s0
```

**Troubleshooting**

- Display the journal entries of the `network` unit:

```
# journalctl -u network
```

The following are possible error messages and their causes:

- **Error: Nexthop has invalid gateway**: You specified an IPv4 gateway address in the `route-enp1s0` file that is not in the same subnet as this router.

- **RTNETLINK answers: No route to host**: You specified an IPv6 gateway address in the `route6-enp1s0` file that is not in the same subnet as this router.

- **Error: Invalid prefix for given prefix length**: You specified the remote network in the `route-enp1s0` file by using an IP address within the remote network rather than the network address.

**Additional resources**

- `/usr/share/doc/network-scripts/sysconfig.txt` file

**20.11. CREATING STATIC ROUTES CONFIGURATION FILES IN IP-COMMAND FORMAT WHEN USING THE LEGACY NETWORK SCRIPTS**

The legacy network scripts support setting statics routes.

The procedure below configures the following routes:

- An IPv4 route to the remote `198.51.100.0/24` network. The corresponding gateway with the IP address `192.0.2.10` is reachable through the `enp1s0` interface.

- An IPv6 route to the remote `2001:db8:2::/64` network. The corresponding gateway with the IP address `2001:db8:1::10` is reachable through the `enp1s0` interface.

**IMPORTANT**

IP addresses of the gateways (next hop) must be in the same IP subnet as the host on which you configure the static routes.

The examples in this procedure use configuration entries in `ip`-command format.
Prerequisites

- The gateways for the static route must be directly reachable on the interface.
- The NetworkManager package is not installed, or the NetworkManager service is disabled.
- The network-scripts package is installed.
- The network service is enabled.

Procedure

1. Add the static IPv4 route to the /etc/sysconfig/network-scripts/route-enp1s0 file:

   198.51.100.0/24 via 192.0.2.10 dev enp1s0

   Always specify the network address of the remote network, such as 198.51.100.0. Setting an IP address within the remote network, such as 198.51.100.1 causes that the network scripts fail to add this route.

2. Add the static IPv6 route to the /etc/sysconfig/network-scripts/route6-enp1s0 file:

   2001:db8:2::/64 via 2001:db8:1::10 dev enp1s0

3. Restart the network service:

   # systemctl restart network

Verification

1. Display the IPv4 routes:

   # ip -4 route
   ...

   198.51.100.0/24 via 192.0.2.10 dev enp1s0

2. Display the IPv6 routes:

   # ip -6 route
   ...

   2001:db8:2::/64 via 2001:db8:1::10 dev enp1s0 metric 1024 pref medium

Troubleshooting

- Display the journal entries of the network unit:

  # journalctl -u network

  The following are possible error messages and their causes:

  - **Error: Nexthop has invalid gateway**: You specified an IPv4 gateway address in the route-enp1s0 file that is not in the same subnet as this router.
- **RTNETLINK answers: No route to host**: You specified an IPv6 gateway address in the `route6-enp1s0` file that is not in the same subnet as this router.

- **Error: Invalid prefix for given prefix length**: You specified the remote network in the `route-enp1s0` file by using an IP address within the remote network rather than the network address.

**Additional Resources**

- `/usr/share/doc/network-scripts/sysconfig.txt` file
CHAPTER 21. CONFIGURING POLICY-BASED ROUTING TO DEFINE ALTERNATIVE ROUTES

By default, the kernel in RHEL decides where to forward network packets based on the destination address using a routing table. Policy-based routing enables you to configure complex routing scenarios. For example, you can route packets based on various criteria, such as the source address, packet metadata, or protocol.

NOTE
On systems that use NetworkManager, only the `nmcli` utility supports setting routing rules and assigning routes to specific tables.

21.1. ROUTING TRAFFIC FROM A SPECIFIC SUBNET TO A DIFFERENT DEFAULT GATEWAY BY USING NMCLI

You can use policy-based routing to configure a different default gateway for traffic from certain subnets. For example, you can configure RHEL as a router that, by default, routes all traffic to internet provider A using the default route. However, traffic received from the internal workstations subnet is routed to provider B.

The procedure assumes the following network topology:

Prerequisites

- The system uses **NetworkManager** to configure the network, which is the default.
- The RHEL router you want to set up in the procedure has four network interfaces:
  - The `enp7s0` interface is connected to the network of provider A. The gateway IP in the provider’s network is **198.51.100.2**, and the network uses a **/30** network mask.
  - The `enp1s0` interface is connected to the network of provider B. The gateway IP in the provider’s network is **192.0.2.2**, and the network uses a **/30** network mask.
  - The `enp8s0` interface is connected to the **10.0.0.0/24** subnet with internal workstations.
The **enp9s0** interface is connected to the **203.0.113.0/24** subnet with the company’s servers.

- Hosts in the internal workstations subnet use **10.0.0.1** as the default gateway. In the procedure, you assign this IP address to the **enp8s0** network interface of the router.

- Hosts in the server subnet use **203.0.113.1** as the default gateway. In the procedure, you assign this IP address to the **enp9s0** network interface of the router.

- The **firewalld** service is enabled and active.

### Procedure

1. Configure the network interface to provider A:

   ```
   # nmcli connection add type ethernet con-name Provider-A ifname enp7s0
   ipv4.method manual ipv4.addresses 198.51.100.1/30 ipv4.gateway 198.51.100.2
   ipv4.dns 198.51.100.200 connection.zone external
   ```

   The `nmcli connection add` command creates a NetworkManager connection profile. The command uses the following options:

   - **type ethernet**: Defines that the connection type is Ethernet.
   - **con-name connection_name**: Sets the name of the profile. Use a meaningful name to avoid confusion.
   - **ifname network_device**: Sets the network interface.
   - **ipv4.method manual**: Enables to configure a static IP address.
   - **ipv4.addresses IP_address/subnet_mask**: Sets the IPv4 addresses and subnet mask.
   - **ipv4.gateway IP_address**: Sets the default gateway address.
   - **ipv4.dns IP_of_DNS_server**: Sets the IPv4 address of the DNS server.
   - **connection.zone firewalld_zone**: Assigns the network interface to the defined **firewalld** zone. Note that **firewalld** automatically enables masquerading for interfaces assigned to the **external** zone.

2. Configure the network interface to provider B:

   ```
   # nmcli connection add type ethernet con-name Provider-B ifname enp1s0
   ipv4.method manual ipv4.addresses 192.0.2.1/30 ipv4.routes "0.0.0.0/0 192.0.2.2 table=5000" connection.zone external
   ```

   This command uses the **ipv4.routes** parameter instead of **ipv4.gateway** to set the default gateway. This is required to assign the default gateway for this connection to a different routing table (**5000**) than the default. NetworkManager automatically creates this new routing table when the connection is activated.

3. Configure the network interface to the internal workstations subnet:
This command uses the `ipv4.routes` parameter to add a static route to the routing table with ID 5000. This static route for the 10.0.0.0/24 subnet uses the IP of the local network interface to provider B (192.0.2.1) as next hop.

Additionally, the command uses the `ipv4.routing-rules` parameter to add a routing rule with priority 5 that routes traffic from the 10.0.0.0/24 subnet to table 5000. Low values have a high priority.

Note that the syntax in the `ipv4.routing-rules` parameter is the same as in an `ip rule add` command, except that `ipv4.routing-rules` always requires specifying a priority.

4. Configure the network interface to the server subnet:

```bash
# nmcli connection add type ethernet con-name Servers ifname enp9s0 ipv4.method manual ipv4.addresses 203.0.113.1/24 connection.zone trusted
```

Verification

1. On a RHEL host in the internal workstation subnet:
   a. Install the `traceroute` package:

   ```bash
   # yum install traceroute
   ```

   b. Use the `traceroute` utility to display the route to a host on the internet:

   ```bash
   # traceroute redhat.com
   traceroute to redhat.com (209.132.183.105), 30 hops max, 60 byte packets
   1  10.0.0.1 (10.0.0.1)     0.337 ms  0.260 ms  0.223 ms
   2  192.0.2.1 (192.0.2.1)   0.884 ms  1.066 ms  1.248 ms
   ...
   ```

   The output of the command displays that the router sends packets over 192.0.2.1, which is the network of provider B.

2. On a RHEL host in the server subnet:
   a. Install the `traceroute` package:

   ```bash
   # yum install traceroute
   ```

   b. Use the `traceroute` utility to display the route to a host on the internet:

   ```bash
   # traceroute redhat.com
   traceroute to redhat.com (209.132.183.105), 30 hops max, 60 byte packets
   1  203.0.113.1 (203.0.113.1)    2.179 ms  2.073 ms  1.944 ms
   2  198.51.100.2 (198.51.100.2)  1.868 ms  1.798 ms  1.549 ms
   ...
The output of the command displays that the router sends packets over 198.51.100.2, which is the network of provider A.

Troubleshooting steps

On the RHEL router:

1. Display the rule list:

   ```
   # ip rule list
   0: from all lookup local
   5: from 10.0.0.0/24 lookup 5000
   32766: from all lookup main
   32767: from all lookup default
   ```

   By default, RHEL contains rules for the tables `local`, `main`, and `default`.

2. Display the routes in table 5000:

   ```
   # ip route list table 5000
   0.0.0.0/0 via 192.0.2.2 dev enp1s0 proto static metric 100
   10.0.0.0/24 dev enp8s0 proto static scope link src 192.0.2.1 metric 102
   ```

3. Display the interfaces and firewall zones:

   ```
   # firewall-cmd --get-active-zones
   external interfaces: enp1s0 enp7s0
   trusted interfaces: enp8s0 enp9s0
   ```

4. Verify that the `external` zone has masquerading enabled:

   ```
   # firewall-cmd --info-zone=external
   external (active)
   target: default
   icmp-block-inversion: no
   interfaces: enp1s0 enp7s0
   sources:
   services: ssh
   ports:
   protocols:
   masquerade: yes
   ... 
   ```

Additional resources

- `nm-settings(5)` man page
- `nmcli(1)` man page
- Is it possible to set up Policy Based Routing with NetworkManager in RHEL?
21.2. ROUTING TRAFFIC FROM A SPECIFIC SUBNET TO A DIFFERENT DEFAULT GATEWAY BY USING THE NETWORK RHEL SYSTEM ROLE

You can use policy-based routing to configure a different default gateway for traffic from certain subnets. For example, you can configure RHEL as a router that, by default, routes all traffic to internet provider A using the default route. However, traffic received from the internal workstations subnet is routed to provider B.

To configure policy-based routing remotely and on multiple nodes, you can use the RHEL network System Role. Perform this procedure on the Ansible control node.

This procedure assumes the following network topology:

---

**Prerequisites**

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
- The account you use to connect to the managed nodes has `sudo` permissions on the them.
- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.
- The managed nodes uses the `NetworkManager` and `firewalld` services.
- The managed nodes you want to configure has four network interfaces:
  - The `enp7s0` interface is connected to the network of provider A. The gateway IP in the provider’s network is `198.51.100.2`, and the network uses a `/30` network mask.
  - The `enp1s0` interface is connected to the network of provider B. The gateway IP in the provider’s network is `192.0.2.2`, and the network uses a `/30` network mask.
  - The `enp8s0` interface is connected to the `10.0.0.0/24` subnet with internal workstations.
  - The `enp9s0` interface is connected to the `203.0.113.0/24` subnet with the company’s servers.
• Hosts in the internal workstations subnet use **10.0.0.1** as the default gateway. In the procedure, you assign this IP address to the **enp8s0** network interface of the router.

• Hosts in the server subnet use **203.0.113.1** as the default gateway. In the procedure, you assign this IP address to the **enp9s0** network interface of the router.

### Procedure

1. Create a playbook file, for example `~/pbr.yml`, with the following content:

```yaml
---
- name: Configuring policy-based routing
  hosts: managed-node-01.example.com
  tasks:
    - name: Routing traffic from a specific subnet to a different default gateway
      include_role:
        name: rhel-system-roles.network
    vars:
      network_connections:
        - name: Provider-A
          interface_name: enp7s0
          type: ethernet
          autoconnect: True
          ip:
            - 198.51.100.1/30
            gateway4: 198.51.100.2
            dns:
              - 198.51.100.200
            state: up
            zone: external
        - name: Provider-B
          interface_name: enp1s0
          type: ethernet
          autoconnect: True
          ip:
            - 192.0.2.1/30
            route:
              - network: 0.0.0.0
                prefix: 0
                gateway: 192.0.2.2
                table: 5000
                state: up
                zone: external
        - name: Internal-Workstations
          interface_name: enp8s0
          type: ethernet
          autoconnect: True
          ip:
            - 10.0.0.1/24
            route:
```

```
2. Run the playbook:

```bash
# ansible-playbook ~/pbr.yml
```

**Verification**

1. On a RHEL host in the internal workstation subnet:

   a. Install the `traceroute` package:

   ```bash
   # yum install traceroute
   ```

   b. Use the `traceroute` utility to display the route to a host on the internet:

   ```bash
   # traceroute redhat.com
   traceroute to redhat.com (209.132.183.105), 30 hops max, 60 byte packets
   1 10.0.0.1 (10.0.0.1) 0.337 ms 0.260 ms 0.223 ms
   2 192.0.2.1 (192.0.2.1) 0.884 ms 1.066 ms 1.248 ms
   ...
   
   The output of the command displays that the router sends packets over `192.0.2.1`, which is the network of provider B.

2. On a RHEL host in the server subnet:

   a. Install the `traceroute` package:

   ```bash
   # yum install traceroute
   ```

   b. Use the `traceroute` utility to display the route to a host on the internet:

   ```bash
   # traceroute redhat.com
   traceroute to redhat.com (209.132.183.105), 30 hops max, 60 byte packets
   1 203.0.113.1 (203.0.113.1) 2.179 ms 2.073 ms 1.944 ms
   ```
2 198.51.100.2 (198.51.100.2) 1.868 ms 1.798 ms 1.549 ms

The output of the command displays that the router sends packets over 198.51.100.2, which is the network of provider A.

3. On the RHEL router that you configured using the RHEL System Role:

a. Display the rule list:

```
# ip rule list
0: from all lookup local
5: from 10.0.0.0/24 lookup 5000
32766: from all lookup main
32767: from all lookup default
```

By default, RHEL contains rules for the tables local, main, and default.

b. Display the routes in table 5000:

```
# ip route list table 5000
0.0.0.0/0 via 192.0.2.2 dev enp1s0 proto static metric 100
10.0.0.0/24 dev enp8s0 proto static scope link src 192.0.2.1 metric 102
```

c. Display the interfaces and firewall zones:

```
# firewall-cmd --get-active-zones
external
    interfaces: enp1s0 enp7s0
trusted
    interfaces: enp8s0 enp9s0
```

d. Verify that the external zone has masquerading enabled:

```
# firewall-cmd --info-zone=external
external (active)
    target: default
    icmp-block-inversion: no
    interfaces: enp1s0 enp7s0
    sources:
    services: ssh
    ports:
    protocols:
    masquerade: yes
```

Additional resources

- `/usr/share/ansible/roles/rhel-system-roles.network/README.md` file

21.3. OVERVIEW OF CONFIGURATION FILES INVOLVED IN POLICY-BASED ROUTING WHEN USING THE LEGACY NETWORK SCRIPTS
If you use the legacy network scripts instead of NetworkManager to configure your network, you can also configure policy-based routing.

**NOTE**

Configuring the network using the legacy network scripts provided by the *network-scripts* package is deprecated in RHEL 8. Red Hat recommends that you use NetworkManager to configure policy-based routing. For an example, see Routing traffic from a specific subnet to a different default gateway by using nmcli.

The following configuration files are involved in policy-based routing when you use the legacy network scripts:

- `/etc/sysconfig/network-scripts/route-interface`: This file defines the IPv4 routes. Use the `table` option to specify the routing table. For example:

  ```
  192.0.2.0/24 via 198.51.100.1 table 1
  203.0.113.0/24 via 198.51.100.2 table 2
  ```

- `/etc/sysconfig/network-scripts/route6-interface`: This file defines the IPv6 routes.

- `/etc/sysconfig/network-scripts/rule-interface`: This file defines the rules for IPv4 source networks for which the kernel routes traffic to specific routing tables. For example:

  ```
  from 192.0.2.0/24 lookup 1
  from 203.0.113.0/24 lookup 2
  ```

- `/etc/sysconfig/network-scripts/rule6-interface`: This file defines the rules for IPv6 source networks for which the kernel routes traffic to specific routing tables.

- `/etc/iproute2/rt_tables`: This file defines the mappings if you want to use names instead of numbers to refer to specific routing tables. For example:

  ```
  1     Provider_A
  2     Provider_B
  ```

**Additional resources**

- `ip-route(8)` man page
- `ip-rule(8)` man page

### 21.4. ROUTING TRAFFIC FROM A SPECIFIC SUBNET TO A DIFFERENT DEFAULT GATEWAY BY USING THE LEGACY NETWORK SCRIPTS

You can use policy-based routing to configure a different default gateway for traffic from certain subnets. For example, you can configure RHEL as a router that, by default, routes all traffic to internet provider A using the default route. However, traffic received from the internal workstations subnet is routed to provider B.
IMPORTANT

Configuring the network using the legacy network scripts provided by the network-scripts package is deprecated in RHEL 8. Follow the procedure only if you use the legacy network scripts instead of NetworkManager on your host. If you use NetworkManager to manage your network settings, see Routing traffic from a specific subnet to a different default gateway by using nmcli.

The procedure assumes the following network topology:

![Network Topology Diagram]

NOTE

The legacy network scripts process configuration files in alphabetical order. Therefore, you must name the configuration files in a way that ensures that an interface, that is used in rules and routes of other interfaces, are up when a depending interface requires it. To accomplish the correct order, this procedure uses numbers in the ifcfg-*, route-*, and rules-* files.

Prerequisites

- The NetworkManager package is not installed, or the NetworkManager service is disabled.
- The network-scripts package is installed.
- The RHEL router you want to set up in the procedure has four network interfaces:
  - The enp7s0 interface is connected to the network of provider A. The gateway IP in the provider’s network is 198.51.100.2, and the network uses a /30 network mask.
  - The enp1s0 interface is connected to the network of provider B. The gateway IP in the provider’s network is 192.0.2.2, and the network uses a /30 network mask.
  - The enp8s0 interface is connected to the 10.0.0.0/24 subnet with internal workstations.
  - The enp9s0 interface is connected to the 203.0.113.0/24 subnet with the company’s servers.
- Hosts in the internal workstations subnet use 10.0.0.1 as the default gateway. In the procedure, you assign this IP address to the enp8s0 network interface of the router.

- Hosts in the server subnet use 203.0.113.1 as the default gateway. In the procedure, you assign this IP address to the enp9s0 network interface of the router.

- The `firewalld` service is enabled and active.

Procedure

1. Add the configuration for the network interface to provider A by creating the `/etc/sysconfig/network-scripts/ifcfg-1_Provider-A` file with the following content:

```bash
TYPE=Ethernet
IPADDR=198.51.100.1
PREFIX=30
GATEWAY=198.51.100.2
DNS1=198.51.100.200
DEFROUTE=yes
NAME=1_Provider-A
DEVICE=enp7s0
ONBOOT=yes
ZONE=external
```

The configuration file uses the following parameters:

- **TYPE=Ethernet**: Defines that the connection type is Ethernet.
- **IPADDR=IP_address**: Sets the IPv4 address.
- **PREFIX=subnet_mask**: Sets the subnet mask.
- **GATEWAY=IP_address**: Sets the default gateway address.
- **DNS1=IP_of_DNS_server**: Sets the IPv4 address of the DNS server.
- **DEFROUTE=yes/no**: Defines whether the connection is a default route or not.
- **NAME=connection_name**: Sets the name of the connection profile. Use a meaningful name to avoid confusion.
- **DEVICE=network_device**: Sets the network interface.
- **ONBOOT=yes**: Defines that RHEL starts this connection when the system boots.
- **ZONE=firewalld_zone**: Assigns the network interface to the defined `firewalld` zone. Note that `firewalld` automatically enables masquerading for interfaces assigned to the `external` zone.

2. Add the configuration for the network interface to provider B:

   a. Create the `/etc/sysconfig/network-scripts/ifcfg-2_Provider-B` file with the following content:

```bash
TYPE=Ethernet
IPADDR=192.0.2.1
PREFIX=30
```
DEFROUTE=no
NAME=2_Provider-B
DEVICE=enp1s0
ONBOOT=yes
ZONE=external

Note that the configuration file for this interface does not contain a default gateway setting.

b. Assign the gateway for the 2_Provider-B connection to a separate routing table. Therefore, create the /etc/sysconfig/network-scripts/route-2_Provider-B file with the following content:

0.0.0.0/0 via 192.0.2.2 table 5000

This entry assigns the gateway and traffic from all subnets routed through this gateway to table 5000.

3. Create the configuration for the network interface to the internal workstations subnet:

a. Create the /etc/sysconfig/network-scripts/ifcfg-3_Internal-Workstations file with the following content:

TYPE=Ethernet
IPADDR=10.0.0.1
PREFIX=24
DEFROUTE=no
NAME=3_Internal-Workstations
DEVICE=enp8s0
ONBOOT=yes
ZONE=internal

b. Add the routing rule configuration for the internal workstation subnet. Therefore, create the /etc/sysconfig/network-scripts/rule-3_Internal-Workstations file with the following content:

pri 5 from 10.0.0.0/24 table 5000

This configuration defines a routing rule with priority 5 that routes all traffic from the 10.0.0.0/24 subnet to table 5000. Low values have a high priority.

c. Create the /etc/sysconfig/network-scripts/route-3_Internal-Workstations file with the following content to add a static route to the routing table with ID 5000:

10.0.0.0/24 via 192.0.2.1 table 5000

This static route defines that RHEL sends traffic from the 10.0.0.0/24 subnet to the IP of the local network interface to provider B (192.0.2.1). This interface is to routing table 5000 and used as the next hop.

4. Add the configuration for the network interface to the server subnet by creating the /etc/sysconfig/network-scripts/ifcfg-4_Servers file with the following content:

TYPE=Ethernet
IPADDR=203.0.113.1
5. Restart the network:

```bash
# systemctl restart network
```

**Verification**

1. On a RHEL host in the internal workstation subnet:
   a. Install the `traceroute` package:

   ```bash
   # yum install traceroute
   ```

   b. Use the `traceroute` utility to display the route to a host on the internet:

   ```bash
   # traceroute redhat.com
   traceroute to redhat.com (209.132.183.105), 30 hops max, 60 byte packets
   1  10.0.0.1 (10.0.0.1)     0.337 ms  0.260 ms  0.223 ms
   2  192.0.2.1 (192.0.2.1)   0.884 ms  1.066 ms  1.248 ms
   ...
   ```

   The output of the command displays that the router sends packets over **192.0.2.1**, which is the network of provider B.

2. On a RHEL host in the server subnet:
   a. Install the `traceroute` package:

   ```bash
   # yum install traceroute
   ```

   b. Use the `traceroute` utility to display the route to a host on the internet:

   ```bash
   # traceroute redhat.com
   traceroute to redhat.com (209.132.183.105), 30 hops max, 60 byte packets
   1  203.0.113.1 (203.0.113.1)    2.179 ms  2.073 ms  1.944 ms
   2  198.51.100.2 (198.51.100.2)  1.868 ms  1.798 ms  1.549 ms
   ...
   ```

   The output of the command displays that the router sends packets over **198.51.100.2**, which is the network of provider A.

**Troubleshooting steps**

On the RHEL router:

1. Display the rule list:

   ```bash
   # ip rule list
   0: from all lookup local
   ```
By default, RHEL contains rules for the tables local, main, and default.

2. Display the routes in table 5000:

```bash
# ip route list table 5000
default via 192.0.2.2 dev enp1s0
10.0.0.0/24 via 192.0.2.1 dev enp1s0
```

3. Display the interfaces and firewall zones:

```bash
# firewall-cmd --get-active-zones
external
    interfaces: enp1s0 enp7s0
internal
    interfaces: enp8s0 enp9s0
```

4. Verify that the external zone has masquerading enabled:

```bash
# firewall-cmd --info-zone=external
external (active)
target: default
icmp-block-inversion: no
interfaces: enp1s0 enp7s0
sources:
services: ssh
ports:
protocols:
masquerade: yes
...
```

Additional resources

- Overview of configuration files involved in policy-based routing when using the legacy network scripts
- `ip-route(8)` man page
- `ip-rule(8)` man page
- `/usr/share/doc/network-scripts/sysconfig.txt` file
CHAPTER 22. CONFIGURING NETWORKMANAGER DHCP SETTINGS

NetworkManager provides different configuration options related to DHCP. For example, you can configure NetworkManager to use the built-in DHCP client (default) or an external client, and you can influence DHCP settings of individual profiles.

22.1. CHANGING THE DHCP CLIENT OF NETWORKMANAGER

By default, NetworkManager uses its internal DHCP client. However, if you require a DHCP client with features that the built-in client does not provide, you can alternatively configure NetworkManager to use `dhclient`.

Note that RHEL does not provide `dhcpcd` and, therefore, NetworkManager cannot use this client.

Procedure

1. Create the `/etc/NetworkManager/conf.d/dhcp-client.conf` file with the following content:

   ```ini
   [main]
   dhcp=dhclient
   ```

   You can set the `dhcp` parameter to `internal` (default) or `dhclient`.

2. If you set the `dhcp` parameter to `dhclient`, install the `dhcp-client` package:

   ```
   # yum install dhcp-client
   ```

3. Restart NetworkManager:

   ```
   # systemctl restart NetworkManager
   ```

   Note that the restart temporarily interrupts all network connections.

Verification

- Search in the `/var/log/messages` log file for an entry similar to the following:

   ```
   Apr 26 09:54:19 server NetworkManager[27748]: <info> [1650959659.8483] dhcp-init: Using DHCP client 'dhclient'
   ```

   This log entry confirms that NetworkManager uses `dhclient` as DHCP client.

Additional resources

- `NetworkManager.conf(5)` man page

22.2. CONFIGURING THE DHCP BEHAVIOR OF A NETWORKMANAGER CONNECTION
A Dynamic Host Configuration Protocol (DHCP) client requests the dynamic IP address and corresponding configuration information from a DHCP server each time a client connects to the network.

When you configured a connection to retrieve an IP address from a DHCP server, the NetworkManager requests an IP address from a DHCP server. By default, the client waits 45 seconds for this request to be completed. When a DHCP connection is started, a dhcp client requests an IP address from a DHCP server.

Prerequisites

- A connection that uses DHCP is configured on the host.

Procedure

1. Set the **ipv4.dhcp-timeout** and **ipv6.dhcp-timeout** properties. For example, to set both options to **30** seconds, enter:

   ```bash
   # nmcli connection modify connection_name ipv4.dhcp-timeout 30 ipv6.dhcp-timeout 30
   ```

   Alternatively, set the parameters to **infinity** to configure that NetworkManager does not stop trying to request and renew an IP address until it is successful.

2. Optional: Configure the behavior if NetworkManager does not receive an IPv4 address before the timeout:

   ```bash
   # nmcli connection modify connection_name ipv4.may-fail value
   ```

   If you set the **ipv4.may-fail** option to:

   - **yes**, the status of the connection depends on the IPv6 configuration:
     - If the IPv6 configuration is enabled and successful, NetworkManager activates the IPv6 connection and no longer tries to activate the IPv4 connection.
     - If the IPv6 configuration is disabled or not configured, the connection fails.
   
   - **no**, the connection is deactivated. In this case:
     - If the **autoconnect** property of the connection is enabled, NetworkManager retries to activate the connection as many times as set in the **autoconnect-retries** property. The default is **4**.
     - If the connection still cannot acquire a DHCP address, auto-activation fails. Note that after 5 minutes, the auto-connection process starts again to acquire an IP address from the DHCP server.

3. Optional: Configure the behavior if NetworkManager does not receive an IPv6 address before the timeout:

   ```bash
   # nmcli connection modify connection_name ipv6.may-fail value
   ```

Additional resources

- **nm-settings(5) man page**
CHAPTER 23. CREATING A DUMMY INTERFACE

As a Red Hat Enterprise Linux user, you can create and use dummy network interfaces for debugging and testing purposes. A dummy interface provides a device to route packets without actually transmitting them. It enables you to create additional loopback-like devices managed by NetworkManager and makes an inactive SLIP (Serial Line Internet Protocol) address look like a real address for local programs.

23.1. CREATING A DUMMY INTERFACE WITH BOTH AN IPV4 AND IPV6 ADDRESS USING NMCLI

You can create a dummy interface with various settings, such as IPv4 and IPv6 addresses. After creating the interface, NetworkManager automatically assigns it to the default public firewall zone.

Procedure

- Create a dummy interface named dummy0 with static IPv4 and IPv6 addresses:

  ```
  # nmcli connection add type dummy ifname dummy0 ipv4.method manual ipv4.addresses 192.0.2.1/24 ipv6.method manual ipv6.addresses 2001:db8:2::1/64
  ```

  **NOTE**
  To configure a dummy interface without IPv4 and IPv6 addresses, set both the `ipv4.method` and `ipv6.method` parameters to `disabled`. Otherwise, IP auto-configuration fails, and NetworkManager deactivates the connection and removes the device.

Verification

- List the connection profiles:

  ```
  # nmcli connection show
  NAME            UUID                                  TYPE     DEVICE
  dummy-dummy0    aaf6eb56-73e5-4746-9037-eed42caa8a65  dummy    dummy0
  ```

Additional resources

- `nm-settings(5)` man page
CHAPTER 24. USING NMSTATE-AUTOCONF TO AUTOMATICALLY CONFIGURE THE NETWORK STATE USING LLDP

Network devices can use the Link Layer Discovery Protocol (LLDP) to advertise their identity, capabilities, and neighbors in a LAN. The `nmstate-autoconf` utility can use this information to automatically configure local network interfaces.

**IMPORTANT**

The `nmstate-autoconf` utility is provided as a Technology Preview only. Technology Preview features are not supported with Red Hat production Service Level Agreements (SLAs), might not be functionally complete, and Red Hat does not recommend using them for production. These previews provide early access to upcoming product features, enabling customers to test functionality and provide feedback during the development process.

See Technology Preview Features Support Scope on the Red Hat Customer Portal for information about the support scope for Technology Preview features.

### 24.1. USING NMSTATE-AUTOCONF TO AUTOMATICALLY CONFIGURE NETWORK INTERFACES

The `nmstate-autoconf` utility uses LLDP to identify the VLAN settings of interfaces connected to a switch to configure local devices.

This procedure assumes the following scenario and that the switch broadcasts the VLAN settings using LLDP:

- The `enp1s0` and `enp2s0` interfaces of the RHEL server are connected to switch ports that are configured with VLAN ID 100 and VLAN name `prod-net`.
- The `enp3s0` interface of the RHEL server is connected to a switch port that is configured with VLAN ID 200 and VLAN name `mgmt-net`.

The `nmstate-autoconf` utility then uses this information to create the following interfaces on the server:

- `bond100` - A bond interface with `enp1s0` and `enp2s0` as ports.
- `prod-net` - A VLAN interface on top of `bond100` with VLAN ID 100.
- `mgmt-net` - A VLAN interface on top of `enp3s0` with VLAN ID 200.

If you connect multiple network interfaces to different switch ports for which LLDP broadcasts the same VLAN ID, `nmstate-autoconf` creates a bond with these interfaces and, additionally, configures the common VLAN ID on top of it.

**Prerequisites**

- The `nmstate` package is installed.
- LLDP is enabled on the network switch.
- The Ethernet interfaces are up.
Procedure

1. Enable LLDP on the Ethernet interfaces:
   a. Create a YAML file, for example `~/enable-lldp.yml`, with the following content:

   ```yaml
   interfaces:
   - name: enp1s0
     type: ethernet
     lldp:
       enabled: true
   - name: enp2s0
     type: ethernet
     lldp:
       enabled: true
   - name: enp3s0
     type: ethernet
     lldp:
       enabled: true
   ```

   b. Apply the settings to the system:

   ```bash
   # nmstatectl apply ~/enable-lldp.yml
   ```

2. Configure the network interfaces using LLDP:
   a. Optional, start a dry-run to display and verify the YAML configuration that `nmstate-autoconf` generates:

   ```bash
   # nmstate-autoconf -d enp1s0, enp2s0, enp3s0
   ```

   ```yaml
   interfaces:
   - name: prod-net
     type: vlan
     state: up
     vlan:
       base-iface: bond100
       id: 100
   - name: mgmt-net
     type: vlan
     state: up
     vlan:
       base-iface: enp3s0
       id: 200
   - name: bond100
     type: bond
     state: up
     link-aggregation:
       mode: balance-rr
     port:
       - enp1s0
       - enp2s0
   ```

   b. Use `nmstate-autoconf` to generate the configuration based on information received from LLDP, and apply the settings to the system:
Next steps

- If there is no DHCP server in your network that provides the IP settings to the interfaces, configure them manual. For details, see:
  - Configuring an Ethernet connection
  - Configuring network bonding

Verification

1. Display the settings of the individual interfaces:

   # nmstatectl show <interface_name>

Additional resources

- nmstate-autoconf(8) man page
CHAPTER 25. USING LLDP TO DEBUG NETWORK CONFIGURATION PROBLEMS

You can use the Link Layer Discovery Protocol (LLDP) to debug network configuration problems in the topology. This means that, LLDP can report configuration inconsistencies with other hosts or routers and switches.

25.1. DEBUGGING AN INCORRECT VLAN CONFIGURATION USING LLDP INFORMATION

If you configured a switch port to use a certain VLAN and a host does not receive these VLAN packets, you can use the Link Layer Discovery Protocol (LLDP) to debug the problem. Perform this procedure on the host that does not receive the packets.

Prerequisites

- The `nmstate` package is installed.
- The switch supports LLDP.
- LLDP is enabled on neighbor devices.

Procedure

1. Create the `~/enable-LLDP-enp1s0.yml` file with the following content:

   ```yaml
   interfaces:
   - name: enp1s0
     type: ethernet
     lldp:
       enabled: true
   ```

2. Use the `~/enable-LLDP-enp1s0.yml` file to enable LLDP on interface `enp1s0`:

   ```bash
   # nmstatectl apply ~/enable-LLDP-enp1s0.yml
   ```

3. Display the LLDP information:

   ```bash
   # nmstatectl show enp1s0
   - name: enp1s0
     type: ethernet
     state: up
     ipv4:
       enabled: false
     dhcp: false
     ipv6:
       enabled: false
       autoconf: false
     dhcp: false
     lldp:
       enabled: true
   ```
4. Verify the output to ensure that the settings match your expected configuration. For example, the LLDP information of the interface connected to the switch shows that the switch port this host is connected to uses VLAN ID 448:

    - type: 127
      ieee-802-1-vlans:
        - name: v2-0488-03-0505
          vid: 488
          oui: 00:80:c2
          subtype: 3
    - type: 127
      ieee-802-3-max-frame-size: 1522
      oui: 00:12:0f
      subtype: 4
      mac-address: 82:75:BE:6F:8C:7A
      mtu: 1500
If the network configuration of the `enp1s0` interface uses a different VLAN ID, change it accordingly.

**Additional resources**

**Configuring VLAN tagging**
CHAPTER 26. MANUALLY CREATING NETWORKMANAGER PROFILES IN KEYFILE FORMAT

NetworkManager supports profiles stored in the keyfile format. However, by default, if you use NetworkManager utilities, such as nmcli, the network RHEL System Role, or the nmstate API to manage profiles, NetworkManager still uses profiles in the ifcfg format.

In the next major RHEL release, the keyfile format will be the default.

26.1. THE KEYFILE FORMAT OF NETWORKMANAGER PROFILES

NetworkManager uses the INI-style keyfile format when it stores connection profiles on disk.

Example of an Ethernet connection profile in keyfile format:

```
[connection]
id=example_connection
uuid=82c6272d-1ff7-4d56-9c7c-0eb27c300029
type=ethernet
autoconnect=true

[ipv4]
method=auto

[ipv6]
method=auto

[ethernet]
mac-address=00:53:00:8f:fa:66
```

Each section corresponds to a NetworkManager setting name as described in the `nm-settings(5)` and `nm-settings-keyfile(5)` man pages. Each key-value-pair in a section is one of the properties listed in the settings specification of the man page.

Most variables in NetworkManager keyfiles have a one-to-one mapping. This means that a NetworkManager property is stored in the keyfile as a variable of the same name and in the same format. However, there are exceptions, mainly to make the keyfile syntax easier to read. For a list of these exceptions, see the `nm-settings-keyfile(5)` man page.

IMPORTANT

For security reasons, because connection profiles can contain sensitive information, such as private keys and passphrases, NetworkManager uses only configuration files owned by the root and that are only readable and writable by root.

Depending on the purpose of the connection profile, save it in one of the following directories:

- `/etc/NetworkManager/system-connections/`: The location of persistent profiles. If you modify a persistent profile by using the NetworkManager API, NetworkManager writes and overwrites files in this directory.
- `/run/NetworkManager/system-connections/`: For temporary profiles that are automatically removed when you reboot the system.
NetworkManager does not automatically reload profiles from disk. When you create or update a connection profile in keyfile format, use the `nmcli connection reload` command to inform NetworkManager about the changes.

### 26.2. CREATING A NETWORKMANAGER PROFILE IN KEYFILE FORMAT

You can manually create a NetworkManager connection profile in keyfile format.

**NOTE**

Manually creating or updating the configuration files can result in an unexpected or non-functional network configuration. Red Hat recommends that you use NetworkManager utilities, such as `nmcli`, the `network` RHEL System Role, or the `nmstate` API to manage NetworkManager connections.

**Procedure**

1. If you create a profile for a hardware interface, such as Ethernet, display the MAC address of this interface:

   ```bash
   # ip address show enp1s0
   2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP
   group default qlen 1000
   link/ether 00:53:00:8f:fa:66 brd ff:ff:ff:ff:ff:ff
   
   2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP
   group default qlen 1000
   link/ether 00:53:00:8f:fa:66 brd ff:ff:ff:ff:ff:ff
   
   2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP
   group default qlen 1000
   link/ether 00:53:00:8f:fa:66 brd ff:ff:ff:ff:ff:ff
   
   2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP
   group default qlen 1000
   link/ether 00:53:00:8f:fa:66 brd ff:ff:ff:ff:ff:ff
   
   2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP
   group default qlen 1000
   link/ether 00:53:00:8f:fa:66 brd ff:ff:ff:ff:ff:ff
   
   2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP
   group default qlen 1000
   link/ether 00:53:00:8f:fa:66 brd ff:ff:ff:ff:ff:ff
   ```

2. Create a connection profile. For example, for a connection profile of an Ethernet device that uses DHCP, create the `/etc/NetworkManager/system-connections/example.nmconnection` file with the following content:

   ```
   [connection]
   id=example_connection
   type=ethernet
   autoconnect=true

   [ipv4]
   method=auto

   [ipv6]
   method=auto

   [ethernet]
   mac-address=00:53:00:8f:fa:66
   ```

**NOTE**

You can use any file name with a `.nmconnection` suffix. However, when you later use `nmcli` commands to manage the connection, you must use the connection name set in the `id` variable when you refer to this connection. When you omit the `id` variable, use the file name without the `.nmconnection` to refer to this connection.
3. Set permissions on the configuration file so that only the root user can read and update it:

```
# chown root:root /etc/NetworkManager/system-connections/example.nmconnection
# chmod 600 /etc/NetworkManager/system-connections/example.nmconnection
```

4. Reload the connection profiles:

```
# nmcli connection reload
```

5. Verify that NetworkManager read the profile from the configuration file:

```
# nmcli -f NAME,UUID,FILENAME connection
NAME                UUID                                  FILENAME
example-connection  86da2486-068d-4d05-9ac7-957ec118afba
/etc/NetworkManager/system-connections/example.nmconnection
...
```

If the command does not show the newly added connection, verify that the file permissions and the syntax you used in the file are correct.

6. Optional: If you set the `autoconnect` variable in the profile to `false`, activate the connection:

```
# nmcli connection up example_connection
```

**Verification**

1. Display the connection profile:

```
# nmcli connection show example_connection
```

2. Display the IP settings of the interface:

```
# ip address show enp1s0
```

**Additional resources**

- `nm-settings-keyfile (5)`

**26.3. MIGRATING NETWORKMANAGER PROFILES FROM IFCFG TO KEYFILE FORMAT**

You can use the `nmcli connection migrate` command to migrate your existing `ifcfg` connection profiles to the keyfile format. This way, all your connection profiles will be in one location and in the preferred format.

**Prerequisites**

- You have connection profiles in `ifcfg` format in the `/etc/sysconfig/network-scripts/` directory.

**Procedure**

- Migrate the connection profiles:
Verification

- Optionally, you can verify that you successfully migrated all your connection profiles:

  ```shell
  # nmcli connection migrate
  Connection 'enp1s0' (43ed18ab-f0c4-4934-af3d-2b3333948e45) successfully migrated.
  Connection 'enp2s0' (883333e8-1b87-4947-8ceb-1f8812a80a9b) successfully migrated.
  ...
  #
  ```

Additional resources

- `nm-settings-keyfile(5)`
- `nm-settings-ifcfg-rh(5)`
- `nmcli(1)`

### 26.4. USING NMCLI TO CREATE KEYFILE CONNECTION PROFILES IN OFFLINE MODE

Red Hat recommends using NetworkManager utilities, such as `nmcli`, the `network` RHEL System Role, or the `nmstate` API to manage NetworkManager connections, to create and update configuration files. However, you can also create various connection profiles in the keyfile format in offline mode using the `nmcli --offline connection add` command.

The offline mode ensures that `nmcli` operates without the `NetworkManager` service to produce keyfile connection profiles through standard output. This feature can be useful if:

- You want to create your connection profiles that need to be pre-deployed somewhere. For example in a container image, or as an RPM package.

- You want to create your connection profiles in an environment where the `NetworkManager` service is not available. For example when you want to use the `chroot` utility. Alternatively, when you want to create or modify the network configuration of the RHEL system to be installed through the Kickstart `%post` script.

You can create the following connection profile types:

- static Ethernet connection
- dynamic Ethernet connection
- network bond
- network bridge
- VLAN or any kind of supported connections
WARNING
Manually creating or updating the configuration files can result in an unexpected or non-functional network configuration.

Prerequisites

- The NetworkManager service is stopped.

Procedure

1. Create a new connection profile in the keyfile format. For example, for a connection profile of an Ethernet device that does not use DHCP, run a similar `nmcli` command:

   ```bash
   # nmcli --offline connection add type ethernet con-name Example-Connection ipv4.addresses 192.0.2.1/24 ipv4.dns 192.0.2.200 ipv4.method manual > /etc/NetworkManager/system-connections/output.nmconnection
   ```

   **NOTE**
   
   The connection name you specified with the `con-name` key is saved into the `id` variable of the generated profile. When you use the `nmcli` command to manage this connection later, specify the connection as follows:
   
   - When the `id` variable is not omitted, use the connection name, for example `Example-Connection`.
   - When the `id` variable is omitted, use the file name without the `.nmconnection` suffix, for example `output`.

2. Set permissions to the configuration file so that only the root user can read and update it:

   ```bash
   # chmod 600 /etc/NetworkManager/system-connections/output.nmconnection
   # chown root:root /etc/NetworkManager/system-connections/output.nmconnection
   ```

3. Start the NetworkManager service:

   ```bash
   # systemctl start NetworkManager.service
   ```

4. Optional: If you set the `autoconnect` variable in the profile to `false`, activate the connection:

   ```bash
   # nmcli connection up Example-Connection
   ```

Verification

1. Verify that the NetworkManager service is running:

   ```bash
   # systemctl status NetworkManager.service
   ```
1. NetworkManager.service - Network Manager
   Loaded: loaded (/usr/lib/systemd/system/NetworkManager.service; enabled; vendor preset: enabled)
   Active: active (running) since Wed 2022-08-03 13:08:32 CEST; 1min 40s ago
   Docs: man:NetworkManager(8)
   Main PID: 7138 (NetworkManager)
   Tasks: 3 (limit: 22901)
   Memory: 4.4M
   CGroup: /system.slice/NetworkManager.service
       └─ 7138 /usr/sbin/NetworkManager --no-daemon


2. Verify that NetworkManager can read the profile from the configuration file:

   # nmcli -f TYPE,FILENAME,NAME connection
   TYPE FILENAME                      NAME
   ethernet /etc/NetworkManager/system-connections/output.nmconnection Example-Connection
   ethernet /etc/sysconfig/network-scripts/ifcfg-enp1s0 enp1s0

   If the output does not show the newly created connection, verify that the keyfile permissions and the syntax you used are correct.

3. Display the connection profile:

   # nmcli connection show Example-Connection
   connection.id:                          Example-Connection
   connection.uuid:                        232290ce-5225-422a-9228-cb83b22056b4
   connection.stable-id:                   --
   connection.type:                        802-3-ethernet
   connection.interface-name:              --
   connection.autoconnect:                 yes

Additional resources

- nmcli(1)
- nm-settings-keyfile(5)
- The keyfile format of NetworkManager profiles
- Configuring an Ethernet connection by using nmcli
- Configuring VLAN tagging by using nmcli
- Configuring a network bridge by using nmcli
- Configuring a network bond by using nmcli
CHAPTER 27. SYSTEMD NETWORK TARGETS AND SERVICES

NetworkManager configures the network during the system boot process. However, when booting with a remote root (/), such as if the root directory is stored on an iSCSI device, the network settings are applied in the initial RAM disk (initrd) before RHEL is started. For example, if the network configuration is specified on the kernel command line using rd.neednet=1 or a configuration is specified to mount remote file systems, then the network settings are applied on initrd.

RHEL uses the network and network-online targets and the NetworkManager-wait-online service while applying network settings. Also, you can configure systemd services to start after the network is fully available if these services cannot dynamically reload.

27.1. DIFFERENCES BETWEEN THE NETWORK AND NETWORK-ONLINE SYSTEMD TARGET

Systemd maintains the network and network-online target units. The special units such as NetworkManager-wait-online.service, have WantedBy=network-online.target and Before=network-online.target parameters. If enabled, these units get started with network-online.target and delay the target to be reached until some form of network connectivity is established. They delay the network-online target until the network is connected.

The network-online target starts a service, which adds substantial delays to further execution. Systemd automatically adds dependencies with Wants and After parameters for this target unit to all the System V (SysV) init script service units with a Linux Standard Base (LSB) header referring to the $network facility. The LSB header is metadata for init scripts. You can use it to specify dependencies. This is similar to the systemd target.

The network target does not significantly delay the execution of the boot process. Reaching the network target means that the service that is responsible for setting up the network has started. However, it does not mean that a network device was configured. This target is important during the shutdown of the system. For example, if you have a service that was ordered after the network target during bootup, then this dependency is reversed during the shutdown. The network does not get disconnected until your service has been stopped. All mount units for remote network file systems automatically start the network-online target unit and order themselves after it.

NOTE

The network-online target unit is only useful during the system starts. After the system has completed booting up, this target does not track the online state of the network. Therefore, you cannot use network-online to monitor the network connection. This target provides a one-time system startup concept.

27.2. OVERVIEW OF NETWORKMANAGER-WAIT-ONLINE

The synchronous legacy network scripts iterate through all configuration files to set up devices. They apply all network-related configurations and ensure that the network is online.

The NetworkManager-wait-online service waits with a timeout for the network to be configured. This network configuration involves plugging-in an Ethernet device, scanning for a Wi-Fi device, and so forth. NetworkManager automatically activates suitable profiles that are configured to start automatically. The failure of the automatic activation process due to a DHCP timeout or similar event might keep NetworkManager busy for an extended period of time. Depending on the configuration, NetworkManager retries activating the same profile or a different profile.
When the startup completes, either all profiles are in a disconnected state or are successfully activated. You can configure profiles to auto-connect. The following are a few examples of parameters that set timeouts or define when the connection is considered active:

- **connection.wait-device-timeout** - sets the timeout for the driver to detect the device
- **ipv4.may-fail** and **ipv6.may-fail** - sets activation with one IP address family ready, or whether a particular address family must have completed configuration.
- **ipv4.gateway-ping-timeout** - delays activation.

Additional resources

- **nm-settings(5)** man page

### 27.3. Configuring a Systemd Service to Start After the Network Has Been Started

Red Hat Enterprise Linux installs systemd service files in the `/usr/lib/systemd/system/` directory. This procedure creates a drop-in snippet for a service file in `/etc/systemd/system/service_name.service.d/` that is used together with the service file in `/usr/lib/systemd/system/` to start a particular service after the network is online. It has a higher priority if settings in the drop-in snippet overlap with the ones in the service file in `/usr/lib/systemd/system/`.

**Procedure**

1. To open the service file in the editor, enter:

   ```
   # systemctl edit service_name
   ```

2. Enter the following, and save the changes:

   ```
   [Unit]
   After=network-online.target
   ```

3. Reload the systemd service.

   ```
   # systemctl daemon-reload
   ```
CHAPTER 28. LINUX TRAFFIC CONTROL

Linux offers tools for managing and manipulating the transmission of packets. The Linux Traffic Control (TC) subsystem helps in policing, classifying, shaping, and scheduling network traffic. TC also mangles the packet content during classification by using filters and actions. The TC subsystem achieves this by using queuing disciplines (qdisc), a fundamental element of the TC architecture.

The scheduling mechanism arranges or rearranges the packets before they enter or exit different queues. The most common scheduler is the First-In-First-Out (FIFO) scheduler. You can do the qdiscs operations temporarily using the tc utility or permanently using NetworkManager.

In Red Hat Enterprise Linux, you can configure default queueing disciplines in various ways to manage the traffic on a network interface.

28.1. OVERVIEW OF QUEUING DISCIPLINES

Queuing disciplines (qdiscs) help with queuing up and, later, scheduling of traffic transmission by a network interface. A qdisc has two operations;

- enqueue requests so that a packet can be queued up for later transmission and
- dequeue requests so that one of the queued-up packets can be chosen for immediate transmission.

Every qdisc has a 16-bit hexadecimal identification number called a handle, with an attached colon, such as 1: or abcd:. This number is called the qdisc major number. If a qdisc has classes, then the identifiers are formed as a pair of two numbers with the major number before the minor, <major>:<minor>, for example abcd:1. The numbering scheme for the minor numbers depends on the qdisc type. Sometimes the numbering is systematic, where the first-class has the ID <major>:1, the second one <major>:2, and so on. Some qdiscs allow the user to set class minor numbers arbitrarily when creating the class.

Classful qdiscs

Different types of qdiscs exist and help in the transfer of packets to and from a networking interface. You can configure qdiscs with root, parent, or child classes. The point where children can be attached are called classes. Classes in qdisc are flexible and can always contain either multiple children classes or a single child, qdisc. There is no prohibition against a class containing a classful qdisc itself, this facilitates complex traffic control scenarios.

Classful qdiscs do not store any packets themselves. Instead, they enqueue and dequeue requests down to one of their children according to criteria specific to the qdisc. Eventually, this recursive packet passing ends up where the packets are stored (or picked up from in the case of dequeuing).

Classless qdiscs

Some qdiscs contain no child classes and they are called classless qdiscs. Classless qdiscs require less customization compared to classful qdiscs. It is usually enough to attach them to an interface.

Additional resources

- tc(8) man page
- tc-actions(8) man page

28.2. INSPECTING QDISCS OF A NETWORK INTERFACE USING THE TC UTILITY
By default, Red Hat Enterprise Linux systems use \texttt{fq\_codel qdisc}. You can inspect the \texttt{qdisc} counters using the \texttt{tc} utility.

**Procedure**

1. Optional: View your current \texttt{qdisc}:
   \[
   \# \text{tc qdisc show dev enp0s1}
   \]

2. Inspect the current \texttt{qdisc} counters:
   \[
   \# \text{tc -s qdisc show dev enp0s1}
   \]
   \[
   \text{qdisc fq\_codel 0: root refcnt 2 limit 10240p flows 1024 quantum 1514 target 5.0ms interval 100.0ms memory\_limit 32Mb ecn}
   \]
   \[
   \text{Sent 1008193 bytes 5559 pkt (dropped 233, overlimits 55 requeues 77) backlog 0b 0p requeues 0}
   \]
   \[
   \text{- dropped} - \text{the number of times a packet is dropped because all queues are full}
   \]
   \[
   \text{- overlimits} - \text{the number of times the configured link capacity is filled}
   \]
   \[
   \text{- sent} - \text{the number of dequeues}
   \]

**28.3. UPDATING THE DEFAULT QDISC**

If you observe networking packet losses with the current \texttt{qdisc}, you can change the \texttt{qdisc} based on your network-requirements.

**Procedure**

1. View the current default \texttt{qdisc}:
   \[
   \# \text{sysctl -a | grep qdisc}
   \]
   \[
   \text{net.core.default\_qdisc = fq\_codel}
   \]

2. View the \texttt{qdisc} of current Ethernet connection:
   \[
   \# \text{tc -s qdisc show dev enp0s1}
   \]
   \[
   \text{qdisc fq\_codel 0: root refcnt 2 limit 10240p flows 1024 quantum 1514 target 5.0ms interval 100.0ms memory\_limit 32Mb ecn}
   \]
   \[
   \text{Sent 0 bytes 0 pkt (dropped 0, overlimits 0 requeues 0) backlog 0b 0p requeues 0 maxpacket 0 drop\_overlimit 0 new\_flow\_count 0 ecn\_mark 0 new\_flows\_len 0 old\_flows\_len 0}
   \]

3. Update the existing \texttt{qdisc}:
   \[
   \# \text{sysctl -w net.core.default\_qdisc=pfifo\_fast}
   \]

4. To apply the changes, reload the network driver:
   \[
   \# \text{modprobe -r NETWORKDRIVERNAME}
   \]
   \[
   \# \text{modprobe NETWORKDRIVERNAME}
   \]
5. Start the network interface:

```
# ip link set enp0s1 up
```

Verification

- View the `qdisc` of the Ethernet connection:

```
# tc -s qdisc show dev enp0s1
qdisc pfifo.fast 0: root refcnt 2 bands 3 priomap 1 2 2 1 2 0 0 1 1 1 1 1 1 1 1 1
Sent 373186 bytes 5333 pkt (dropped 0, overlimits 0 requeues 0)
backlog 0b 0p requeues 0
....
```

Additional resources

- How to set `sysctl` variables on Red Hat Enterprise Linux

### 28.4. TEMPORARILY SETTING THE CURRENT QDISK OF A NETWORK INTERFACE USING THE TC UTILITY

You can update the current `qdisc` without changing the default one.

**Procedure**

1. Optional: View the current `qdisc`:

```
# tc -s qdisc show dev enp0s1
```

2. Update the current `qdisc`:

```
# tc qdisc replace dev enp0s1 root htb
```

Verification

- View the updated current `qdisc`:

```
# tc -s qdisc show dev enp0s1
qdisc htb 8001: root refcnt 2 r2q 10 default 0 direct_packets_stat 0 direct_qlen 1000
Sent 0 bytes 0 pkt (dropped 0, overlimits 0 requeues 0)
backlog 0b 0p requeues 0
```

### 28.5. PERMANENTLY SETTING THE CURRENT QDISC OF A NETWORK INTERFACE USING NETWORKMANAGER

You can update the current `qdisc` value of a NetworkManager connection.

**Procedure**

1. Optional: View the current `qdisc`:
2. Update the current qdisc:

```
# nmcli connection modify enp0s1 tc.qdiscs 'root pfifo_fast'
```

3. Optional: To add another qdisc over the existing qdisc, use the `+tc.qdisc` option:

```
# nmcli connection modify enp0s1 +tc.qdisc 'ingress handle ffff:'
```

4. Activate the changes:

```
# nmcli connection up enp0s1
```

**Verification**

- View current qdisc the network interface:

```
# tc qdisc show dev enp0s1
qdisc pfifo_fast 8001: root reften 2 bands 3 priomap 1 2 2 2 1 2 0 0 1 1 1 1 1 1 1
qdisc ingress ffff: parent ffff:fff1 ----------------
```

**Additional resources**

- `nm-settings(5)` man page

### 28.6. AVAILABLE QDISCS IN RHEL

Each qdisc addresses unique networking-related issues. The following is the list of qdiscs available in RHEL. You can use any of the following qdisc to shape network traffic based on your networking requirements.

**Table 28.1. Available schedulers in RHEL**

<table>
<thead>
<tr>
<th>qdisc name</th>
<th>Included in</th>
<th>Offload support</th>
</tr>
</thead>
<tbody>
<tr>
<td>Asynchronous Transfer Mode (ATM)</td>
<td><code>kernel-modules-extra</code></td>
<td></td>
</tr>
<tr>
<td>Class-Based Queueing</td>
<td><code>kernel-modules-extra</code></td>
<td></td>
</tr>
<tr>
<td>Credit-Based Shaper</td>
<td><code>kernel-modules-extra</code></td>
<td>Yes</td>
</tr>
<tr>
<td>CHOose and Keep for responsive flows, CHOose and Kill for unresponsive flows (CHOKE)</td>
<td><code>kernel-modules-extra</code></td>
<td></td>
</tr>
<tr>
<td>Controlled Delay (CoDel)</td>
<td><code>kernel-core</code></td>
<td></td>
</tr>
<tr>
<td>qdisc name</td>
<td>Included in</td>
<td>Offload support</td>
</tr>
<tr>
<td>------------------------------------------------</td>
<td>----------------------</td>
<td>-----------------</td>
</tr>
<tr>
<td>Deficit Round Robin (DRR)</td>
<td>kernel-modules-extra</td>
<td></td>
</tr>
<tr>
<td>Differentiated Services marker (DSMARK)</td>
<td>kernel-modules-extra</td>
<td></td>
</tr>
<tr>
<td>Enhanced Transmission Selection (ETS)</td>
<td>kernel-modules-extra</td>
<td>Yes</td>
</tr>
<tr>
<td>Fair Queue (FQ)</td>
<td>kernel-core</td>
<td></td>
</tr>
<tr>
<td>Fair Queuing Controlled Delay (FQ_CODel)</td>
<td>kernel-core</td>
<td></td>
</tr>
<tr>
<td>Generalized Random Early Detection (GRED)</td>
<td>kernel-modules-extra</td>
<td></td>
</tr>
<tr>
<td>Hierarchical Fair Service Curve (HSFC)</td>
<td>kernel-core</td>
<td></td>
</tr>
<tr>
<td>Heavy-Hitter Filter (HHF)</td>
<td>kernel-core</td>
<td></td>
</tr>
<tr>
<td>Hierarchy Token Bucket (HTB)</td>
<td>kernel-core</td>
<td></td>
</tr>
<tr>
<td>INGRESS</td>
<td>kernel-core</td>
<td>Yes</td>
</tr>
<tr>
<td>Multi Queue Priority (MQPRIO)</td>
<td>kernel-modules-extra</td>
<td>Yes</td>
</tr>
<tr>
<td>Multiqueue (MULTIQ)</td>
<td>kernel-modules-extra</td>
<td>Yes</td>
</tr>
<tr>
<td>Network Emulator (NETEM)</td>
<td>kernel-modules-extra</td>
<td></td>
</tr>
<tr>
<td>Proportional Integral-controller Enhanced (PIE)</td>
<td>kernel-core</td>
<td></td>
</tr>
<tr>
<td>PLUG</td>
<td>kernel-core</td>
<td></td>
</tr>
<tr>
<td>Quick Fair Queueing (QFQ)</td>
<td>kernel-modules-extra</td>
<td></td>
</tr>
<tr>
<td>Random Early Detection (RED)</td>
<td>kernel-modules-extra</td>
<td>Yes</td>
</tr>
<tr>
<td>Stochastic Fair Blue (SFB)</td>
<td>kernel-modules-extra</td>
<td></td>
</tr>
<tr>
<td>Stochastic Fairness Queueing (SFQ)</td>
<td>kernel-core</td>
<td></td>
</tr>
<tr>
<td>Token Bucket Filter (TBF)</td>
<td>kernel-core</td>
<td>Yes</td>
</tr>
</tbody>
</table>
## qdisc name

<table>
<thead>
<tr>
<th>qdisc name</th>
<th>Included in</th>
<th>Offload support</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trivial Link Equalizer (TEQL)</td>
<td>kernel-modules-extra</td>
<td></td>
</tr>
</tbody>
</table>

### IMPORTANT

The `qdisc` offload requires hardware and driver support on NIC.

### Additional resources

- `tc(8)` man page
CHAPTER 29. GETTING STARTED WITH MULTIPATH TCP

Transmission Control Protocol (TCP) ensures reliable delivery of the data through the internet and automatically adjusts its bandwidth in response to network load. Multipath TCP (MPTCP) is an extension to the original TCP protocol (single-path). MPTCP enables a transport connection to operate across multiple paths simultaneously, and brings network connection redundancy to user endpoint devices.

29.1. UNDERSTANDING MPTCP

The Multipath TCP (MPTCP) protocol allows for simultaneous usage of multiple paths between connection endpoints. The protocol design improves connection stability and also brings other benefits compared to the single-path TCP.

NOTE

In MPTCP terminology, links are considered as paths.

The following are some of the advantages of using MPTCP:

- It allows a connection to simultaneously use multiple network interfaces.
- In case a connection is bound to a link speed, the usage of multiple links can increase the connection throughput. Note, that in case of the connection is bound to a CPU, the usage of multiple links causes the connection slowdown.
- It increases the resilience to link failures.

For more details about MPTCP, we highly recommend you review the Additional resources.

Additional resources

- Understanding Multipath TCP: High availability for endpoints and the networking highway of the future
- RFC8684: TCP Extensions for Multipath Operation with Multiple Addresses
- Multipath TCP on Red Hat Enterprise Linux 8.3: From 0 to 1 subflows

29.2. PREPARING RHEL TO ENABLE MPTCP SUPPORT

By default the MPTCP support is disabled in RHEL. Enable MPTCP so that applications that support this feature can use it. Additionally, you have to configure user space applications to force use MPTCP sockets if those applications have TCP sockets by default.

You can use the `sysctl` utility to enable MPTCP support and prepare RHEL for enabling MPTCP for applications system-wide using a `SystemTap` script.

Prerequisites

The following packages are installed:

- `systemtap`
- `iperf3`
Procedure

1. Enable MPTCP sockets in the kernel:

   ```
   # echo "net.mptcp.enabled=1" > /etc/sysctl.d/90-enable-MPTCP.conf
   # sysctl -p /etc/sysctl.d/90-enable-MPTCP.conf
   ```

2. Verify that MPTCP is enabled in the kernel:

   ```
   # sysctl -a | grep mptcp.enabled
   net.mptcp.enabled = 1
   ```

3. Create a `mptcp-app.stap` file with the following content:

   ```
   #!/usr/bin/env stap
   
   %{ 
   #include <linux/in.h>
   #include <linux/ip.h>
   %}

   /* RSI contains 'type' and RDX contains 'protocol'. */
   
   function mptcpify () %{
     if (CONTEXT->kregs->si == SOCK_STREAM &&
         (CONTEXT->kregs->dx == IPPROTO_TCP ||
         CONTEXT->kregs->dx == 0)) {
         CONTEXT->kregs->dx = IPPROTO_MPTCP;
         STAP_RETVALUE = 1;
       } else {
         STAP_RETVALUE = 0;
       }
   %}

   probe kernel.function("__sys_socket") {
     if (mptcpify() == 1) {
       printf("command %16s mptcpified\n", execname());
     }
   }
   ```

4. Force user space applications to create MPTCP sockets instead of TCP ones:

   ```
   # stap -vg mptcp-app.stap
   ```

   Note: This operation affects all TCP sockets which are started after the command. The applications will continue using TCP sockets after you interrupt the command above with Ctrl+C.

5. Alternatively, to allow MPTCP usage to only specific application, you can modify the `mptcp-app.stap` file with the following content:

   ```
   #!/usr/bin/env stap
   
   %{ 
   ```
In case of alternative choice, assuming, you want to force the `iperf3` tool to use MPTCP instead of TCP. To do so, enter the following command:

```
# stap -vg mptcp-app.stap iperf3
```

After the `mptcp-app.stap` script installs the kernel probe, the following warnings appear in the kernel `dmesg` output:

```
[ 1752.730147] stap_1ade3b3356f3e68765322e26dec00c3d_1476: module_layout: kernel tainted.
[ 1752.732162] Disabling lock debugging due to kernel taint
```

Start the `iperf3` server:

```
# iperf3 -s
```

Server listening on 5201
9. Connect the client to the server:

```bash
# iperf3 -c 127.0.0.1 -t 3
```

10. After the connection is established, verify the `ss` output to see the subflow-specific status:

```bash
# ss -nti '( dport :5201 )'
```

State Recv-Q Send-Q Local Address:Port Peer Address:Port Process
ESTAB 0 0 127.0.0.1:41842 127.0.0.1:5201

cubic wscale:7,7 rto:40 mss:21888
advms:65483 cwnd:10 bytes_sent:141 bytes_acked:142
segs_out:4 segs_in:7
bytes_received:4 segs_out:8
lastsnd:2813 lastrcv:2772
lastack:2772 pacing_rate 78594640bps
delivery_rate 10944000000bps
busy:41ms rcv_space:43690 rcv_ssthresh:43690
minrtt:0.008 tcp-ulp-mptcp flags:Mmec
token:0000(id:0)/2ff053ec(id:0) seq:3e2cbea12d7673d4
sfseq:3 ssnoff:ad3d00f4 maplen:2

11. Verify MPTCP counters:

```bash
# nstat MPTcp*
```

#kernel
MPTcpExtMPCapableSYNRX 2 0.0
MPTcpExtMPCapableSYNTX 2 0.0
MPTcpExtMPCapableSYNACKRX 2 0.0
MPTcpExtMPCapableACKRX 2 0.0

Additional resources

- How can I download or install debuginfo packages for RHEL systems?
- tcp(7) man page
- mptcpize(8) man page

29.3. USING IPROUTE2 TO TEMPORARILY CONFIGURE AND ENABLE MULTIPLE PATHS FOR MPTCP APPLICATIONS

Each MPTCP connection uses a single subflow similar to plain TCP. To get the MPTCP benefits, specify a higher limit for maximum number of subflows for each MPTCP connection. Then configure additional endpoints to create those subflows.

**IMPORTANT**

The configuration in this procedure will not persist after rebooting your machine.

Note that MPTCP does not yet support mixed IPv6 and IPv4 endpoints for the same socket. Use endpoints belonging to the same address family.

**Prerequisites**

- The `iperf3` package is installed
Server network interface settings:

- enp4s0: 192.0.2.1/24
- enp1s0: 198.51.100.1/24

Client network interface settings:

- enp4s0f0: 192.0.2.2/24
- enp4s0f1: 198.51.100.2/24

Procedure

1. Configure the client to accept up to 1 additional remote address, as provided by the server:

   ```
   # ip mptcp limits set add_addr_accepted 1
   ```

2. Add IP address 198.51.100.1 as a new MPTCP endpoint on the server:

   ```
   # ip mptcp endpoint add 198.51.100.1 dev enp1s0 signal
   ```
   The `signal` option ensures that the `ADD_ADDR` packet is sent after the three-way-handshake.

3. Start the `iperf3` server:

   ```
   # iperf3 -s
   Server listening on 5201
   ```

4. Connect the client to the server:

   ```
   # iperf3 -c 192.0.2.1 -t 3
   ```

Verification

1. Verify the connection is established:

   ```
   # ss -nti '( sport :5201 )'
   ```

2. Verify the connection and IP address limit:

   ```
   # ip mptcp limit show
   ```

3. Verify the newly added endpoint:

   ```
   # ip mptcp endpoint show
   ```

4. Verify MPTCP counters by using the `nstat MPTcp*` command on a server:

   ```
   # nstat MPTcp*
   #kernel
   ```
MPTcpExtMPCapableSYNRX  2  0.0
MPTcpExtMPCapableACKRX  2  0.0
MPTcpExtMPJoinSynRx  2  0.0
MPTcpExtMPJoinAckRx  2  0.0
MPTcpExtEchoAdd  2  0.0

Additional resources

- `ip-mptcp(8)` man page
- `mptcpize(8)` man page

**29.4. PERMANENTLY CONFIGURING MULTIPLE PATHS FOR MPTCP APPLICATIONS**

You can configure MultiPath TCP (MPTCP) using the `nmcli` command to permanently establish multiple subflows between a source and destination system. The subflows can use different resources, different routes to the destination, and even different networks. Such as Ethernet, cellular, wifi, and so on. As a result, you achieve combined connections, which increase network resilience and throughput.

The server uses the following network interfaces in our example:

- `enp4s0`: 192.0.2.1/24
- `enp1s0`: 198.51.100.1/24
- `enp7s0`: 192.0.2.3/24

The client uses the following network interfaces in our example:

- `enp4s0f0`: 192.0.2.2/24
- `enp4s0f1`: 198.51.100.2/24
- `enp6s0`: 192.0.2.5/24

**Prerequisites**

- You configured the default gateway on the relevant interfaces.

**Procedure**

1. Enable MPTCP sockets in the kernel:

   ```
   # echo "net.mptcp.enabled=1" > /etc/sysctl.d/90-enable-MPTCP.conf
   # sysctl -p /etc/sysctl.d/90-enable-MPTCP.conf
   ```

2. Optional: The RHEL kernel default for subflow limit is 2. If you require more:

   a. Create the `/etc/systemd/system/set_mptcp_limit.service` file with the following content:

   ```
   [Unit]
   Description=Set MPTCP subflow limit to 3
   After=network.target
   ```
The oneshot unit executes the `ip mptcp limits set subflows 3` command after your network (`network.target`) is operational during every boot process.

The `ip mptcp limits set subflows 3` command sets the maximum number of additional subflows for each connection, so 4 in total. It is possible to add maximally 3 additional subflows.

b. Enable the `set_mptcp_limit` service:

```
# systemctl enable --now set_mptcp_limit
```

3. Enable MPTCP on all connection profiles that you want to use for connection aggregation:

```
# nmcli connection modify <profile_name> connection.mptcp-flags signal,subflow,also-without-default-route
```

The `connection.mptcp-flags` parameter configures MPTCP endpoints and the IP address flags. If MPTCP is enabled in a NetworkManager connection profile, the setting will configure the IP addresses of the relevant network interface as MPTCP endpoints.

By default, NetworkManager does not add MPTCP flags to IP addresses if there is no default gateway. If you want to bypass that check, you need to use also the `also-without-default-route` flag.

**Verification**

1. Verify that you enabled the MPTCP kernel parameter:

```
# sysctl net.mptcp.enabled
net.mptcp.enabled = 1
```

2. Verify that you set the subflow limit correctly, in case the default was not enough:

```
# ip mptcp limit show
add_addr_accepted 2 subflows 3
```

3. Verify that you configured the per-address MPTCP setting correctly:

```
# ip mptcp endpoint show
 192.0.2.1 id 1 subflow dev enp4s0
 198.51.100.1 id 2 subflow dev enp1s0
 192.0.2.3 id 3 subflow dev enp7s0
 192.0.2.4 id 4 subflow dev enp3s0
...```

**Additional resources**
29.5. MONITORING MPTCP SUB-Flows

The life cycle of a multipath TCP (MPTCP) socket can be complex: The main MPTCP socket is created, the MPTCP path is validated, one or more sub-flows are created and eventually removed. Finally, the MPTCP socket is terminated.

The MPTCP protocol allows monitoring MPTCP-specific events related to socket and sub-flow creation and deletion, using the `ip` utility provided by the `iproute` package. This utility uses the `netlink` interface to monitor MPTCP events.

This procedure demonstrates how to monitor MPTCP events. For that, it simulates a MPTCP server application, and a client connects to this service. The involved clients in this example use the following interfaces and IP addresses:

- **Server:** 192.0.2.1
- **Client (Ethernet connection):** 192.0.2.2
- **Client (WiFi connection):** 192.0.2.3

To simplify this example, all interfaces are within the same subnet. This is not a requirement. However, it is important that routing has been configured correctly, and the client can reach the server via both interfaces.

**Prerequisites**

- A RHEL client with two network interfaces, such as a laptop with Ethernet and WiFi
- The client can connect to the server via both interfaces
- A RHEL server
- Both the client and the server run RHEL 8.6 or later

**Procedure**

1. Set the per connection additional subflow limits to 1 on both client and server:

   ```
   # ip mptcp limits set add_addr_accepted 0 subflows 1
   ```

2. On the server, to simulate a MPTCP server application, start `netcat (nc)` in listen mode with enforced MPTCP sockets instead of TCP sockets:
# nc -l -k -p 12345

The -k option causes that nc does not close the listener after the first accepted connection. This is required to demonstrate the monitoring of sub-flows.

3. On the client:

   a. Identify the interface with the lowest metric:

   ```
   # ip -4 route
   192.0.2.0/24 dev enp1s0 proto kernel scope link src 192.0.2.2 metric 100
   192.0.2.0/24 dev wlp1s0 proto kernel scope link src 192.0.2.3 metric 600
   ```

   The enp1s0 interface has a lower metric than wlp1s0. Therefore, RHEL uses enp1s0 by default.

   b. On the first terminal, start the monitoring:

   ```
   # ip mptcp monitor
   ```

   c. On the second terminal, start a MPTCP connection to the server:

   ```
   # nc 192.0.2.1 12345
   ```

   RHEL uses the enp1s0 interface and its associated IP address as a source for this connection.

   On the monitoring terminal, the ip mptcp monitor command now logs:

   ```
   [       CREATED] token=63c070d2 remid=0 locid=0 saddr4=192.0.2.2 daddr4=192.0.2.1
               sport=36444 dport=12345
   ```

   The token identifies the MPTCP socket as an unique ID, and later it enables you to correlate MPTCP events on the same socket.

   d. On the terminal with the running nc connection to the server, press Enter. This first data packet fully establishes the connection. Note that, as long as no data has been sent, the connection is not established.

   On the monitoring terminal, ip mptcp monitor now logs:

   ```
   [   ESTABLISHED] token=63c070d2 remid=0 locid=0 saddr4=192.0.2.2
               daddr4=192.0.2.1 sport=36444 dport=12345
   ```

   e. Optional: Display the connections to port 12345 on the server:

   ```
   # ss -taunp | grep ":12345"
   tcp ESTAB   0   0       192.0.2.2:36444 192.0.2.1:12345
   ```

   At this point, only one connection to the server has been established.

   f. On a third terminal, create another endpoint:

   ```
   # ip mptcp endpoint add dev wlp1s0 192.0.2.3 subflow
   ```
This command sets the name and IP address of the WiFi interface of the client in this command.

On the monitoring terminal, `ip mptcp monitor` now logs:

```
[SF_ESTABLISHED] token=63c070d2 remid=0 locid=2 saddr4=192.0.2.3
daddr4=192.0.2.1 sport=53345 dport=12345 backup=0 ifindex=3
```

The `locid` field displays the local address ID of the new sub-flow and identifies this sub-flow even if the connection uses network address translation (NAT). The `saddr4` field matches the endpoint’s IP address from the `ip mptcp endpoint add` command.

g. Optional: Display the connections to port `12345` on the server:

```
# ss -taunp | grep ":12345"
tcp ESTAB 0 0 192.0.2.2:36444 192.0.2.1:12345
tcp ESTAB 0 0 192.0.2.3%wlp1s0:53345 192.0.2.1:12345
```

The command now displays two connections:

- The connection with source address `192.0.2.2` corresponds to the first MPTCP sub-flow that you established previously.
- The connection from the sub-flow over the `wlp1s0` interface with source address `192.0.2.3`.

h. On the third terminal, delete the endpoint:

```
# ip mptcp endpoint delete id 2
```

Use the ID from the `locid` field from the `ip mptcp monitor` output, or retrieve the endpoint ID using the `ip mptcp endpoint show` command.

On the monitoring terminal, `ip mptcp monitor` now logs:

```
[ SF_CLOSED] token=63c070d2 remid=0 locid=2 saddr4=192.0.2.3 daddr4=192.0.2.1
 sport=53345 dport=12345 backup=0 ifindex=3
```

i. On the first terminal with the `nc` client, press `Ctrl+C` to terminate the session.

On the monitoring terminal, `ip mptcp monitor` now logs:

```
[ CLOSED] token=63c070d2
```

Additional resources

- `ip-mptcp(1)` man page
- How NetworkManager manages multiple default gateways

### 29.6. DISABLING MULTIPATH TCP IN THE KERNEL

You can explicitly disable the MPTCP option in the kernel.
Procedure

- Disable the `mptcp.enabled` option.

  ```
  # echo "net.mptcp.enabled=0" > /etc/sysctl.d/90-enable-MPTCP.conf
  # sysctl -p /etc/sysctl.d/90-enable-MPTCP.conf
  ```

Verification

- Verify whether the `mptcp.enabled` is disabled in the kernel.

  ```
  # sysctl -a | grep mptcp.enabled
  net.mptcp.enabled = 0
  ```
CHAPTER 30. CONFIGURING THE ORDER OF DNS SERVERS

Most applications use the `getaddrinfo()` function of the `glibc` library to resolve DNS requests. By default, `glibc` sends all DNS requests to the first DNS server specified in the `/etc/resolv.conf` file. If this server does not reply, RHEL uses the next server in this file. NetworkManager enables you to influence the order of DNS servers in `/etc/resolv.conf`.

30.1. HOW NETWORKMANAGER ORDERS DNS SERVERS IN `/ETC/RESOLV.CONF`

NetworkManager orders DNS servers in the `/etc/resolv.conf` file based on the following rules:

- If only one connection profile exists, NetworkManager uses the order of IPv4 and IPv6 DNS server specified in that connection.

- If multiple connection profiles are activated, NetworkManager orders DNS servers based on a DNS priority value. If you set DNS priorities, the behavior of NetworkManager depends on the value set in the `dns` parameter. You can set this parameter in the `[main]` section in the `/etc/NetworkManager/NetworkManager.conf` file:
  - `dns=default` or if the `dns` parameter is not set: NetworkManager orders the DNS servers from different connections based on the `ipv4.dns-priority` and `ipv6.dns-priority` parameter in each connection.
    - If you set no value or you set `ipv4.dns-priority` and `ipv6.dns-priority` to 0, NetworkManager uses the global default value. See Default values of DNS priority parameters.
  - `dns=dnsmasq` or `dns=systemd-resolved`:
    - When you use one of these settings, NetworkManager sets either 127.0.0.1 for `dnsmasq` or 127.0.0.53 as `nameserver` entry in the `/etc/resolv.conf` file.

    Both the `dnsmasq` and `systemd-resolved` services forward queries for the search domain set in a NetworkManager connection to the DNS server specified in that connection, and forwards queries to other domains to the connection with the default route. When multiple connections have the same search domain set, `dnsmasq` and `systemd-resolved` forward queries for this domain to the DNS server set in the connection with the lowest priority value.

Default values of DNS priority parameters

NetworkManager uses the following default values for connections:

- **50** for VPN connections
- **100** for other connections

Valid DNS priority values:

You can set both the global default and connection-specific `ipv4.dns-priority` and `ipv6.dns-priority` parameters to a value between -2147483647 and 2147483647.

- A lower value has a higher priority.
- Negative values have the special effect of excluding other configurations with a greater value. For example, if at least one connection with a negative priority value exists, NetworkManager uses only the DNS servers specified in the connection profile with the lowest priority.
If multiple connections have the same DNS priority, NetworkManager prioritizes the DNS in the following order:

a. VPN connections  
b. Connection with an active default route. The active default route is the default route with the lowest metric.

Additional resources

- **nm-settings(5)** man page
- Using different DNS servers for different domains

### 30.2. SETTING A NETWORKMANAGER-WIDE DEFAULT DNS SERVER PRIORITY VALUE

NetworkManager uses the following DNS priority default values for connections:

- **50** for VPN connections
- **100** for other connections

You can override these system-wide defaults with a custom default value for IPv4 and IPv6 connections.

**Procedure**

1. Edit the `/etc/NetworkManager/NetworkManager.conf` file:
   a. Add the `[connection]` section, if it does not exist:

```
[connection]
```

   b. Add the custom default values to the `[connection]` section. For example, to set the new default for both IPv4 and IPv6 to **200**, add:

```
ipv4.dns-priority=200  
ipv6.dns-priority=200
```

   You can set the parameters to a value between **-2147483647** and **2147483647**. Note that setting the parameters to **0** enables the built-in defaults (**50** for VPN connections and **100** for other connections).

2. Reload the **NetworkManager** service:

```
# systemctl reload NetworkManager
```

Additional resources

- **NetworkManager.conf(5)** man page
30.3. SETTING THE DNS PRIORITY OF A NETWORKMANAGER CONNECTION

If you require a specific order of DNS servers you can set priority values in connection profiles. NetworkManager uses these values to order the servers when the service creates or updates the /etc/resolv.conf file.

Note that setting DNS priorities makes only sense if you have multiple connections with different DNS servers configured. If you have only one connection with multiple DNS servers configured, manually set the DNS servers in the preferred order in the connection profile.

Prerequisites

- The system has multiple NetworkManager connections configured.
- The system either has no dns parameter set in the /etc/NetworkManager/NetworkManager.conf file or the parameter is set to default.

Procedure

1. Optionally, display the available connections:

   ```sh
   # nmcli connection show
   NAME           UUID                                  TYPE      DEVICE
   Example_con_1  d17ee488-4665-4de2-b28a-48befab0cd43  ethernet  enp1s0
   Example_con_2  916e4f67-7145-3ffa-9f7b-e7cada8f6bf7  ethernet  enp7s0
   ...
   ```

2. Set the ipv4.dns-priority and ipv6.dns-priority parameters. For example, to set both parameters to 10 for the Example_con_1 connection:

   ```sh
   # nmcli connection modify Example_con_1 ipv4.dns-priority 10 ipv6.dns-priority 10
   ```

3. Optionally, repeat the previous step for other connections.

4. Re-activate the connection you updated:

   ```sh
   # nmcli connection up Example_con_1
   ```

Verification

- Display the contents of the /etc/resolv.conf file to verify that the DNS server order is correct:

  ```sh
  # cat /etc/resolv.conf
  ```
CHAPTER 31. CONFIGURING IP NETWORKING WITH IFCFG FILES

Interface configuration (ifcfg) files control the software interfaces for individual network devices. As the system boots, it uses these files to determine what interfaces to bring up and how to configure them. These files are named ifcfg-name_pass, where the suffix name refers to the name of the device that the configuration file controls. By convention, the ifcfg file’s suffix is the same as the string given by the DEVICE directive in the configuration file itself.

IMPORTANT

NetworkManager supports profiles stored in the keyfile format. However, by default, NetworkManager uses the ifcfg format when you use the NetworkManager API to create or update profiles.

In a future major RHEL release, the keyfile format will be default. Consider using the keyfile format if you want to manually create and manage configuration files. For details, see Manually creating NetworkManager profiles in keyfile format.

31.1. CONFIGURING AN INTERFACE WITH STATIC NETWORK SETTINGS USING IFCFG FILES

If you do not use the NetworkManager utilities and applications, you can manually configure a network interface by creating ifcfg files.

Procedure

- To configure an interface with static network settings using ifcfg files, for an interface with the name enp1s0, create a file with the name ifcfg-enp1s0 in the /etc/sysconfig/network-scripts/ directory that contains:
  - For IPv4 configuration:
    ```
    DEVICE=enp1s0
    BOOTPROTO=none
    ONBOOT=yes
    PREFIX=24
    IPADDR=10.0.1.27
    GATEWAY=10.0.1.1
    ```
  - For IPv6 configuration:
    ```
    DEVICE=enp1s0
    BOOTPROTO=none
    ONBOOT=yes
    IPV6INIT=yes
    IPV6ADDR=2001:db8:1::2/64
    ```

Additional resources

- nm-settings-ifcfg-rh(5) man page
### 31.2. CONFIGURING AN INTERFACE WITH DYNAMIC NETWORK SETTINGS USING IFCFG FILES

If you do not use the NetworkManager utilities and applications, you can manually configure a network interface by creating `ifcfg` files.

#### Procedure

1. To configure an interface named `em1` with dynamic network settings using `ifcfg` files, create a file with the name `ifcfg-em1` in the `/etc/sysconfig/network-scripts/` directory that contains:

   ```
   DEVICE=em1
   BOOTPROTO=dhcp
   ONBOOT=yes
   ```

2. To configure an interface to send:
   - A different host name to the DHCP server, add the following line to the `ifcfg` file:
     ```
     DHCP_HOSTNAME=hostname
     ```
   - A different fully qualified domain name (FQDN) to the DHCP server, add the following line to the `ifcfg` file:
     ```
     DHCP_FQDN=fully.qualified.domain.name
     ```

   **NOTE**
   
   You can use only one of these settings. If you specify both `DHCP_HOSTNAME` and `DHCP_FQDN`, only `DHCP_FQDN` is used.

3. To configure an interface to use particular DNS servers, add the following lines to the `ifcfg` file:

   ```
   PEERDNS=no
   DNS1=ip-address
   DNS2=ip-address
   ```

   where `ip-address` is the address of a DNS server. This will cause the network service to update `/etc/resolv.conf` with the specified DNS servers specified. Only one DNS server address is necessary, the other is optional.

### 31.3. MANAGING SYSTEM-WIDE AND PRIVATE CONNECTION PROFILES WITH IFCFG FILES

By default, all users on a host can use the connections defined in `ifcfg` files. You can limit this behavior to specific users by adding the `USERS` parameter to the `ifcfg` file.

#### Prerequisite

- The `ifcfg` file already exists.

#### Procedure
1. Edit the `ifcfg` file in the `/etc/sysconfig/network-scripts/` directory that you want to limit to certain users, and add:

   \[
   \text{USERS=\textquotedblleft username1 username2 ...\textquotedblright}
   \]

2. Reactive the connection:

   \[
   \text{# nmcli connection up connection\_name}
   \]
CHAPTER 32. USING NETWORKMANAGER TO DISABLE IPV6 FOR A SPECIFIC CONNECTION

On a system that uses NetworkManager to manage network interfaces, you can disable the IPv6 protocol if the network only uses IPv4. If you disable IPv6, NetworkManager automatically sets the corresponding sysctl values in the Kernel.

NOTE
If disabling IPv6 using kernel tunables or kernel boot parameters, additional consideration must be given to system configuration. For more information, see the How do I disable or enable the IPv6 protocol in RHEL? article.

32.1. DISABLING IPV6 ON A CONNECTION USING NMCLI

You can use the nmcli utility to disable the IPv6 protocol on the command line.

Prerequisites

- The system uses NetworkManager to manage network interfaces.

Procedure

1. Optionally, display the list of network connections:

```
# nmcli connection show
NAME   UUID                         TYPE      DEVICE
Example 7a7e0151-9c18-4e6f-89ee-65bb2d64d365  ethernet  enp1s0
...
```

2. Set the ipv6.method parameter of the connection to disabled:

```
# nmcli connection modify Example ipv6.method "disabled"
```

3. Restart the network connection:

```
# nmcli connection up Example
```

Verification

1. Display the IP settings of the device:

```
# ip address show enp1s0
2: enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP group default qlen 1000
   link/ether 52:54:00:6b:74:be brd ff:ff:ff:ff:ff:ff
   inet 192.0.2.1/24 brd 192.10.2.255 scope global noprefixroute enp1s0
      valid_lft forever preferred_lft forever
```

   If no inet6 entry is displayed, IPv6 is disabled on the device.

2. Verify that the /proc/sys/net/ipv6/conf/enp1s0/disable_ipv6 file now contains the value 1:
# cat /proc/sys/net/ipv6/conf/enp1s0/disable_ipv6
1

The value 1 means that IPv6 is disabled for the device.
CHAPTER 33. MANUALLY CONFIGURING THE /ETC/RESOLV.CONF FILE

By default, NetworkManager on Red Hat Enterprise Linux (RHEL) 8 dynamically updates the /etc/resolv.conf file with the DNS settings from active NetworkManager connection profiles. However, you can disable this behavior and manually configure DNS settings in /etc/resolv.conf.

NOTE

Alternatively, if you require a specific order of DNS servers in /etc/resolv.conf, see Configuring the order of DNS servers.

33.1. DISABLING DNS PROCESSING IN THE NETWORKMANAGER CONFIGURATION

By default, NetworkManager manages DNS settings in the /etc/resolv.conf file, and you can configure the order of DNS servers. Alternatively, you can disable DNS processing in NetworkManager if you prefer to manually configure DNS settings in /etc/resolv.conf.

Procedure

1. As the root user, create the /etc/NetworkManager/conf.d/90-dns-none.conf file with the following content by using a text editor:

```
[main]
dns=none
```

2. Reload the NetworkManager service:

```
# systemctl reload NetworkManager
```

NOTE

After you reload the service, NetworkManager no longer updates the /etc/resolv.conf file. However, the last contents of the file are preserved.

3. Optionally, remove the Generated by NetworkManager comment from /etc/resolv.conf to avoid confusion.

Verification

1. Edit the /etc/resolv.conf file and manually update the configuration.

2. Reload the NetworkManager service:

```
# systemctl reload NetworkManager
```

3. Display the /etc/resolv.conf file:

```
# cat /etc/resolv.conf
```
If you successfully disabled DNS processing, NetworkManager did not override the manually configured settings.

Additional resources

- NetworkManager.conf(5) man page
- Configuring the order of DNS servers using NetworkManager

### 33.2. REPLACING /ETC/RESOLV.CONF WITH A SYMBOLIC LINK TO MANUALLY CONFIGURE DNS SETTINGS

By default, NetworkManager manages DNS settings in the /etc/resolv.conf file, and you can configure the order of DNS servers. Alternatively, you can disable DNS processing in NetworkManager if you prefer to manually configure DNS settings in /etc/resolv.conf. For example, NetworkManager does not automatically update the DNS configuration if /etc/resolv.conf is a symbolic link.

**Prerequisites**

- The NetworkManager rc-manager configuration option is not set to file. To verify, use the NetworkManager --print-config command.

**Procedure**

1. Create a file, such as /etc/resolv.conf.manually-configured, and add the DNS configuration for your environment to it. Use the same parameters and syntax as in the original /etc/resolv.conf.

2. Remove the /etc/resolv.conf file:

   ```
   # rm /etc/resolv.conf
   ```

3. Create a symbolic link named /etc/resolv.conf that refers to /etc/resolv.conf.manually-configured:

   ```
   # ln -s /etc/resolv.conf.manually-configured /etc/resolv.conf
   ```

**Additional resources**

- resolv.conf(5) man page
- NetworkManager.conf(5) man page
- Configuring the order of DNS servers using NetworkManager
CHAPTER 34. INCREASING THE RING BUFFERS TO REDUCE A HIGH PACKET DROP RATE

Receive ring buffers are shared between the device driver and network interface controller (NIC). The card assigns a transmit (TX) and receive (RX) ring buffer. As the name implies, the ring buffer is a circular buffer where an overflow overwrites existing data. There are two ways to move data from the NIC to the kernel, hardware interrupts and software interrupts, also called SoftIRQs.

The kernel uses the RX ring buffer to store incoming packets until they can be processed by the device driver. The device driver drains the RX ring, typically using SoftIRQs, which puts the incoming packets into a kernel data structure called an **sk_buff** or **skb** to begin its journey through the kernel and up to the application which owns the relevant socket.

The kernel uses the TX ring buffer to hold outgoing packets which are destined for the wire. These ring buffers reside at the bottom of the stack and are a crucial point at which packet drop can occur, which in turn will adversely affect network performance.

Increase the size of an Ethernet device’s ring buffers if the packet drop rate causes applications to report a loss of data, timeouts, or other issues.

**Procedure**

1. Display the packet drop statistics of the interface:

   ```
   # ethtool -S enp1s0
   ...
   rx_queue_0_drops: 97326
   rx_queue_1_drops: 63783
   ...
   ```

   Note that the output of the command depends on the network card and the driver.

   High values in **discard** or **drop** counters indicate that the available buffer fills up faster than the kernel can process the packets. Increasing the ring buffers can help to avoid such loss.

2. Display the maximum ring buffer sizes:

   ```
   # ethtool -g enp1s0
   Ring parameters for enp1s0:
   Pre-set maximums:
   RX: 4096
   RX Mini: 0
   RX Jumbo: 16320
   TX: 4096
   Current hardware settings:
   RX: 255
   RX Mini: 0
   RX Jumbo: 0
   TX: 255
   ```

   If the values in the **Pre-set maximums** section are higher than in the **Current hardware settings** section, you can change the settings in the next steps.

3. Identify the NetworkManager connection profile that uses the interface:
4. Update the connection profile, and increase the ring buffers:
   
   • To increase the RX ring buffer, enter:
     
     ```
     # nmcli connection modify Example-Connection ethtool.ring-rx 4096
     ```
   
   • To increase the TX ring buffer, enter:
     
     ```
     # nmcli connection modify Example-Connection ethtool.ring-tx 4096
     ```

5. Reload the NetworkManager connection:
   
   ```
   # nmcli connection up Example-Connection
   ```

### IMPORTANT

Depending on the driver your NIC uses, changing in the ring buffer can shortly interrupt the network connection.

Additional resources

- ifconfig and ip commands report packet drops
- Should I be concerned about a 0.05% packet drop rate?
- ethtool(8) man page
CHAPTER 35. CONFIGURING 802.3 LINK SETTINGS

35.1. UNDERSTANDING AUTO-NEGOTIATION

Auto-negotiation is a feature of the IEEE 802.3u Fast Ethernet protocol. It targets the device ports to provide an optimal performance of speed, duplex mode, and flow control for information exchange over a link. Using the auto-negotiation protocol, you have optimal performance of data transfer over the Ethernet.

NOTE

To utilize maximum performance of auto-negotiation, use the same configuration on both sides of a link.

35.2. CONFIGURING 802.3 LINK SETTINGS USING THE NMCLI UTILITY

To configure the 802.3 link settings of an Ethernet connection, modify the following configuration parameters:

- 802-3-ethernet.auto-negotiate
- 802-3-ethernet.speed
- 802-3-ethernet.duplex

Procedure

1. Display the current settings of the connection:

```bash
# nmcli connection show Example-connection
... 802-3-ethernet.speed: 0
802-3-ethernet.duplex: --
802-3-ethernet.auto-negotiate: no
...```

You can use these values if you need to reset the parameters in case of any problems.

2. Set the speed and duplex link settings:

```bash
# nmcli connection modify Example-connection 802-3-ethernet.auto-negotiate yes
802-3-ethernet.speed 10000
802-3-ethernet.duplex full
```

This command enables auto-negotiation and sets the speed of the connection to 10000 Mbit full duplex.

3. Reactivate the connection:

```bash
# nmcli connection up Example-connection
```

Verification

- Use the `ethtool` utility to verify the values of Ethernet interface `enp1s0`: 

---

Red Hat Enterprise Linux 8 Configuring and managing networking

280
# ethtool enp1s0

Settings for enp1s0:
...
Speed: 10000 Mb/s
Duplex: Full
Auto-negotiation: on
...
Link detected: yes

Additional resources

- nm-settings(5) man page
CHAPTER 36. CONFIGURING ETHTOOL OFFLOAD FEATURES

Network interface cards can use the TCP offload engine (TOE) to offload processing certain operations to the network controller to improve the network throughput.

36.1. OFFLOAD FEATURES SUPPORTED BY NETWORKMANAGER

You can set the following `ethtool` offload features using NetworkManager:

- `ethtool.feature-esp-hw-offload`
- `ethtool.feature-esp-tx-csum-hw-offload`
- `ethtool.feature-fcoe-mtu`
- `ethtool.feature-gro`
- `ethtool.feature-gso`
- `ethtool.feature-highdma`
- `ethtool.feature-hw-tc-offload`
- `ethtool.feature-l2-fwd-offload`
- `ethtool.feature-loopback`
- `ethtool.feature-lro`
- `ethtool.feature-macsec-hw-offload`
- `ethtool.feature-ntuple`
- `ethtool.feature-rx`
- `ethtool.feature-rx-all`
- `ethtool.feature-rx-fcs`
- `ethtool.feature-rx-gro-hw`
- `ethtool.feature-rx-gro-list`
- `ethtool.feature-rx-udp_tunnel-port-offload`
- `ethtool.feature-rx-udp-gro-forwarding`
- `ethtool.feature-rx-vlan-filter`
- `ethtool.feature-rx-vlan-stag-filter`
- `ethtool.feature-rx-vlan-stag-hw-parse`
- `ethtool.feature-rxhash`
- `ethtool.feature-rxvlan`
- ethtool.feature-sg
- ethtool.feature-tls-hw-record
- ethtool.feature-tls-hw-rx-offload
- ethtool.feature-tls-hw-tx-offload
- ethtool.feature-tso
- ethtool.feature-tx
- ethtool.feature-tx-checksum-fcoe-crc
- ethtool.feature-tx-checksum-ip-generic
- ethtool.feature-tx-checksum-ipv4
- ethtool.feature-tx-checksum-ipv6
- ethtool.feature-tx-checksum-sctp
- ethtool.feature-tx-esp-segmentation
- ethtool.feature-tx-fcoe-segmentation
- ethtool.feature-tx-gre-csum-segmentation
- ethtool.feature-tx-gre-segmentation
- ethtool.feature-tx-gso-list
- ethtool.feature-tx-gso-partial
- ethtool.feature-tx-gso-robust
- ethtool.feature-tx-ipxip4-segmentation
- ethtool.feature-tx-ipxip6-segmentation
- ethtool.feature-tx-nocache-copy
- ethtool.feature-tx-scatter-gather
- ethtool.feature-tx-scatter-gather-fraglist
- ethtool.feature-tx-sctp-segmentation
- ethtool.feature-tx-tcp-ecn-segmentation
- ethtool.feature-tx-tcp-mangleid-segmentation
- ethtool.feature-tx-tcp-segmentation
- ethtool.feature-tx-tcp6-segmentation
- ethtool.feature-tx-tunnel-remcsum-segmentation
ethtool.feature-tx-udp-segmentation
ethtool.feature-tx-udp_tnl-csum-segmentation
ethtool.feature-tx-udp_tnl-segmentation
ethtool.feature-tx-vlan-stag-hw-insert
ethtool.feature-txvlan

For details about the individual offload features, see the documentation of the ethtool utility and the kernel documentation.

36.2. CONFIGURING AN ETHTOOL OFFLOAD FEATURE BY USING NMCLI

You can use NetworkManager to enable and disable ethtool offload features in a connection profile.

Procedure

1. For example, to enable the RX offload feature and disable TX offload in the enp1s0 connection profile, enter:

   ```
   # nmcli con modify enp1s0 ethtool.feature-rx on ethtool.feature-tx off
   ```

   This command explicitly enables RX offload and disables TX offload.

2. To remove the setting of an offload feature that you previously enabled or disabled, set the feature’s parameter to `ignore`. For example, to remove the configuration for TX offload, enter:

   ```
   # nmcli con modify enp1s0 ethtool.feature-tx ignore
   ```

3. Reactivate the network profile:

   ```
   # nmcli connection up enp1s0
   ```

Verification

- Use the `ethtool -k` command to display the current offload features of a network device:

   ```
   # ethtool -k network_device
   ```

Additional resources

- Offload features supported by NetworkManager

36.3. CONFIGURING AN ETHTOOL OFFLOAD FEATURE BY USING THE NETWORK RHEL SYSTEM ROLE

You can use the network RHEL System Role to configure ethtool features of a NetworkManager connection.
IMPORTANT

When you run a play that uses the network RHEL System Role, the system role overrides an existing connection profile with the same name if the value of settings does not match the ones specified in the play. Therefore, always specify the whole configuration of the network connection profile in the play, even if, for example the IP configuration, already exists. Otherwise the role resets these values to their defaults.

Perform this procedure on the Ansible control node.

Prerequisites

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
- The account you use to connect to the managed nodes has `sudo` permissions on them.
- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.

Procedure

1. Create a playbook file, for example `~/configure-ethernet-device-with-ethtool-features.yml`, with the following content:

```yaml
---
- name: Configure the network
  hosts: managed-node-01.example.com
  tasks:
    - name: Configure an Ethernet connection with ethtool features
      include_role:
        name: rhel-system-roles.network

  vars:
    network_connections:
      - name: enp1s0
        type: ethernet
        autoconnect: yes
        ip:
          address:
            - 198.51.100.20/24
            - 2001:db8:1::1/64
        gateway4: 198.51.100.254
        gateway6: 2001:db8:1::ffe
        dns:
          - 198.51.100.200
          - 2001:db8:1::ffbb
        dns_search:
          - example.com
        ethtool:
          features:
            gro: "no"
```
Depending on whether it already exists, this playbook creates or updates the `enp1s0` connection profile with the following settings:

- A static **IPv4** address - `198.51.100.20` with a `/24` subnet mask
- A static **IPv6** address - `2001:db8:1::1` with a `/64` subnet mask
- An **IPv4** default gateway - `198.51.100.254`
- An **IPv6** default gateway - `2001:db8:1::ffe`
- An **IPv4** DNS server - `198.51.100.200`
- An **IPv6** DNS server - `2001:db8:1::ffbb`
- A DNS search domain - `example.com`

**ethtool** features:
- Generic receive offload (GRO): disabled
- Generic segmentation offload (GSO): enabled
- TX stream control transmission protocol (SCTP) segmentation: disabled

2. Run the playbook:

```
# ansible-playbook ~/configure-ethernet-device-with-ethtool-features.yml
```

Additional resources

- `/usr/share/ansible/roles/rhel-system-roles.network/README.md` file
CHAPTER 37. CONFIGURING ETHTOOL COALESCE SETTINGS

Using interrupt coalescing, the system collects network packets and generates a single interrupt for multiple packets. This increases the amount of data sent to the kernel with one hardware interrupt, which reduces the interrupt load, and maximizes the throughput.

37.1. COALESCE SETTINGS SUPPORTED BY NETWORKMANAGER

You can set the following `ethtool` coalesce settings using NetworkManager:

- `coalesce-adaptive-rx`
- `coalesce-adaptive-tx`
- `coalesce-pkt-rate-high`
- `coalesce-pkt-rate-low`
- `coalesce-rx-frames`
- `coalesce-rx-frames-high`
- `coalesce-rx-frames-irq`
- `coalesce-rx-frames-low`
- `coalesce-rx-usecs`
- `coalesce-rx-usecs-high`
- `coalesce-rx-usecs-irq`
- `coalesce-rx-usecs-low`
- `coalesce-sample-interval`
- `coalesce-stats-block-usecs`
- `coalesce-tx-frames`
- `coalesce-tx-frames-high`
- `coalesce-tx-frames-irq`
- `coalesce-tx-frames-low`
- `coalesce-tx-usecs`
- `coalesce-tx-usecs-high`
- `coalesce-tx-usecs-irq`
- `coalesce-tx-usecs-low`
37.2. CONFIGURING AN ETHTOOL COALESCE SETTINGS BY USING NMCLI

You can use NetworkManager to set `ethtool` coalesce settings in connection profiles.

**Procedure**

1. For example, to set the maximum number of received packets to delay to 128 in the `enp1s0` connection profile, enter:
   
   ```
   # nmcli connection modify enp1s0 ethtool.coalesce-rx-frames 128
   ```

2. To remove a coalesce setting, set the setting to `ignore`. For example, to remove the `ethtool.coalesce-rx-frames` setting, enter:
   
   ```
   # nmcli connection modify enp1s0 ethtool.coalesce-rx-frames ignore
   ```

3. To reactivate the network profile:
   
   ```
   # nmcli connection up enp1s0
   ```

**Verification**

1. Use the `ethtool -c` command to display the current offload features of a network device:
   
   ```
   # ethtool -c network_device
   ```

**Additional resources**

- [Coalesce settings supported by NetworkManager](#)

37.3. CONFIGURING AN ETHTOOL COALESCE SETTINGS BY USING THE NETWORK RHEL SYSTEM ROLE

You can use the `network` RHEL System Role to configure `ethtool` coalesce settings of a NetworkManager connection.

**IMPORTANT**

When you run a play that uses the `network` RHEL System Role, the system role overrides an existing connection profile with the same name if the value of settings does not match the ones specified in the play. Therefore, always specify the whole configuration of the network connection profile in the play, even if, for example the IP configuration, already exists. Otherwise the role resets these values to their defaults.

Perform this procedure on the Ansible control node.

**Prerequisites**

- You have prepared the control node and the managed nodes
You are logged in to the control node as a user who can run playbooks on the managed nodes.

The account you use to connect to the managed nodes has **sudo** permissions on them.

The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.

## Procedure

1. Create a playbook file, for example `~/configure-ethernet-device-with-ethtoolcoalesce-settings.yml`, with the following content:

```yaml
---
- name: Configure the network
  hosts: managed-node-01.example.com
  tasks:
    - name: Configure an Ethernet connection with ethtool coalesce settings
      include_role:
        name: rhel-system-roles.network

      vars:
        network_connections:
          - name: enp1s0
            type: ethernet
            autoconnect: yes
            ip:
              address:
                - 198.51.100.20/24
                - 2001:db8:1::1/64
            gateway4: 198.51.100.254
            gateway6: 2001:db8:1::ffe
            dns:
              - 198.51.100.200
              - 2001:db8:1::ffbb
            dns_search:
              - example.com
            ethtool:
              coalesce:
                rx_frames: 128
                tx_frames: 128
            state: up
```

Depending on whether it already exists, this playbook creates or updates the **enp1s0** connection profile with the following settings:

- A static IPv4 address - **198.51.100.20** with a /24 subnet mask
- A static IPv6 address - **2001:db8:1::1** with a /64 subnet mask
- An IPv4 default gateway - **198.51.100.254**
- An IPv6 default gateway - **2001:db8:1::ffe**
- An IPv4 DNS server - **198.51.100.200**
- An IPv6 DNS server - **2001:db8:1::ffbb**
- A DNS search domain - example.com

- `ethtool` coalesce settings:
  - RX frames: 128
  - TX frames: 128

2. Run the playbook:

```bash
# ansible-playbook ~/configure-ethernet-device-with-ethtoolcoalesce-settings.yml
```

Additional resources

- `/usr/share/ansible/roles/rhel-system-roles.network/README.md` file
CHAPTER 38. USING MACSEC TO ENCRYPT LAYER-2 TRAFFIC IN THE SAME PHYSICAL NETWORK

You can use MACsec to secure the communication between two devices (point-to-point). For example, your branch office is connected over a Metro-Ethernet connection with the central office, you can configure MACsec on the two hosts that connect the offices to increase the security.

Media Access Control security (MACsec) is a layer 2 protocol that secures different traffic types over the Ethernet links including:

- dynamic host configuration protocol (DHCP)
- address resolution protocol (ARP)
- Internet Protocol version 4 / 6 (IPv4/IPv6)
- any traffic over IP such as TCP or UDP

MACsec encrypts and authenticates all traffic in LANs, by default with the GCM-AES-128 algorithm, and uses a pre-shared key to establish the connection between the participant hosts. If you want to change the pre-shared key, you need to update the NM configuration on all hosts in the network that uses MACsec.

A MACsec connection uses an Ethernet device, such as an Ethernet network card, VLAN, or tunnel device, as parent. You can either set an IP configuration only on the MACsec device to communicate with other hosts only using the encrypted connection, or you can also set an IP configuration on the parent device. In the latter case, you can use the parent device to communicate with other hosts using an unencrypted connection and the MACsec device for encrypted connections.

MACsec does not require any special hardware. For example, you can use any switch, except if you want to encrypt traffic only between a host and a switch. In this scenario, the switch must also support MACsec.

In other words, there are 2 common methods to configure MACsec:

- host to host and
- host to switch then switch to other host(s)

**IMPORTANT**

You can use MACsec only between hosts that are in the same (physical or virtual) LAN.

38.1. CONFIGURING A MACSEC CONNECTION USING NMCLI

You can configure Ethernet interfaces to use MACsec using the `nmcli` utility. For example, you can create a MACsec connection between two hosts that are connected over Ethernet.

**Procedure**

1. On the first host on which you configure MACsec:
   - Create the connectivity association key (CAK) and connectivity-association key name (CKN) for the pre-shared key:
a. Create a 16-byte hexadecimal CAK:

```
# dd if=/dev/urandom count=16 bs=1 2> /dev/null | hexdump -e '1/2 "%04x"'
50b71a8ef0bd571ea76de6d6c98c03a
```

b. Create a 32-byte hexadecimal CKN:

```
# dd if=/dev/urandom count=32 bs=1 2> /dev/null | hexdump -e '1/2 "%04x"'
f2b4297d39da7330910a74abc0449feb45b5c0b9fc23df1430e1898fcf1c4550
```

2. On both hosts you want to connect over a MACsec connection:

3. Create the MACsec connection:

```
# nmcli connection add type macsec con-name macsec0 ifname macsec0
connection.autoconnect yes macsec.parent enp1s0 macsec.mode psk macsec.mka-cak 50b71a8ef0bd571ea76de6d6c98c03a macsec.mka-ckn f2b4297d39da7330910a74abc0449feb45b5c0b9fc23df1430e1898fcf1c4550
```

Use the CAK and CKN generated in the previous step in the `macsec.mka-cak` and `macsec.mka-ckn` parameters. The values must be the same on every host in the MACsec-protected network.

4. Configure the IP settings on the MACsec connection.

   a. Configure the IPv4 settings. For example, to set a static IPv4 address, network mask, default gateway, and DNS server to the `macsec0` connection, enter:

```
# nmcli connection modify macsec0 ipv4.method manual ipv4.addresses '192.0.2.1/24' ipv4.gateway '192.0.2.254' ipv4.dns '192.0.2.253'
```

   b. Configure the IPv6 settings. For example, to set a static IPv6 address, network mask, default gateway, and DNS server to the `macsec0` connection, enter:

```
```

5. Activate the connection:

```
# nmcli connection up macsec0
```

Verification

1. Verify that the traffic is encrypted:

```
# tcpdump -nn -i enp1s0
```

2. Optional: Display the unencrypted traffic:

```
# tcpdump -nn -i macsec0
```

3. Display MACsec statistics:
# ip macsec show

4. Display individual counters for each type of protection: integrity-only (encrypt off) and encryption (encrypt on)

# ip -s macsec show

### 38.2. ADDITIONAL RESOURCES

- MACsec: a different solution to encrypt network traffic [blog](#)
CHAPTER 39. USING DIFFERENT DNS SERVERS FOR DIFFERENT DOMAINS

By default, Red Hat Enterprise Linux (RHEL) sends all DNS requests to the first DNS server specified in the /etc/resolv.conf file. If this server does not reply, RHEL uses the next server in this file. In environments where one DNS server cannot resolve all domains, administrators can configure RHEL to send DNS requests for a specific domain to a selected DNS server.

For example, you connect a server to a Virtual Private Network (VPN), and hosts in the VPN use the example.com domain. In this case, you can configure RHEL to process DNS queries in the following way: * Send only DNS requests for example.com to the DNS server in the VPN network. * Send all other requests to the DNS server that is configured in the connection profile with the default gateway.

39.1. USING DNSMASQ IN NETWORKMANAGER TO SEND DNS REQUESTS FOR A SPECIFIC DOMAIN TO A SELECTED DNS SERVER

You can configure NetworkManager to start an instance of dnsmasq. This DNS caching server then listens on port 53 on the loopback device. Consequently, this service is only reachable from the local system and not from the network.

With this configuration, NetworkManager adds the nameserver 127.0.0.1 entry to the /etc/resolv.conf file, and dnsmasq dynamically routes DNS requests to the corresponding DNS servers specified in the NetworkManager connection profiles.

Prerequisites

- The system has multiple NetworkManager connections configured.
- A DNS server and search domain are configured in the NetworkManager connection profile that is responsible for resolving a specific domain.

For example, to ensure that the DNS server specified in a VPN connection resolves queries for the example.com domain, the VPN connection profile must contain the following settings:

- A DNS server that can resolve example.com
- A search domain set to example.com in the ipv4.dns-search and ipv6.dns-search parameters
- The dnsmasq service is not running or configured to listen on a different interface then localhost.

Procedure

1. Install the dnsmasq package:

   # yum install dnsmasq

2. Edit the /etc/NetworkManager/NetworkManager.conf file, and set the following entry in the [main] section:

   dns=dnsmasq

3. Reload the NetworkManager service:
# systemctl reload NetworkManager

**Verification**

1. Search in the **systemd** journal of the `NetworkManager` unit for which domains the service uses a different DNS server:

```
# journalctl -xeu NetworkManager

Jun 02 13:30:17 client_hostname dnsmasq[5296]: using nameserver 198.51.100.7#53 for domain example.com
```

2. Use the **tcpdump** packet sniffer to verify the correct route of DNS requests:
   a. Install the **tcpdump** package:

   ```
   # yum install tcpdump
   ```
   
   b. On one terminal, start **tcpdump** to capture DNS traffic on all interfaces:

   ```
   # tcpdump -i any port 53
   ```

   c. On a different terminal, resolve host names for a domain for which an exception exists and another domain, for example:

   ```
   # host -t A www.example.com
   # host -t A www.redhat.com
   ```

   d. Verify in the **tcpdump** output that Red Hat Enterprise Linux sends only DNS queries for the **example.com** domain to the designated DNS server and through the corresponding interface:

   ```
   ```

   Red Hat Enterprise Linux sends the DNS query for **www.example.com** to the DNS server on **198.51.100.7** and the query for **www.redhat.com** to **192.0.2.1**.

**Troubleshooting**

1. Verify that the **nameserver** entry in the `/etc/resolv.conf` file refers to **127.0.0.1**:

   ```
   # cat /etc/resolv.conf
   nameserver 127.0.0.1
   ```

   If the entry is missing, check the **dns** parameter in the `/etc/NetworkManager/NetworkManager.conf` file.
2. Verify that the `dnsmasq` service listens on port `53` on the `loopback` device:

```bash
# ss -tulpn | grep "127.0.0.1:53"
udp UNCONN 0  0 127.0.0.1:53  0.0.0.0:*  users:(("dnsmasq",pid=7340,fd=18))
tcp LISTEN 0  32 127.0.0.1:53  0.0.0.0:*  users:(("dnsmasq",pid=7340,fd=19))
```

If the service does not listen on `127.0.0.1:53`, check the journal entries of the `NetworkManager` unit:

```bash
# journalctl -u NetworkManager
```

### 39.2. USING SYSTEMD-RESOLVED IN NETWORKMANAGER TO SEND DNS REQUESTS FOR A SPECIFIC DOMAIN TO A SELECTED DNS SERVER

You can configure NetworkManager to start an instance of `systemd-resolved`. This DNS stub resolver then listens on port `53` on IP address `127.0.0.53`. Consequently, this stub resolver is only reachable from the local system and not from the network.

With this configuration, NetworkManager adds the `nameserver 127.0.0.53` entry to the `/etc/resolv.conf` file, and `systemd-resolved` dynamically routes DNS requests to the corresponding DNS servers specified in the NetworkManager connection profiles.

**IMPORTANT**

The `systemd-resolved` service is provided as a Technology Preview only. Technology Preview features are not supported with Red Hat production Service Level Agreements (SLAs), might not be functionally complete, and Red Hat does not recommend using them for production. These previews provide early access to upcoming product features, enabling customers to test functionality and provide feedback during the development process.

See Technology Preview Features Support Scope on the Red Hat Customer Portal for information about the support scope for Technology Preview features.

For a supported solution, see Using `dnsmasq` in NetworkManager to send DNS requests for a specific domain to a selected DNS server.

**Prerequisites**

- The system has multiple NetworkManager connections configured.
- A DNS server and search domain are configured in the NetworkManager connection profile that is responsible for resolving a specific domain.

For example, to ensure that the DNS server specified in a VPN connection resolves queries for the `example.com` domain, the VPN connection profile must contain the following settings:

- A DNS server that can resolve `example.com`
- A search domain set to `example.com` in the `ipv4.dns-search` and `ipv6.dns-search` parameters

**Procedure**
1. Enable and start the `systemd-resolved` service:

```bash
# systemctl --now enable systemd-resolved
```

2. Edit the `/etc/NetworkManager/NetworkManager.conf` file, and set the following entry in the `[main]` section:

```bash
dns=systemd-resolved
```

3. Reload the `NetworkManager` service:

```bash
# systemctl reload NetworkManager
```

**Verification**

1. Display the DNS servers `systemd-resolved` uses and for which domains the service uses a different DNS server:

```bash
# resolvectl ...
Link 2 (enp1s0)
    Current Scopes: DNS
    Protocols: +DefaultRoute ...
    Current DNS Server: 192.0.2.1
    DNS Servers: 192.0.2.1
    Link 3 (tun0)
    Current Scopes: DNS
    Protocols: -DefaultRoute ...
    Current DNS Server: 198.51.100.7
    DNS Servers: 198.51.100.7 203.0.113.19
    DNS Domain: example.com
```

The output confirms that `systemd-resolved` uses different DNS servers for the `example.com` domain.

2. Use the `tcpdump` packet sniffer to verify the correct route of DNS requests:
   a. Install the `tcpdump` package:

```bash
# yum install tcpdump
```

   b. On one terminal, start `tcpdump` to capture DNS traffic on all interfaces:

```bash
# tcpdump -i any port 53
```

   c. On a different terminal, resolve host names for a domain for which an exception exists and another domain, for example:

```bash
# host -t A www.example.com
# host -t A www.redhat.com
```
d. Verify in the tcpdump output that Red Hat Enterprise Linux sends only DNS queries for the example.com domain to the designated DNS server and through the corresponding interface:

```
13:33:35.736956 tun0   Out IP server.33718 > 198.51.100.7.domain: 45381+ [1au] A?
www.example.com. (71)
```

```
13:33:46.211871 enp1s0 Out IP server.49203 > 192.0.2.1.domain: 22448+ [1au] A?
www.redhat.com. (56)
```

Red Hat Enterprise Linux sends the DNS query for www.example.com to the DNS server on 198.51.100.7 and the query for www.redhat.com to 192.0.2.1.

Troubleshooting

1. Verify that the nameserver entry in the /etc/resolv.conf file refers to 127.0.0.53:

```
# cat /etc/resolv.conf
nameserver 127.0.0.53
```

If the entry is missing, check the dns parameter in the /etc/NetworkManager/NetworkManager.conf file.

2. Verify that the systemd-resolved service listens on port 53 on the local IP address 127.0.0.53:

```
# ss -tulpn | grep "127.0.0.53"
udp UNCONN 0 0 127.0.0.53%lo:53 0.0.0.0:* users:(("systemd-resolve",pid=1050,fd=12))
tcp LISTEN 0 4096 127.0.0.53%lo:53 0.0.0.0:* users:(("systemd-resolve",pid=1050,fd=13))
```

If the service does not listen on 127.0.0.53:53, check if the systemd-resolved service is running.
CHAPTER 40. GETTING STARTED WITH IPVLAN

IPVLAN is a driver for a virtual network device that can be used in container environment to access the host network. IPVLAN exposes a single MAC address to the external network regardless the number of IPVLAN device created inside the host network. This means that a user can have multiple IPVLAN devices in multiple containers and the corresponding switch reads a single MAC address. IPVLAN driver is useful when the local switch imposes constraints on the total number of MAC addresses that it can manage.

40.1. IPVLAN MODES

The following modes are available for IPVLAN:

- **L2 mode**
  In IPVLAN L2 mode, virtual devices receive and respond to address resolution protocol (ARP) requests. The netfilter framework runs only inside the container that owns the virtual device. No netfilter chains are executed in the default namespace on the containerized traffic. Using L2 mode provides good performance, but less control on the network traffic.

- **L3 mode**
  In L3 mode, virtual devices process only L3 traffic and above. Virtual devices do not respond to ARP request and users must configure the neighbour entries for the IPVLAN IP addresses on the relevant peers manually. The egress traffic of a relevant container is landed on the netfilter POSTROUTING and OUTPUT chains in the default namespace while the ingress traffic is threaded in the same way as L2 mode. Using L3 mode provides good control but decreases the network traffic performance.

- **L3S mode**
  In L3S mode, virtual devices process the same way as in L3 mode, except that both egress and ingress traffics of a relevant container are landed on netfilter chain in the default namespace. L3S mode behaves in a similar way to L3 mode but provides greater control of the network.

**NOTE**

The IPVLAN virtual device does not receive broadcast and multicast traffic in case of L3 and L3S modes.

40.2. COMPARISON OF IPVLAN AND MACVLAN

The following table shows the major differences between MACVLAN and IPVLAN:

<table>
<thead>
<tr>
<th>MACVLAN</th>
<th>IPVLAN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uses MAC address for each MACVLAN device.</td>
<td>Uses single MAC address which does not limit the number of IPVLAN devices.</td>
</tr>
<tr>
<td>Note that, if a switch reaches the maximum number of MAC addresses it can store in its MAC table, connectivity can be lost.</td>
<td></td>
</tr>
<tr>
<td>Netfilter rules for a global namespace cannot affect traffic to or from a MACVLAN device in a child namespace.</td>
<td>It is possible to control traffic to or from a IPVLAN device in L3 mode and L3S mode.</td>
</tr>
</tbody>
</table>
40.3. CREATING AND CONFIGURING THE IPVLAN DEVICE USING \texttt{IPROUTE2}

This procedure shows how to set up the IPVLAN device using \texttt{iproute2}.

Procedure

1. To create an IPVLAN device, enter the following command:

   \begin{verbatim}
   # ip link add link \texttt{real\_NIC\_device} name \texttt{IPVLAN\_device} type ipvlan mode l2
   \end{verbatim}

   Note that network interface controller (NIC) is a hardware component which connects a computer to a network.

   Example 40.1. Creating an IPVLAN device

   \begin{verbatim}
   # ip link add link enp0s31f6 name my_ipvlan type ipvlan mode l2
   # ip link
   47: my_ipvlan@enp0s31f6: <BROADCAST,MULTICAST> mtu 1500 qdisc noop state DOWN mode DEFAULT group default qlen 1000 link/ether e8:6a:6e:8a:a2:44 brd ff:ff:ff:ff:ff:ff
   \end{verbatim}

2. To assign an IPv4 or IPv6 address to the interface, enter the following command:

   \begin{verbatim}
   # ip addr add dev \texttt{IPVLAN\_device IP\_address/subnet\_mask\_prefix}
   \end{verbatim}

3. In case of configuring an IPVLAN device in L3 mode or L3S mode, make the following setups:

   a. Configure the neighbor setup for the remote peer on the remote host:

   \begin{verbatim}
   # ip neigh add dev \texttt{peer\_device} \texttt{IPVLAN\_device\_IP\_address} lladdr \texttt{MAC\_address}
   \end{verbatim}

   where \texttt{MAC\_address} is the MAC address of the real NIC on which an IPVLAN device is based on.

   b. Configure an IPVLAN device for L3 mode with the following command:

   \begin{verbatim}
   # ip route add dev \texttt{<real\_NIC\_device>} \texttt{<peer\_IP\_address/32>}
   \end{verbatim}

   For L3S mode:

   \begin{verbatim}
   # ip route add dev \texttt{real\_NIC\_device peer\_IP\_address/32}
   \end{verbatim}

   where IP-address represents the address of the remote peer.

4. To set an IPVLAN device active, enter the following command:

   \begin{verbatim}
   # ip link set dev \texttt{IPVLAN\_device} up
   \end{verbatim}
5. To check if the IPVLAN device is active, execute the following command on the remote host:

```
# ping IP_address
```

where the IP_address uses the IP address of the IPVLAN device.
CHAPTER 41. REUSING THE SAME IP ADDRESS ON DIFFERENT INTERFACES

With Virtual routing and forwarding (VRF), administrators can use multiple routing tables simultaneously on the same host. For that, VRF partitions a network at layer 3. This enables the administrator to isolate traffic using separate and independent route tables per VRF domain. This technique is similar to virtual LANs (VLAN), which partitions a network at layer 2, where the operating system uses different VLAN tags to isolate traffic sharing the same physical medium.

One benefit of VRF over partitioning on layer 2 is that routing scales better considering the number of peers involved.

Red Hat Enterprise Linux uses a virtual vrf device for each VRF domain and adds routes to a VRF domain by adding existing network devices to a VRF device. Addresses and routes previously attached to the original device will be moved inside the VRF domain.

Note that each VRF domain is isolated from each other.

41.1. PERMANENTLY REUSING THE SAME IP ADDRESS ON DIFFERENT INTERFACES

You can use the virtual routing and forwarding (VRF) feature to permanently use the same IP address on different interfaces in one server.

IMPORTANT

To enable remote peers to contact both VRF interfaces while reusing the same IP address, the network interfaces must belong to different broadcasting domains. A broadcast domain in a network is a set of nodes, which receive broadcast traffic sent by any of them. In most configurations, all nodes connected to the same switch belong to the same broadcasting domain.

Prerequisites

- You are logged in as the root user.
- The network interfaces are not configured.

Procedure

1. Create and configure the first VRF device:

   a. Create a connection for the VRF device and assign it to a routing table. For example, to create a VRF device named vrf0 that is assigned to the 1001 routing table:

   ```
   # nmcli connection add type vrf ifname vrf0 con-name vrf0 table 1001 ipv4.method disabled ipv6.method disabled
   ```

   b. Enable the vrf0 device:

   ```
   # nmcli connection up vrf0
   ```
c. Assign a network device to the VRF just created. For example, to add the `enp1s0` Ethernet device to the `vrf0` VRF device and assign an IP address and the subnet mask to `enp1s0`, enter:

```
# nmcli connection add type ethernet con-name vrf.enp1s0 ifname enp1s0 master vrf0 ipv4.method manual ipv4.address 192.0.2.1/24
```

d. Activate the `vrf.enp1s0` connection:

```
# nmcli connection up vrf.enp1s0
```

2. Create and configure the next VRF device:

a. Create the VRF device and assign it to a routing table. For example, to create a VRF device named `vrf1` that is assigned to the `1002` routing table, enter:

```
# nmcli connection add type vrf ifname vrf1 con-name vrf1 table 1002 ipv4.method disabled ipv6.method disabled
```

b. Activate the `vrf1` device:

```
# nmcli connection up vrf1
```

c. Assign a network device to the VRF just created. For example, to add the `enp7s0` Ethernet device to the `vrf1` VRF device and assign an IP address and the subnet mask to `enp7s0`, enter:

```
# nmcli connection add type ethernet con-name vrf.enp7s0 ifname enp7s0 master vrf1 ipv4.method manual ipv4.address 192.0.2.1/24
```

d. Activate the `vrf.enp7s0` device:

```
# nmcli connection up vrf.enp7s0
```

### 41.2. TEMPORARILY REUSING THE SAME IP ADDRESS ON DIFFERENT INTERFACES

You can use the virtual routing and forwarding (VRF) feature to temporarily use the same IP address on different interfaces in one server. Use this procedure only for testing purposes, because the configuration is temporary and lost after you reboot the system.

#### IMPORTANT

To enable remote peers to contact both VRF interfaces while reusing the same IP address, the network interfaces must belong to different broadcasting domains. A broadcast domain in a network is a set of nodes which receive broadcast traffic sent by any of them. In most configurations, all nodes connected to the same switch belong to the same broadcasting domain.

**Prerequisites**

- You are logged in as the `root` user.
The network interfaces are not configured.

Procedure

1. Create and configure the first VRF device:
   a. Create the VRF device and assign it to a routing table. For example, to create a VRF device named blue that is assigned to the 1001 routing table:
      
      ```
      # ip link add dev blue type vrf table 1001
      ```
   b. Enable the blue device:
      
      ```
      # ip link set dev blue up
      ```
   c. Assign a network device to the VRF device. For example, to add the enp1s0 Ethernet device to the blue VRF device:
      
      ```
      # ip link set dev enp1s0 master blue
      ```
   d. Enable the enp1s0 device:
      
      ```
      # ip link set dev enp1s0 up
      ```
   e. Assign an IP address and subnet mask to the enp1s0 device. For example, to set it to 192.0.2.1/24:
      
      ```
      # ip addr add dev enp1s0 192.0.2.1/24
      ```

2. Create and configure the next VRF device:
   a. Create the VRF device and assign it to a routing table. For example, to create a VRF device named red that is assigned to the 1002 routing table:
      
      ```
      # ip link add dev red type vrf table 1002
      ```
   b. Enable the red device:
      
      ```
      # ip link set dev red up
      ```
   c. Assign a network device to the VRF device. For example, to add the enp7s0 Ethernet device to the red VRF device:
      
      ```
      # ip link set dev enp7s0 master red
      ```
   d. Enable the enp7s0 device:
      
      ```
      # ip link set dev enp7s0 up
      ```
   e. Assign the same IP address and subnet mask to the enp7s0 device as you used for enp1s0 in the blue VRF domain:
3. Optionally, create further VRF devices as described above.

### 41.3. ADDITIONAL RESOURCES

- `/usr/share/doc/kernel-doc-<kernel_version>/Documentation/networking/vrf.txt` from the `kernel-doc` package
CHAPTER 42. STARTING A SERVICE WITHIN AN ISOLATED VRF NETWORK

With virtual routing and forwarding (VRF), you can create isolated networks with a routing table that is different to the main routing table of the operating system. You can then start services and applications so that they have only access to the network defined in that routing table.

42.1. CONFIGURING A VRF DEVICE

To use virtual routing and forwarding (VRF), you create a VRF device and attach a physical or virtual network interface and routing information to it.

WARNING

To prevent that you lock out yourself out remotely, perform this procedure on the local console or remotely over a network interface that you do not want to assign to the VRF device.

Prerequisites

- You are logged in locally or using a network interface that is different to the one you want to assign to the VRF device.

Procedure

1. Create the vrf0 connection with a same-named virtual device, and attach it to routing table 1000:

   ```
   # nmcli connection add type vrf ifname vrf0 con-name vrf0 table 1000 ipv4.method disabled ipv6.method disabled
   ```

2. Add the enp1s0 device to the vrf0 connection, and configure the IP settings:

   ```
   # nmcli connection add type ethernet con-name enp1s0 ifname enp1s0 master vrf0 ipv4.method manual ipv4.address 192.0.2.1/24 ipv4.gateway 192.0.2.254
   ```

   This command creates the enp1s0 connection as a port of the vrf0 connection. Due to this configuration, the routing information are automatically assigned to the routing table 1000 that is associated with the vrf0 device.

3. If you require static routes in the isolated network:

   a. Add the static routes:

      ```
      # nmcli connection modify enp1s0 +ipv4.routes "198.51.100.0/24 192.0.2.2"
      ```

      This adds a route to the 198.51.100.0/24 network that uses 192.0.2.2 as the router.

   b. Activate the connection:
# nmcli connection up enp1s0

Verification

1. Display the IP settings of the device that is associated with vrf0:

```
# ip -br addr show vrf vrf0
enp1s0  UP  192.0.2.1/24
```

2. Display the VRF devices and their associated routing table:

```
# ip vrf show
Name     Table
---------
        -----
vrf0     1000
```

3. Display the main routing table:

```
# ip route show
default via 203.0.113.24 dev enp7s0 proto static metric 100
```

The main routing table does not mention any routes associated with the device enp1s0 device or the 192.0.2.1/24 subnet.

4. Display the routing table 1000:

```
# ip route show table 1000
default via 192.0.2.254 dev enp1s0 proto static metric 101
broadcast 192.0.2.254 dev enp1s0 proto kernel scope link src 192.0.2.1
192.0.2.24 dev enp1s0 proto kernel scope link src 192.0.2.1 metric 101
local 192.0.2.1 dev enp1s0 proto kernel scope host src 192.0.2.1
broadcast 192.0.2.255 dev enp1s0 proto kernel scope host src 192.0.2.1
198.51.100.0/24 via 192.0.2.2 dev enp1s0 proto static metric 101
```

The default entry indicates that services that use this routing table, use 192.0.2.254 as their default gateway and not the default gateway in the main routing table.

5. Execute the traceroute utility in the network associated with vrf0 to verify that the utility uses the route from table 1000:

```
# ip vrf exec vrf0 traceroute 203.0.113.1
traceroute to 203.0.113.1 (203.0.113.1), 30 hops max, 60 byte packets
  1  192.0.2.254 (192.0.2.254)  0.516 ms  0.459 ms  0.430 ms
...
```

The first hop is the default gateway that is assigned to the routing table 1000 and not the default gateway from the system’s main routing table.

Additional resources

- ip-vrf(8) man page

42.2. STARTING A SERVICE WITHIN AN ISOLATED VRF NETWORK
You can configure a service, such as the Apache HTTP Server, to start within an isolated virtual routing and forwarding (VRF) network.

IMPORTANT

Services can only bind to local IP addresses that are in the same VRF network.

Prerequisites

- You configured the `vrf0` device.
- You configured Apache HTTP Server to listen only on the IP address that is assigned to the interface associated with the `vrf0` device.

Procedure

1. Display the content of the `httpd` systemd service:

   ```
   # systemctl cat httpd
   ...
   [Service]
   ExecStart=/usr/sbin/httpd $OPTIONS -DFOREGROUND
   ...
   ```

   You require the content of the `ExecStart` parameter in a later step to run the same command within the isolated VRF network.

2. Create the `/etc/systemd/system/httpd.service.d/` directory:

   ```
   # mkdir /etc/systemd/system/httpd.service.d/
   ```

3. Create the `/etc/systemd/system/httpd.service.d/override.conf` file with the following content:

   ```
   [Service]
   ExecStart=/usr/sbin/ip vrf exec vrf0 /usr/sbin/httpd $OPTIONS -DFOREGROUND
   ```

   To override the `ExecStart` parameter, you first need to unset it and then set it to the new value as shown.

4. Reload systemd.

   ```
   # systemctl daemon-reload
   ```

5. Restart the `httpd` service.

   ```
   # systemctl restart httpd
   ```

Verification

1. Display the process IDs (PID) of `httpd` processes:
2. Display the VRF association for the PIDs, for example:

   ```
   # ip vrf identify 1904
   vrf0
   ```

3. Display all PIDs associated with the vrf0 device:

   ```
   # ip vrf pids vrf0
   1904  httpd
   ...  
   ```

Additional resources

- **ip-vrf(8)** man page
CHAPTER 43. RUNNING DHCLIENT EXIT HOOKS USING NETWORKMANAGER A DISPATCHER SCRIPT

You can use a NetworkManager dispatcher script to execute `dhclient` exit hooks.

### 43.1. THE CONCEPT OF NETWORKMANAGER DISPATCHER SCRIPTS

The `NetworkManager-dispatcher` service executes user-provided scripts in alphabetical order when network events happen. These scripts are typically shell scripts, but can be any executable script or application. You can use dispatcher scripts, for example, to adjust network-related settings that you cannot manage with NetworkManager.

You can store dispatcher scripts in the following directories:

- `/etc/NetworkManager/dispatcher.d/`: The general location for dispatcher scripts the `root` user can edit.
- `/usr/lib/NetworkManager/dispatcher.d/`: For pre-deployed immutable dispatcher scripts.

For security reasons, the `NetworkManager-dispatcher` service executes scripts only if the following conditions met:

- The script is owned by the `root` user.
- The script is only readable and writable by `root`.
- The `setuid` bit is not set on the script.

The `NetworkManager-dispatcher` service runs each script with two arguments:

1. The interface name of the device the operation happened on.
2. The action, such as `up`, when the interface has been activated.

The `Dispatcher scripts` section in the `NetworkManager(8)` man page provides an overview of actions and environment variables you can use in scripts.

The `NetworkManager-dispatcher` service runs one script at a time, but asynchronously from the main NetworkManager process. Note that, if a script is queued, the service will always run it, even if a later event makes it obsolete. However, the `NetworkManager-dispatcher` service runs scripts that are symbolic links referring to files in `/etc/NetworkManager/dispatcher.d/no-wait.d/` immediately, without waiting for the termination of previous scripts, and in parallel.

Additional resources

- `NetworkManager(8)` man page

### 43.2. CREATING A NETWORKMANAGER DISPATCHER SCRIPT THAT RUNS DHCLIENT EXIT HOOKS

When a DHCP server assigns or updates an IPv4 address, NetworkManager can run a dispatcher script stored in the `/etc/dhcp/dhclient-exit-hooks.d/` directory. This dispatcher script can then, for example, run `dhclient` exit hooks.

Prerequisites

- Red Hat Enterprise Linux 8 Configuring and managing networking
Prerequisites

- The `dhclient` exit hooks are stored in the `/etc/dhcp/dhclient-exit-hooks.d/` directory.

Procedure

1. Create the `/etc/NetworkManager/dispatcher.d/12-dhclient-down` file with the following content:

   ```bash
   #!/bin/bash
   # Run dhclient.exit-hooks.d scripts
   if [ -n "$DHCP4_DHCP_LEASE_TIME" ]; then
     if [ "$2" = "dhcp4-change" ] || [ "$2" = "up" ]; then
       if [-d /etc/dhcp/dhclient-exit-hooks.d ]; then
         for f in /etc/dhcp/dhclient-exit-hooks.d/*.sh ; do
           if [ -x "$f" ]; then
             $f
           fi
         done
       fi
     fi
   fi
   fi
   fi
   ```

2. Set the `root` user as owner of the file:

   ```bash
   # chown root:root /etc/NetworkManager/dispatcher.d/12-dhclient-down
   ```

3. Set the permissions so that only the root user can execute it:

   ```bash
   # chmod 0700 /etc/NetworkManager/dispatcher.d/12-dhclient-down
   ```

4. Restore the SELinux context:

   ```bash
   # restorecon /etc/NetworkManager/dispatcher.d/12-dhclient-down
   ```

Additional resources

- `NetworkManager(8)` man page
Increasing the log levels for all or certain domains helps to log more details of the operations that NetworkManager performs. You can use this information to troubleshoot problems. NetworkManager provides different levels and domains to produce logging information. The `/etc/NetworkManager/NetworkManager.conf` file is the main configuration file for NetworkManager. The logs are stored in the journal.

### 44.1. INTRODUCTION TO NETWORKMANAGER REAPPLY METHOD

The **NetworkManager** service uses a profile to manage the connection settings of a device. Desktop Bus (D-Bus) API can create, modify, and delete these connection settings. For any changes in a profile, D-Bus API clones the existing settings to the modified settings of a connection. Despite cloning, changes do not apply to the modified settings. To make it effective, reactivate the existing settings of a connection or use the `reapply()` method.

The `reapply()` method has the following features:

1. Updating modified connection settings without deactivation or restart of a network interface.
2. Removing pending changes from the modified connection settings. As **NetworkManager** does not revert the manual changes, you can reconfigure the device and revert external or manual parameters.
3. Creating different modified connection settings than that of the existing connection settings.

Also, `reapply()` method supports the following attributes:

- `bridge.ageing-time`
- `bridge.forward-delay`
- `bridge.group-address`
- `bridge.group-forward-mask`
- `bridge.hello-time`
- `bridge.max-age`
- `bridge.multicast-hash-max`
- `bridge.multicast-last-member-count`
- `bridge.multicast-last-member-interval`
- `bridge.multicast-membership-interval`
- `bridge.multicast-querier`
- `bridge.multicast-querier-interval`
- `bridge.multicast-query-interval`
- `bridge.multicast-query-response-interval`
• bridge.multicast-query-use-ifaddr
• bridge.multicast-router
• bridge.multicast-snooping
• bridge.multicast-startup-query-count
• bridge.multicast-startup-query-interval
• bridge.priority
• bridge.stp
• bridge.VLAN-filtering
• bridge.VLAN-protocol
• bridge.VLANs
• 802-3-ethernet.accept-all-mac-addresses
• 802-3-ethernet.cloned-mac-address
• IPv4.addresses
• IPv4.dhcp-client-id
• IPv4.dhcp-iaid
• IPv4.dhcp-timeout
• IPv4.DNS
• IPv4.DNS-priority
• IPv4.DNS-search
• IPv4.gateway
• IPv4.ignore-auto-DNS
• IPv4.ignore-auto-routes
• IPv4.may-fail
• IPv4.method
• IPv4.never-default
• IPv4.route-table
• IPv4.routes
• IPv4.routing-rules
• IPv6.addr-gen-mode
- IPv6.addresses
- IPv6.dhcp-duid
- IPv6.dhcp-iaid
- IPv6.dhcp-timeout
- IPv6.DNS
- IPv6.DNS-priority
- IPv6.DNS-search
- IPv6.gateway
- IPv6.ignore-auto-DNS
- IPv6.may-fail
- IPv6.method
- IPv6.never-default
- IPv6.ra-timeout
- IPv6.route-metric
- IPv6.route-table
- IPv6.routes
- IPv6.routing-rules

Additional resources
- nm-settings-nmcli(5) man page

44.2. SETTING THE NETWORKMANAGER LOG LEVEL

By default, all the log domains are set to record the INFO log level. Disable rate-limiting before collecting debug logs. With rate-limiting, systemd-journald drops messages if there are too many of them in a short time. This can occur when the log level is TRACE.

This procedure disables rate-limiting and enables recording debug logs for the all (ALL) domains.

Procedure

1. To disable rate-limiting, edit the /etc/systemd/journald.conf file, uncomment the RateLimitBurst parameter in the [Journal] section, and set its value as 0:

   ```
   RateLimitBurst=0
   ```

2. Restart the systemd-journald service.

   ```
   # systemctl restart systemd-journald
   ```
3. Create the `/etc/NetworkManager/conf.d/95-nm-debug.conf` file with the following content:

```
[logging]
domains=ALL:TRACE
```

The `domains` parameter can contain multiple comma-separated `domain:level` pairs.

4. Restart the NetworkManager service.

```
# systemctl restart NetworkManager
```

**Verification**

- Query the `systemd` journal to display the journal entries of the `NetworkManager` unit:

```
# journalctl -u NetworkManager
```

```
Jun 30 15:24:32 server NetworkManager[164187]: <debug> [1656595472.4939] active-connection[0x5565143c80a0]: update activation type from assume to managed
Jun 30 15:24:32 server NetworkManager[164187]: <trace> [1656595472.4939] l3cfg[4281fdf43e356454,ifindex=3]: commit type register (type "update", source "device", existing a369f23014b9ede3) -> a369f23014b9ede3
Jun 30 15:24:32 server NetworkManager[164187]: <info> [1656595472.4940] manager: NetworkManager state is now CONNECTED_SITE
...```

44.3. TEMPORARILY SETTING LOG LEVELS AT RUN TIME USING NMCLI

You can change the log level at run time using `nmcli`. However, Red Hat recommends to enable debugging using configuration files and restart NetworkManager. Updating debugging levels and domains using the `.conf` file helps to debug boot issues and captures all the logs from the initial state.

**Procedure**

1. Optional: Display the current logging settings:

```
# nmcli general logging
LEVEL  DOMAINS
INFO
PLATFORM,RFKILL,ETHER,WIFI,BT,MB,DHCP4,DHCP6,PPP,WIFI_SCAN,IP4,IP6,AUTOIP4,DNS,VPN,SHARING,SUPPLICANT,AGENTS,SETTINGS,SUSPEND,CORE,DEVICE,OLPC,
WIMAX,INFINIBAND,FIREWALL,ADSL,BOND,VLAN,BRIDGE,DBUS_PROPS,TEAM,CONC
HECK,DC
B,DISPATCH
```

2. To modify the logging level and domains, use the following options:

- To set the log level for all domains to the same `LEVEL`, enter:
# nmcli general logging level LEVEL domains ALL

- To change the level for specific domains, enter:

  # nmcli general logging level LEVEL domains DOMAINS

Note that updating the logging level using this command disables logging for all the other domains.

- To change the level of specific domains and preserve the level of all other domains, enter:

  # nmcli general logging level KEEP domains DOMAIN:LEVEL,DOMAIN:LEVEL

44.4. VIEWING NETWORKMANAGER LOGS

You can view the NetworkManager logs for troubleshooting.

Procedure

- To view the logs, enter:

  # journalctl -u NetworkManager -b

Additional resources

- NetworkManager.conf(5) man page
- journalctl(1) man page

44.5. DEBUGGING LEVELS AND DOMAINS

You can use the levels and domains parameters to manage the debugging for NetworkManager. The level defines the verbosity level, whereas the domains define the category of the messages to record the logs with given severity (level).

<table>
<thead>
<tr>
<th>Log levels</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>Does not log any messages about NetworkManager</td>
</tr>
<tr>
<td>ERR</td>
<td>Logs only critical errors</td>
</tr>
<tr>
<td>WARN</td>
<td>Logs warnings that can reflect the operation</td>
</tr>
<tr>
<td>INFO</td>
<td>Logs various informational messages that are useful for tracking state and operations</td>
</tr>
<tr>
<td>DEBUG</td>
<td>Enables verbose logging for debugging purposes</td>
</tr>
<tr>
<td>TRACE</td>
<td>Enables more verbose logging than the DEBUG level</td>
</tr>
</tbody>
</table>
Note that subsequent levels log all messages from earlier levels. For example, setting the log level to INFO also logs messages contained in the ERR and WARN log level.

Additional resources

- NetworkManager.conf(5) man page
CHAPTER 45. INTRODUCTION TO NMSTATE

Nmstate is a declarative network manager API. The nmstate package provides the libnmstate Python library and a command-line utility, nmstatectl, to manage NetworkManager on RHEL. When you use Nmstate, you describe the expected networking state using YAML or JSON-formatted instructions.

Nmstate has many benefits. For example, it:

- Provides a stable and extensible interface to manage RHEL network capabilities
- Supports atomic and transactional operations at the host and cluster level
- Supports partial editing of most properties and preserves existing settings that are not specified in the instructions
- Provides plug-in support to enable administrators to use their own plug-ins

45.1. USING THE LIBNMSTATE LIBRARY IN A PYTHON APPLICATION

The libnmstate Python library enables developers to use Nmstate in their own application.

To use the library, import it in your source code:

```python
import libnmstate
```

Note that you must install the nmstate package to use this library.

Example 45.1. Querying the network state using the libnmstate library

The following Python code imports the libnmstate library and displays the available network interfaces and their state:

```python
import json
import libnmstate
from libnmstate.schema import Interface

net_state = libnmstate.show()
for iface_state in net_state[Interface.KEY]:
    print(iface_state[Interface.NAME] + " : ",
          + iface_state[Interface.STATE])
```

45.2. UPDATING THE CURRENT NETWORK CONFIGURATION USING NMSTATECTL

You can use the nmstatectl utility to store the current network configuration of one or all interfaces in a file. You can then use this file to:

- Modify the configuration and apply it to the same system.
- Copy the file to a different host and configure the host with the same or modified settings.
For example, you can export the settings of the `enp1s0` interface to a file, modify the configuration, and apply the settings to the host.

**Prerequisites**

- The `nmstate` package is installed.

**Procedure**

1. Export the settings of the `enp1s0` interface to the `~/.network-config.yml` file:

   ```
   # nmstatectl show enp1s0 > ~/.network-config.yml
   ```

   This command stores the configuration of `enp1s0` in YAML format. To store the output in JSON format, pass the `--json` option to the command.

   If you do not specify an interface name, `nmstatectl` exports the configuration of all interfaces.

2. Modify the `~/.network-config.yml` file using a text editor to update the configuration.

3. Apply the settings from the `~/.network-config.yml` file:

   ```
   # nmstatectl apply ~/.network-config.yml
   ```

   If you exported the settings in JSON format, pass the `--json` option to the command.

### 45.3. NETWORK STATES FOR THE NETWORK RHEL SYSTEM ROLE

The `network` RHEL system role supports state configurations in playbooks to configure the devices. For this, use the `network_state` variable followed by the state configurations.

**Benefits of using the `network_state` variable in a playbook:**

- Using the declarative method with the state configurations, you can configure interfaces, and the NetworkManager creates a profile for these interfaces in the background.

- With the `network_state` variable, you can specify the options that you require to change, and all the other options will remain the same as they are. However, with the `network_connections` variable, you must specify all settings to change the network connection profile.

For example, to create an Ethernet connection with dynamic IP address settings, use the following `vars` block in your playbook:

<table>
<thead>
<tr>
<th>Playbook with state configurations</th>
<th>Regular playbook</th>
</tr>
</thead>
</table>

---

**CHAPTER 45. INTRODUCTION TO NMSTATE**
For example, to only change the connection status of dynamic IP address settings that you created as above, use the following `vars` block in your playbook:

```
vars:
  network_state:
    interfaces:
    - name: enp7s0
      type: ethernet
      state: up
    ipv4:
      enabled: true
      auto-dns: true
      auto-gateway: true
      auto-routes: true
      dhcp: true
    ipv6:
      enabled: true
      auto-dns: true
      auto-gateway: true
      auto-routes: true
      autoconf: true
      dhcp: true
```

```
vars:
  network_connections:
    - name: enp7s0
      interface_name: enp7s0
      type: ethernet
      autoconnect: yes
      ip:
        dhcp4: yes
        auto6: yes
        state: up
```

Additional resources

- `/usr/share/ansible/roles/rhel-system-roles.network/README.md` file

45.4. ADDITIONAL RESOURCES

- `/usr/share/doc/nmstate/README.md`
- `/usr/share/doc/nmstate/examples/`
CHAPTER 46. CAPTURING NETWORK PACKETS

To debug network issues and communications, you can capture network packets. The following sections provide instructions and additional information about capturing network packets.

46.1. USING XDPDUMP TO CAPTURE NETWORK PACKETS INCLUDING PACKETS DROPPED BY XDP PROGRAMS

The `xdpdump` utility captures network packets. Unlike the `tcpdump` utility, `xdpdump` uses an extended Berkeley Packet Filter (eBPF) program for this task. This enables `xdpdump` to also capture packets dropped by Express Data Path (XDP) programs. User-space utilities, such as `tcpdump`, are not able to capture these dropped packages, as well as original packets modified by an XDP program.

You can use `xdpdump` to debug XDP programs that are already attached to an interface. Therefore, the utility can capture packets before an XDP program is started and after it has finished. In the latter case, `xdpdump` also captures the XDP action. By default, `xdpdump` captures incoming packets at the entry of the XDP program.

**IMPORTANT**

On other architectures than AMD and Intel 64-bit, the `xdpdump` utility is provided as a Technology Preview only. Technology Preview features are not supported with Red Hat production Service Level Agreements (SLAs), might not be functionally complete, and Red Hat does not recommend using them for production. These previews provide early access to upcoming product features, enabling customers to test functionality and provide feedback during the development process.

See Technology Preview Features Support Scope on the Red Hat Customer Portal for information about the support scope for Technology Preview features.

Note that `xdpdump` has no packet filter or decode capabilities. However, you can use it in combination with `tcpdump` for packet decoding.

**Prerequisites**

- A network driver that supports XDP programs.
- An XDP program is loaded to the `enp1s0` interface. If no program is loaded, `xdpdump` captures packets in a similar way `tcpdump` does, for backward compatibility.

**Procedure**

1. To capture packets on the `enp1s0` interface and write them to the `/root/capture.pcap` file, enter:
   
   ```
   # xdpdump -i enp1s0 -w /root/capture.pcap
   ```

2. To stop capturing packets, press `Ctrl+C`.

**Additional resources**

- `xdpdump(8)` man page
If you are a developer and you are interested in the source code of `xdpdump`, download and install the corresponding source RPM (SRPM) from the Red Hat Customer Portal.

46.2. ADDITIONAL RESOURCES

- How to capture network packets with tcpdump?
CHAPTER 47. USING AND CONFIGURING FIREWALLD

A firewall is a way to protect machines from any unwanted traffic from outside. It enables users to control incoming network traffic on host machines by defining a set of firewall rules. These rules are used to sort the incoming traffic and either block it or allow through.

firewalld is a firewall service daemon that provides a dynamic customizable host-based firewall with a D-Bus interface. Being dynamic, it enables creating, changing, and deleting the rules without the necessity to restart the firewall daemon each time the rules are changed.

firewalld uses the concepts of zones and services, that simplify the traffic management. Zones are predefined sets of rules. Network interfaces and sources can be assigned to a zone. The traffic allowed depends on the network your computer is connected to and the security level this network is assigned. Firewall services are predefined rules that cover all necessary settings to allow incoming traffic for a specific service and they apply within a zone.

Services use one or more ports or addresses for network communication. Firewalls filter communication based on ports. To allow network traffic for a service, its ports must be open. firewalld blocks all traffic on ports that are not explicitly set as open. Some zones, such as trusted, allow all traffic by default.

Note that firewalld with nftables backend does not support passing custom nftables rules to firewalld, using the --direct option.

47.1. GETTING STARTED WITH FIREWALLD

The following is an introduction to firewalld features, such as services and zones, and how to manage the firewalld systemd service.

47.1.1. When to use firewalld, nftables, or iptables

The following is a brief overview in which scenario you should use one of the following utilities:

- **firewalld**: Use the firewalld utility for simple firewall use cases. The utility is easy to use and covers the typical use cases for these scenarios.

- **nftables**: Use the nftables utility to set up complex and performance-critical firewalls, such as for a whole network.

- **iptables**: The iptables utility on Red Hat Enterprise Linux uses the nf_tables kernel API instead of the legacy back end. The nf_tables API provides backward compatibility so that scripts that use iptables commands still work on Red Hat Enterprise Linux. For new firewall scripts, Red Hat recommends to use nftables.

**IMPORTANT**

To prevent the different firewall services from influencing each other, run only one of them on a RHEL host, and disable the other services.

47.1.2. Zones

firewalld can be used to separate networks into different zones according to the level of trust that the user has decided to place on the interfaces and traffic within that network. A connection can only be part of one zone, but a zone can be used for many network connections.

NetworkManager notifies firewalld of the zone of an interface. You can assign zones to interfaces with:
- `NetworkManager`
- `firewall-config` tool
- `firewall-cmd` command-line tool
- The RHEL web console

The latter three can only edit the appropriate `NetworkManager` configuration files. If you change the zone of the interface using the web console, `firewall-cmd` or `firewall-config`, the request is forwarded to `NetworkManager` and is not handled by `firewalld`.

The predefined zones are stored in the `/usr/lib/firewalld/zones/` directory and can be instantly applied to any available network interface. These files are copied to the `/etc/firewalld/zones/` directory only after they are modified. The default settings of the predefined zones are as follows:

**block**
Any incoming network connections are rejected with an `icmp-host-prohibited` message for IPv4 and `icmp6-adm-prohibited` for IPv6. Only network connections initiated from within the system are possible.

**dmz**
For computers in your demilitarized zone that are publicly-accessible with limited access to your internal network. Only selected incoming connections are accepted.

**drop**
Any incoming network packets are dropped without any notification. Only outgoing network connections are possible.

**external**
For use on external networks with masquerading enabled, especially for routers. You do not trust the other computers on the network to not harm your computer. Only selected incoming connections are accepted.

**home**
For use at home when you mostly trust the other computers on the network. Only selected incoming connections are accepted.

**internal**
For use on internal networks when you mostly trust the other computers on the network. Only selected incoming connections are accepted.

**public**
For use in public areas where you do not trust other computers on the network. Only selected incoming connections are accepted.

**trusted**
All network connections are accepted.

**work**
For use at work where you mostly trust the other computers on the network. Only selected incoming connections are accepted.

One of these zones is set as the `default` zone. When interface connections are added to `NetworkManager`, they are assigned to the default zone. On installation, the default zone in `firewalld` is set to be the `public` zone. The default zone can be changed.
NOTE

The network zone names should be self-explanatory and to allow users to quickly make a reasonable decision. To avoid any security problems, review the default zone configuration and disable any unnecessary services according to your needs and risk assessments.

Additional resources

- The `firewalld.zone(5)` man page.

47.1.3. Predefined services

A service can be a list of local ports, protocols, source ports, and destinations, as well as a list of firewall helper modules automatically loaded if a service is enabled. Using services saves users time because they can achieve several tasks, such as opening ports, defining protocols, enabling packet forwarding and more, in a single step, rather than setting up everything one after another.

Service configuration options and generic file information are described in the `firewalld.service(5)` man page. The services are specified by means of individual XML configuration files, which are named in the following format: `service-name.xml`. Protocol names are preferred over service or application names in `firewalld`.

Services can be added and removed using the graphical `firewall-config` tool, `firewall-cmd`, and `firewall-offline-cmd`.

Alternatively, you can edit the XML files in the `/etc/firewalld/services/` directory. If a service is not added or changed by the user, then no corresponding XML file is found in `/etc/firewalld/services/`. The files in the `/usr/lib/firewalld/services/` directory can be used as templates if you want to add or change a service.

Additional resources

- The `firewalld.service(5)` man page

47.1.4. Starting firewalld

Procedure

1. To start `firewalld`, enter the following command as `root`:

```
# systemctl unmask firewalld
# systemctl start firewalld
```

2. To ensure `firewalld` starts automatically at system start, enter the following command as `root`:

```
# systemctl enable firewalld
```

47.1.5. Stopping firewalld

Procedure

1. To stop `firewalld`, enter the following command as `root`:
2. To prevent firewalld from starting automatically at system start:

```
# systemctl disable firewalld
```

3. To make sure firewalld is not started by accessing the firewalld D-Bus interface and also if other services require firewalld:

```
# systemctl mask firewalld
```

### 47.1.6. Verifying the permanent firewalld configuration

In certain situations, for example after manually editing firewalld configuration files, administrators want to verify that the changes are correct. You can use the firewall-cmd utility to verify the configuration.

**Prerequisites**

- The firewalld service is running.

**Procedure**

1. Verify the permanent configuration of the firewalld service:

```
# firewall-cmd --check-config
```

If the permanent configuration is valid, the command returns `success`. In other cases, the command returns an error with further details, such as the following:

```
# firewall-cmd --check-config
Error: INVALID_PROTOCOL: 'public.xml': 'tcpx' not from {'tcp'|'udp'|'sctp'|'dccp'}
```

### 47.2. VIEWING THE CURRENT STATUS AND SETTINGS OF FIREWALLD

To monitor the firewalld service, you can display the status, allowed services, and settings.

#### 47.2.1. Viewing the current status of firewalld

The firewall service, firewalld, is installed on the system by default. Use the firewalld CLI interface to check that the service is running.

**Procedure**

1. To see the status of the service:

```
# firewall-cmd --state
```

2. For more information about the service status, use the systemctl status sub-command:

```
# systemctl status firewalld
```
47.2.2. Viewing allowed services using GUI

To view the list of services using the graphical `firewall-config` tool, press the Super key to enter the Activities Overview, type `firewall`, and press Enter. The `firewall-config` tool appears. You can now view the list of services under the Services tab.

You can start the graphical firewall configuration tool using the command-line.

**Prerequisites**

- You installed the `firewall-config` package.

**Procedure**

- To start the graphical firewall configuration tool using the command-line:

  ```
  $ firewall-config
  ```

  The **Firewall Configuration** window opens. Note that this command can be run as a normal user, but you are prompted for an administrator password occasionally.

47.2.3. Viewing firewalld settings using CLI

With the CLI client, it is possible to get different views of the current firewall settings. The `--list-all` option shows a complete overview of the `firewalld` settings.

`firewalld` uses zones to manage the traffic. If a zone is not specified by the `--zone` option, the command is effective in the default zone assigned to the active network interface and connection.

**Procedure**

- To list all the relevant information for the default zone:

  ```
  # firewall-cmd --list-all
  public
  target: default
  icmp-block-inversion: no
  interfaces:
  sources:
  services: ssh dhcpv6-client
  ports:
  protocols:
  masquerade: no
  forward-ports:
  ```
source-ports:
icmp-blocks:
rich rules:

- To specify the zone for which to display the settings, add the `--zone=zone-name` argument to the `firewall-cmd --list-all` command, for example:

```
# firewall-cmd --list-all --zone=home
home
  target: default
  icmp-block-inversion: no
  interfaces:
  sources:
  services: ssh mdns samba-client dhcpv6-client ...
```

- To see the settings for particular information, such as services or ports, use a specific option. See the `firewalld` manual pages or get a list of the options using the command help:

```
# firewall-cmd --help
```

- To see which services are allowed in the current zone:

```
# firewall-cmd --list-services
ssh dhcpv6-client
```

**NOTE**

Listing the settings for a certain subpart using the CLI tool can sometimes be difficult to interpret. For example, you allow the SSH service and `firewalld` opens the necessary port (22) for the service. Later, if you list the allowed services, the list shows the SSH service, but if you list open ports, it does not show any. Therefore, it is recommended to use the `--list-all` option to make sure you receive a complete information.

### 47.3. CONTROLLING NETWORK TRAFFIC USING FIREWALLD

The `firewalld` package installs a large number of predefined service files and you can add more or customize them. You can then use these service definitions to open or close ports for services without knowing the protocol and port numbers they use.

#### 47.3.1. Disabling all traffic in case of emergency using CLI

In an emergency situation, such as a system attack, it is possible to disable all network traffic and cut off the attacker.

**Procedure**

1. To immediately disable networking traffic, switch panic mode on:

```
# firewall-cmd --panic-on
```
Enabling panic mode stops all networking traffic. For this reason, it should be used only when you have the physical access to the machine or if you are logged in using a serial console.

2. Switching off panic mode reverts the firewall to its permanent settings. To switch panic mode off, enter:

```
# firewall-cmd --panic-off
```

**Verification**

- To see whether panic mode is switched on or off, use:

```
# firewall-cmd --query-panic
```

### 47.3.2. Controlling traffic with predefined services using CLI

The most straightforward method to control traffic is to add a predefined service to **firewalld**. This opens all necessary ports and modifies other settings according to the **service definition file**.

**Procedure**

1. Check that the service is not already allowed:

```
# firewall-cmd --list-services
ssh dhcpv6-client
```

2. List all predefined services:

```
# firewall-cmd --get-services
RH-Satellite-6 amanda-client amanda-k5-client bacula bacula-client bitcoin bitcoin-rpc bitcoin-testnet bitcoin-testnet-rpc ceph ceph-mon cfengine condor-collector ctdb dhcp dhcpv6 dhcpv6-client dns docker-registry ...
```

3. Add the service to the allowed services:

```
# firewall-cmd --add-service=<service_name>
```

4. Make the new settings persistent:

```
# firewall-cmd --runtime-to-permanent
```

### 47.3.3. Controlling traffic with predefined services using GUI

You can control the network traffic with predefined services using graphical user interface.

**Prerequisites**

- You installed the **firewall-config** package
Procedure

1. To enable or disable a predefined or custom service:
   a. Start the `firewall-config` tool and select the network zone whose services are to be configured.
   b. Select the **Zones** tab and then the **Services** tab below.
   c. Select the check box for each type of service you want to trust or clear the check box to block a service in the selected zone.

2. To edit a service:
   a. Start the `firewall-config` tool.
   b. Select **Permanent** from the menu labeled **Configuration**. Additional icons and menu buttons appear at the bottom of the **Services** window.
   c. Select the service you want to configure.

The **Ports**, **Protocols**, and **Source Port** tabs enable adding, changing, and removing of ports, protocols, and source port for the selected service. The modules tab is for configuring **Netfilter** helper modules. The **Destination** tab enables limiting traffic to a particular destination address and Internet Protocol (IPv4 or IPv6).

**NOTE**

It is not possible to alter service settings in the **Runtime** mode.

47.3.4. Adding new services

Services can be added and removed using the graphical `firewall-config` tool, `firewall-cmd`, and `firewall-offline-cmd`. Alternatively, you can edit the XML files in `/etc/firewalld/services/`. If a service is not added or changed by the user, then no corresponding XML file are found in `/etc/firewalld/services/`. The files `/usr/lib/firewalld/services/` can be used as templates if you want to add or change a service.

**NOTE**

Service names must be alphanumeric and can, additionally, include only _ (underscore) and - (dash) characters.

Procedure

To add a new service in a terminal, use `firewall-cmd`, or `firewall-offline-cmd` in case of not active `firewalld`.

1. Enter the following command to add a new and empty service:

   ```
   $ firewall-cmd --new-service=<service_name> --permanent
   ```

2. To add a new service using a local file, use the following command:

   ```
   $ firewall-cmd --new-service-from-file=<service_xml_file> --permanent
   ```
You can change the service name with the additional `--name=<service_name>` option.

3. As soon as service settings are changed, an updated copy of the service is placed into `/etc/firewalld/services/`. As root, you can enter the following command to copy a service manually:

```
# cp /usr/lib/firewalld/services/service-name.xml /etc/firewalld/services/service-name.xml
```

`firewalld` loads files from `/usr/lib/firewalld/services` in the first place. If files are placed in `/etc/firewalld/services` and they are valid, then these will override the matching files from `/usr/lib/firewalld/services`. The overridden files in `/usr/lib/firewalld/services` are used as soon as the matching files in `/etc/firewalld/services` have been removed or if `firewalld` has been asked to load the defaults of the services. This applies to the permanent environment only. A reload is needed to get these fallbacks also in the runtime environment.

### 47.3.5. Opening ports using GUI

To permit traffic through the firewall to a certain port, you can open the port in the GUI.

**Prerequisites**

- You installed the `firewall-config` package

**Procedure**

1. Start the `firewall-config` tool and select the network zone whose settings you want to change.

2. Select the **Ports** tab and click the **Add** button on the right-hand side. The **Port and Protocol** window opens.

3. Enter the port number or range of ports to permit.

4. Select **tcp** or **udp** from the list.

### 47.3.6. Controlling traffic with protocols using GUI

To permit traffic through the firewall using a certain protocol, you can use the GUI.

**Prerequisites**

- You installed the `firewall-config` package

**Procedure**

1. Start the `firewall-config` tool and select the network zone whose settings you want to change.

2. Select the **Protocols** tab and click the **Add** button on the right-hand side. The **Protocol** window opens.

3. Either select a protocol from the list or select the **Other Protocol** check box and enter the protocol in the field.

### 47.3.7. Opening source ports using GUI
To permit traffic through the firewall from a certain port, you can use the GUI.

**Prerequisites**

- You installed the **firewall-config** package

**Procedure**

1. Start the firewall-config tool and select the network zone whose settings you want to change.
2. Select the **Source Port** tab and click the **Add** button on the right-hand side. The **Source Port** window opens.
3. Enter the port number or range of ports to permit. Select **tcp** or **udp** from the list.

### 47.4. CONTROLLING PORTS USING CLI

Ports are logical devices that enable an operating system to receive and distinguish network traffic and forward it accordingly to system services. These are usually represented by a daemon that listens on the port, that is it waits for any traffic coming to this port.

Normally, system services listen on standard ports that are reserved for them. The **httpd** daemon, for example, listens on port 80. However, system administrators by default configure daemons to listen on different ports to enhance security or for other reasons.

#### 47.4.1. Opening a port

Through open ports, the system is accessible from the outside, which represents a security risk. Generally, keep ports closed and only open them if they are required for certain services.

**Procedure**

To get a list of open ports in the current zone:

1. List all allowed ports:

   ```bash
   # firewall-cmd --list-ports
   ```

2. Add a port to the allowed ports to open it for incoming traffic:

   ```bash
   # firewall-cmd --add-port=port-number/port-type
   ```
   The port types are either **tcp**, **udp**, **sctp**, or **dccp**. The type must match the type of network communication.

3. Make the new settings persistent:

   ```bash
   # firewall-cmd --runtime-to-permanent
   ```
   The port types are either **tcp**, **udp**, **sctp**, or **dccp**. The type must match the type of network communication.

#### 47.4.2. Closing a port
When an open port is no longer needed, close that port in firewalld. It is highly recommended to close all unnecessary ports as soon as they are not used because leaving a port open represents a security risk.

Procedure

To close a port, remove it from the list of allowed ports:

1. List all allowed ports:

   ```bash
   # firewall-cmd --list-ports
   ```

   **WARNING**

   This command will only give you a list of ports that have been opened as ports. You will not be able to see any open ports that have been opened as a service. Therefore, you should consider using the `--list-all` option instead of `--list-ports`.

2. Remove the port from the allowed ports to close it for the incoming traffic:

   ```bash
   # firewall-cmd --remove-port=port-number/port-type
   ```

3. Make the new settings persistent:

   ```bash
   # firewall-cmd --runtime-to-permanent
   ```

### 47.5. WORKING WITH FIREWALLD ZONES

Zones represent a concept to manage incoming traffic more transparently. The zones are connected to networking interfaces or assigned a range of source addresses. You manage firewall rules for each zone independently, which enables you to define complex firewall settings and apply them to the traffic.

#### 47.5.1. Listing zones

You can list zones using the command line.

Procedure

1. To see which zones are available on your system:

   ```bash
   # firewall-cmd --get-zones
   ```

   The `firewall-cmd --get-zones` command displays all zones that are available on the system, but it does not show any details for particular zones.

2. To see detailed information for all zones:

   ```bash
   # firewall-cmd --list-all-zones
   ```
3. To see detailed information for a specific zone:

```
# firewall-cmd --zone=zone-name --list-all
```

### 47.5.2. Modifying `firewalld` settings for a certain zone

The Controlling traffic with predefined services using cli and Controlling ports using cli explain how to add services or modify ports in the scope of the current working zone. Sometimes, it is required to set up rules in a different zone.

**Procedure**

- To work in a different zone, use the `--zone=<zone_name>` option. For example, to allow the SSH service in the zone public:

  ```
  # firewall-cmd --add-service=ssh --zone=public
  ```

### 47.5.3. Changing the default zone

System administrators assign a zone to a networking interface in its configuration files. If an interface is not assigned to a specific zone, it is assigned to the default zone. After each restart of the `firewalld` service, `firewalld` loads the settings for the default zone and makes it active.

**Procedure**

To set up the default zone:

1. Display the current default zone:

   ```
   # firewall-cmd --get-default-zone
   ```

2. Set the new default zone:

   ```
   # firewall-cmd --set-default-zone <zone_name>
   ```

   **NOTE**

   Following this procedure, the setting is a permanent setting, even without the `--permanent` option.

### 47.5.4. Assigning a network interface to a zone

It is possible to define different sets of rules for different zones and then change the settings quickly by changing the zone for the interface that is being used. With multiple interfaces, a specific zone can be set for each of them to distinguish traffic that is coming through them.

**Procedure**

To assign the zone to a specific interface:

1. List the active zones and the interfaces assigned to them:

   ```
   # firewall-cmd --get-active-zones
   ```
2. Assign the interface to a different zone:

   # firewall-cmd --zone=zone_name --change-interface=interface_name --permanent

47.5.5. Assigning a zone to a connection using nmcli

You can add a `firewalld` zone to a `NetworkManager` connection using the `nmcli` utility.

Procedure

1. Assign the zone to the `NetworkManager` connection profile:

   # nmcli connection modify profile connection.zone zone_name

2. Activate the connection:

   # nmcli connection up profile

47.5.6. Manually assigning a zone to a network connection in an ifcfg file

When the connection is managed by `NetworkManager`, it must be aware of a zone that it uses. For every network connection, a zone can be specified, which provides the flexibility of various firewall settings according to the location of the computer with portable devices. Thus, zones and settings can be specified for different locations, such as company or home.

Procedure

- To set a zone for a connection, edit the `/etc/sysconfig/network-scripts/ifcfg-connection_name` file and add a line that assigns a zone to this connection:

  ZONE=zone_name

47.5.7. Creating a new zone

To use custom zones, create a new zone and use it just like a predefined zone. New zones require the `--permanent` option, otherwise the command does not work.

Procedure

1. Create a new zone:

   # firewall-cmd --permanent --new-zone=zone-name

2. Check if the new zone is added to your permanent settings:

   # firewall-cmd --get-zones

3. Make the new settings persistent:

   # firewall-cmd --runtime-to-permanent
47.5.8. Zone configuration files

Zones can also be created using a zone configuration file. This approach can be helpful when you need to create a new zone, but want to reuse the settings from a different zone and only alter them a little.

A *firewalld* zone configuration file contains the information for a zone. These are the zone description, services, ports, protocols, icmp-blocks, masquerade, forward-ports and rich language rules in an XML file format. The file name has to be *zone-name.xml* where the length of *zone-name* is currently limited to 17 chars. The zone configuration files are located in the /usr/lib/firewalld/zones/ and /etc/firewalld/zones/ directories.

The following example shows a configuration that allows one service (SSH) and one port range, for both the TCP and UDP protocols:

```xml
<?xml version="1.0" encoding="utf-8"?>
<zone>
  <short>My Zone</short>
  <description>Here you can describe the characteristic features of the zone.</description>
  <service name="ssh"/>
  <port protocol="udp" port="1025-65535"/>
  <port protocol="tcp" port="1025-65535"/>
</zone>
```

To change settings for that zone, add or remove sections to add ports, forward ports, services, and so on.

Additional resources

- *firewalld.zone* manual page

47.5.9. Using zone targets to set default behavior for incoming traffic

For every zone, you can set a default behavior that handles incoming traffic that is not further specified. Such behavior is defined by setting the target of the zone. There are four options:

- **ACCEPT**: Accepts all incoming packets except those disallowed by specific rules.
- **REJECT**: Rejects all incoming packets except those allowed by specific rules. When *firewalld* rejects packets, the source machine is informed about the rejection.
- **DROP**: Drops all incoming packets except those allowed by specific rules. When *firewalld* drops packets, the source machine is not informed about the packet drop.
- **default**: Similar behavior as for **REJECT**, but with special meanings in certain scenarios. For details, see the Options to Adapt and Query Zones and Policies section in the *firewall-cmd(1)* man page.

Procedure

To set a target for a zone:

1. List the information for the specific zone to see the default target:

   ```
   # firewall-cmd --zone=zone-name --list-all
   ```

2. Set a new target in the zone:
47.6. USING ZONES TO MANAGE INCOMING TRAFFIC DEPENDING ON A SOURCE

You can use zones to manage incoming traffic based on its source. That enables you to sort incoming traffic and route it through different zones to allow or disallow services that can be reached by that traffic.

If you add a source to a zone, the zone becomes active and any incoming traffic from that source will be directed through it. You can specify different settings for each zone, which is applied to the traffic from the given sources accordingly. You can use more zones even if you only have one network interface.

47.6.1. Adding a source

To route incoming traffic into a specific zone, add the source to that zone. The source can be an IP address or an IP mask in the classless inter-domain routing (CIDR) notation.

NOTE

In case you add multiple zones with an overlapping network range, they are ordered alphanumerically by zone name and only the first one is considered.

- To set the source in the current zone:

  # firewall-cmd --add-source=<source>

- To set the source IP address for a specific zone:

  # firewall-cmd --zone=zone-name --add-source=<source>

The following procedure allows all incoming traffic from 192.168.2.15 in the trusted zone:

Procedure

1. List all available zones:

   # firewall-cmd --get-zones

2. Add the source IP to the trusted zone in the permanent mode:

   # firewall-cmd --zone=trusted --add-source=192.168.2.15

3. Make the new settings persistent:

   # firewall-cmd --runtime-to-permanent
47.6.2. Removing a source

Removing a source from the zone cuts off the traffic coming from it.

Procedure

1. List allowed sources for the required zone:
   
   # firewall-cmd --zone=zone-name --list-sources

2. Remove the source from the zone permanently:
   
   # firewall-cmd --zone=zone-name --remove-source=<source>

3. Make the new settings persistent:
   
   # firewall-cmd --runtime-to-permanent

47.6.3. Adding a source port

To enable sorting the traffic based on a port of origin, specify a source port using the `--add-source-port` option. You can also combine this with the `--add-source` option to limit the traffic to a certain IP address or IP range.

Procedure

- To add a source port:

  # firewall-cmd --zone=zone-name --add-source-port=<port-name>/<tcp|udp|sctp|dccp>

47.6.4. Removing a source port

By removing a source port you disable sorting the traffic based on a port of origin.

Procedure

- To remove a source port:

  # firewall-cmd --zone=zone-name --remove-source-port=<port-name>/<tcp|udp|sctp|dccp>

47.6.5. Using zones and sources to allow a service for only a specific domain

To allow traffic from a specific network to use a service on a machine, use zones and source. The following procedure allows only HTTP traffic from the 192.0.2.0/24 network while any other traffic is blocked.
WARNING
When you configure this scenario, use a zone that has the default target. Using a zone that has the target set to ACCEPT is a security risk, because for traffic from 192.0.2.0/24, all network connections would be accepted.

Procedure

1. List all available zones:
   
   ```
   # firewall-cmd --get-zones
   block dmz drop external home internal public trusted work
   ```

2. Add the IP range to the internal zone to route the traffic originating from the source through the zone:
   
   ```
   # firewall-cmd --zone=internal --add-source=192.0.2.0/24
   ```

3. Add the http service to the internal zone:
   
   ```
   # firewall-cmd --zone=internal --add-service=http
   ```

4. Make the new settings persistent:
   
   ```
   # firewall-cmd --runtime-to-permanent
   ```

Verification

- Check that the internal zone is active and that the service is allowed in it:
   
   ```
   # firewall-cmd --zone=internal --list-all
   internal (active)
   target: default
   icmp-block-inversion: no
   interfaces:
   sources: 192.0.2.0/24
   services: cockpit dhcpv6-client mdns samba-client ssh http ...
   ```

Additional resources

- [firewalld.zones(5) man page](#)

47.7. FILTERING FORWARDED TRAFFIC BETWEEN ZONES

With a policy object, users can group different identities that require similar permissions in the policy. You can apply policies depending on the direction of the traffic.
The policy objects feature provides forward and output filtering in firewalld. You can use firewalld to filter traffic between different zones to allow access to locally hosted VMs to connect the host.

### 47.7.1. The relationship between policy objects and zones

Policy objects allow the user to attach firewalld’s primitives’ such as services, ports, and rich rules to the policy. You can apply the policy objects to traffic that passes between zones in a stateful and unidirectional manner.

```
# firewall-cmd --permanent --new-policy myOutputPolicy
# firewall-cmd --permanent --policy myOutputPolicy --add-ingress-zone HOST
# firewall-cmd --permanent --policy myOutputPolicy --add-egress-zone ANY
```

HOST and ANY are the symbolic zones used in the ingress and egress zone lists.

- The HOST symbolic zone allows policies for the traffic originating from or has a destination to the host running firewalld.
- The ANY symbolic zone applies policy to all the current and future zones. ANY symbolic zone acts as a wildcard for all zones.

### 47.7.2. Using priorities to sort policies

Multiple policies can apply to the same set of traffic, therefore, priorities should be used to create an order of precedence for the policies that may be applied.

To set a priority to sort the policies:

```
# firewall-cmd --permanent --policy mypolicy --set-priority -500
```

In the above example -500 is a lower priority value but has higher precedence. Thus, -500 will execute before -100. Higher priority values have precedence over lower values.

The following rules apply to policy priorities:

- Policies with negative priorities apply before rules in zones.
- Policies with positive priorities apply after rules in zones.
- Priority 0 is reserved and hence is unusable.

### 47.7.3. Using policy objects to filter traffic between locally hosted Containers and a network physically connected to the host

The policy objects feature allows users to filter their container and virtual machine traffic.

**Procedure**

1. Create a new policy.

```
# firewall-cmd --permanent --new-policy podmanToHost
```
2. Block all traffic.

```bash
# firewall-cmd --permanent --policy podmanToHost --set-target REJECT
# firewall-cmd --permanent --policy podmanToHost --add-service dhcp
# firewall-cmd --permanent --policy podmanToHost --add-service dns
```

**NOTE**

Red Hat recommends that you block all traffic to the host by default and then selectively open the services you need for the host.

3. Define the ingress zone to use with the policy.

```bash
# firewall-cmd --permanent --policy podmanToHost --add-ingress-zone podman
```

4. Define the egress zone to use with the policy.

```bash
# firewall-cmd --permanent --policy podmanToHost --add-egress-zone ANY
```

**Verification**

- Verify information about the policy.

```bash
# firewall-cmd --info-policy podmanToHost
```

47.7.4. Setting the default target of policy objects

You can specify --set-target options for policies. The following targets are available:

- **ACCEPT** - accepts the packet
- **DROP** - drops the unwanted packets
- **REJECT** - rejects unwanted packets with an ICMP reply
- **CONTINUE** (default) - packets will be subject to rules in following policies and zones.

```bash
# firewall-cmd --permanent --policy mypolicy --set-target CONTINUE
```

**Verification**

- Verify information about the policy

```bash
# firewall-cmd --info-policy mypolicy
```

47.8. CONFIGURING NAT USING FIREWALLD

With `firewalld`, you can configure the following network address translation (NAT) types:
Masquerading

Source NAT (SNAT)

Destination NAT (DNAT)

Redirect

47.8.1. NAT types

These are the different network address translation (NAT) types:

Masquerading and source NAT (SNAT)

Use one of these NAT types to change the source IP address of packets. For example, Internet Service Providers (ISPs) do not route private IP ranges, such as 10.0.0.0/8. If you use private IP ranges in your network and users should be able to reach servers on the internet, map the source IP address of packets from these ranges to a public IP address.

Masquerading and SNAT are very similar to one another. The differences are:

- Masquerading automatically uses the IP address of the outgoing interface. Therefore, use masquerading if the outgoing interface uses a dynamic IP address.

- SNAT sets the source IP address of packets to a specified IP and does not dynamically look up the IP of the outgoing interface. Therefore, SNAT is faster than masquerading. Use SNAT if the outgoing interface uses a fixed IP address.

Destination NAT (DNAT)

Use this NAT type to rewrite the destination address and port of incoming packets. For example, if your web server uses an IP address from a private IP range and is, therefore, not directly accessible from the internet, you can set a DNAT rule on the router to redirect incoming traffic to this server.

Redirect

This type is a special case of DNAT that redirects packets to the local machine depending on the chain hook. For example, if a service runs on a different port than its standard port, you can redirect incoming traffic from the standard port to this specific port.

47.8.2. Configuring IP address masquerading

You can enable IP masquerading on your system. IP masquerading hides individual machines behind a gateway when accessing the internet.

Procedure

1. To check if IP masquerading is enabled (for example, for the external zone), enter the following command as root:

```
# firewall-cmd --zone=external --query-masquerade
```

The command prints yes with exit status 0 if enabled. It prints no with exit status 1 otherwise. If zone is omitted, the default zone will be used.

2. To enable IP masquerading, enter the following command as root:

```
# firewall-cmd --zone=external --add-masquerade
```
3. To make this setting persistent, pass the \texttt{--permanent} option to the command.

4. To disable IP masquerading, enter the following command as \texttt{root}:

\begin{verbatim}
# firewall-cmd --zone=external --remove-masquerade
\end{verbatim}

To make this setting permanent, pass the \texttt{--permanent} option to the command.

\section*{47.9. USING DNAT TO FORWARD HTTPS TRAFFIC TO A DIFFERENT HOST}

If your web server runs in a DMZ with private IP addresses, you can configure destination network address translation (DNAT) to enable clients on the internet to connect to this web server. In this case, the host name of the web server resolves to the public IP address of the router. When a client establishes a connection to a defined port on the router, the router forwards the packets to the internal web server.

\textbf{Prerequisites}

- The DNS server resolves the host name of the web server to the router’s IP address.
- You know the following settings:
  - The private IP address and port number that you want to forward
  - The IP protocol to be used
  - The destination IP address and port of the web server where you want to redirect the packets

\textbf{Procedure}

1. Create a firewall policy:

\begin{verbatim}
# firewall-cmd --permanent --new-policy ExamplePolicy
\end{verbatim}

The policies, as opposed to zones, allow packet filtering for input, output, and forwarded traffic. This is important, because forwarding traffic to endpoints on locally run web servers, containers, or virtual machines requires such capability.

2. Configure symbolic zones for the ingress and egress traffic to also enable the router itself to connect to its local IP address and forward this traffic:

\begin{verbatim}
# firewall-cmd --permanent --policy=ExamplePolicy --add-ingress-zone=HOST
# firewall-cmd --permanent --policy=ExamplePolicy --add-egress-zone=ANY
\end{verbatim}

The \texttt{--add-ingress-zone=HOST} option refers to packets generated locally, which are transmitted out of the local host. The \texttt{--add-egress-zone=ANY} option refers to traffic destined to any zone.

3. Add a rich rule that forwards traffic to the web server:
```bash
# firewall-cmd --permanent --policy=ExamplePolicy --add-rich-rule='rule family="ipv4" destination address="192.0.2.1" forward-port port="443" protocol="tcp" to-port="443" to-addr="192.51.100.20"'
```

The rich rule forwards TCP traffic from port 443 on the router’s IP address 192.0.2.1 to port 443 of the web server’s IP 192.51.100.20. The rule uses the ExamplePolicy to ensure that the router can also connect to its local IP address.

4. Reload the firewall configuration files:

```bash
# firewall-cmd --reload
success
```

5. Activate routing of 127.0.0.0/8 in the kernel:

```bash
# echo "net.ipv4.conf.all.route_localnet=1" > /etc/sysctl.d/90-enable-route-localnet.conf
# sysctl -p /etc/sysctl.d/90-enable-route-localnet.conf
```

### Verification

1. Connect to the router’s IP address and port that you have forwarded to the web server:

```bash
# curl https://192.0.2.1:443
```

2. Optional: Verify that net.ipv4.conf.all.route_localnet is active:

```bash
# sysctl net.ipv4.conf.all.route_localnet
net.ipv4.conf.all.route_localnet = 1
```

3. Verify that ExamplePolicy is active and contains the settings you need. Especially the source IP address and port, protocol to be used, and the destination IP address and port:

```bash
# firewall-cmd --info-policy=ExamplePolicy
ExamplePolicy (active)
priority: -1
target: CONTINUE
ingress-zones: HOST
egress-zones: ANY
services:
ports:
protocols:
masquerade: no
forward-ports:
source-ports:
icmp-blocks:
rich rules:
rule family="ipv4" destination address="192.0.2.1" forward-port port="443" protocol="tcp" to-port="443" to-addr="192.51.100.20"
```

### Additional resources

- firewall-cmd(1), firewalld.policies(5), firewalld.richlanguage(5), sysctl(8), and sysctl.conf(5) man pages
47.10. MANAGING ICMP REQUESTS

The Internet Control Message Protocol (ICMP) is a supporting protocol that is used by various network devices to send error messages and operational information indicating a connection problem, for example, that a requested service is not available. ICMP differs from transport protocols such as TCP and UDP because it is not used to exchange data between systems.

Unfortunately, it is possible to use the ICMP messages, especially echo-request and echo-reply, to reveal information about your network and misuse such information for various kinds of fraudulent activities. Therefore, firewalld enables blocking the ICMP requests to protect your network information.

47.10.1. Listing and blocking ICMP requests

Listing ICMP requests

The ICMP requests are described in individual XML files that are located in the /usr/lib/firewalld/icmptypes/ directory. You can read these files to see a description of the request. The firewall-cmd command controls the ICMP requests manipulation.

- To list all available ICMP types:
  # firewall-cmd --get-icmptypes

- The ICMP request can be used by IPv4, IPv6, or by both protocols. To see for which protocol the ICMP request has used:
  # firewall-cmd --info-icmptype=<icmptype>

- The status of an ICMP request shows yes if the request is currently blocked or no if it is not. To see if an ICMP request is currently blocked:
  # firewall-cmd --query-icmp-block=<icmptype>

Blocking or unblocking ICMP requests

When your server blocks ICMP requests, it does not provide the information that it normally would. However, that does not mean that no information is given at all. The clients receive information that the particular ICMP request is being blocked (rejected). Blocking the ICMP requests should be considered carefully, because it can cause communication problems, especially with IPv6 traffic.

- To see if an ICMP request is currently blocked:
  # firewall-cmd --query-icmp-block=<icmptype>

- To block an ICMP request:
  # firewall-cmd --add-icmp-block=<icmptype>

- To remove the block for an ICMP request:
  # firewall-cmd --remove-icmp-block=<icmptype>
Blocking ICMP requests without providing any information at all

Normally, if you block ICMP requests, clients know that you are blocking it. So, a potential attacker who is sniffing for live IP addresses is still able to see that your IP address is online. To hide this information completely, you have to drop all ICMP requests.

- To block and drop all ICMP requests:

  ```
  # firewall-cmd --permanent --set-target=DROP
  ```

Now, all traffic, including ICMP requests, is dropped, except traffic which you have explicitly allowed.

To block and drop certain ICMP requests and allow others:

1. Set the target of your zone to DROP:

   ```
   # firewall-cmd --permanent --set-target=DROP
   ```

2. Add the ICMP block inversion to block all ICMP requests at once:

   ```
   # firewall-cmd --add-icmp-block-inversion
   ```

3. Add the ICMP block for those ICMP requests that you want to allow:

   ```
   # firewall-cmd --add-icmp-block=<icmptype>
   ```

4. Make the new settings persistent:

   ```
   # firewall-cmd --runtime-to-permanent
   ```

The block inversion inverts the setting of the ICMP requests blocks, so all requests, that were not previously blocked, are blocked because of the target of your zone changes to DROP. The requests that were blocked are not blocked. This means that if you want to unblock a request, you must use the blocking command.

To revert the block inversion to a fully permissive setting:

1. Set the target of your zone to default or ACCEPT:

   ```
   # firewall-cmd --permanent --set-target=default
   ```

2. Remove all added blocks for ICMP requests:

   ```
   # firewall-cmd --remove-icmp-block=<icmptype>
   ```

3. Remove the ICMP block inversion:

   ```
   # firewall-cmd --remove-icmp-block-inversion
   ```

4. Make the new settings persistent:
47.10.2. Configuring the ICMP filter using GUI

- To enable or disable an ICMP filter, start the `firewall-config` tool and select the network zone whose messages are to be filtered. Select the ICMP Filter tab and select the check box for each type of ICMP message you want to filter. Clear the check box to disable a filter. This setting is per direction and the default allows everything.

- To enable inverting the ICMP Filter, click the Invert Filter check box on the right. Only marked ICMP types are now accepted, all other are rejected. In a zone using the DROP target, they are dropped.

47.11. SETTING AND CONTROLLING IP SETS USING `FIREWALLD`

To see the list of IP set types supported by `firewalld`, enter the following command as root.

```
# firewall-cmd --get-ipset-types
hash:net,net hash:net,port hash:net,net,net
```

**WARNING**

Red Hat does not recommend using IP sets that are not managed through `firewalld`. To use such IP sets, a permanent direct rule is required to reference the set, and a custom service must be added to create these IP sets. This service needs to be started before `firewalld` starts, otherwise `firewalld` is not able to add the direct rules using these sets. You can add permanent direct rules with the `/etc/firewalld/direct.xml` file.

47.11.1. Configuring IP set options using CLI

IP sets can be used in `firewalld` zones as sources and also as sources in rich rules. In Red Hat Enterprise Linux, the preferred method is to use the IP sets created with `firewalld` in a direct rule.

- To list the IP sets known to `firewalld` in the permanent environment, use the following command as `root`:

  ```
  # firewall-cmd --permanent --get-ipsets
  ```

- To add a new IP set, use the following command using the permanent environment as `root`:

  ```
  # firewall-cmd --permanent --new-ipset=test --type=hash:net
  success
  ```

The previous command creates a new IP set with the name `test` and the `hash:net` type for IPv4. To create an IP set for use with IPv6, add the `--option=family=inet6` option. To make the new setting effective in the runtime environment, reload `firewalld`.
- List the new IP set with the following command as **root**:

  ```
  # firewall-cmd --permanent --get-ipsets
test
  ```

- To get more information about the IP set, use the following command as **root**:

  ```
  # firewall-cmd --permanent --info-ipset=test
test
type: hash:net
options:
entries:
  ```

  Note that the IP set does not have any entries at the moment.

- To add an entry to the **test** IP set, use the following command as **root**:

  ```
  # firewall-cmd --permanent --ipset=test --add-entry=192.168.0.1
  success
  ```

  The previous command adds the IP address 192.168.0.1 to the IP set.

- To get the list of current entries in the IP set, use the following command as **root**:

  ```
  # firewall-cmd --permanent --ipset=test --get-entries
  192.168.0.1
  ```

- Create the **iplist.txt** file that contains a list of IP addresses, for example:

  ```
  192.168.0.2
  192.168.0.3
  192.168.1.0/24
  192.168.2.254
  ```

  The file with the list of IP addresses for an IP set should contain an entry per line. Lines starting with a hash, a semi-colon, or empty lines are ignored.

- To add the addresses from the **iplist.txt** file, use the following command as **root**:

  ```
  # firewall-cmd --permanent --ipset=test --add-entries-from-file=iplist.txt
  success
  ```

- To see the extended entries list of the IP set, use the following command as **root**:

  ```
  # firewall-cmd --permanent --ipset=test --get-entries
  192.168.0.1
  192.168.0.2
  192.168.0.3
  192.168.1.0/24
  192.168.2.254
  ```

- To remove the addresses from the IP set and to check the updated entries list, use the following commands as **root**:

  ```
  ```
You can add the IP set as a source to a zone to handle all traffic coming in from any of the addresses listed in the IP set with a zone. For example, to add the test IP set as a source to the drop zone to drop all packets coming from all entries listed in the test IP set, use the following command as **root**:

```
# firewall-cmd --permanent --zone=drop --add-source=ipset:test
```

Only the creation and removal of IP sets is limited to the permanent environment, all other IP set options can be used also in the runtime environment without the **--permanent** option.

### 47.12. PRIORITIZING RICH RULES

By default, rich rules are organized based on their rule action. For example, **deny** rules have precedence over **allow** rules. The **priority** parameter in rich rules provides administrators fine-grained control over rich rules and their execution order.

#### 47.12.1. How the priority parameter organizes rules into different chains

You can set the **priority** parameter in a rich rule to any number between -32768 and 32767, and lower values have higher precedence.

The **firewalld** service organizes rules based on their priority value into different chains:

- Priority lower than 0: the rule is redirected into a chain with the **_pre** suffix.
- Priority higher than 0: the rule is redirected into a chain with the **_post** suffix.
- Priority equals 0: based on the action, the rule is redirected into a chain with the **_log, _deny, or _allow** the action.

Inside these sub-chains, **firewalld** sorts the rules based on their priority value.

#### 47.12.2. Setting the priority of a rich rule

The following is an example of how to create a rich rule that uses the **priority** parameter to log all traffic that is not allowed or denied by other rules. You can use this rule to flag unexpected traffic.

**Procedure**

- Add a rich rule with a very low precedence to log all traffic that has not been matched by other rules:

  ```
  # firewall-cmd --add-rich-rule='rule priority=32767 log prefix="UNEXPECTED: " limit value="5/m"
  ```
The command additionally limits the number of log entries to 5 per minute.

**Verification**

- Display the `nftables` rule that the command in the previous step created:

```bash
# nft list chain inet firewalld filter_IN_public_post
table inet firewalld {
    chain filter_IN_public_post {
        log prefix "UNEXPECTED: " limit rate 5/minute
    }
}
```

### 47.13. CONFIGURING FIREWALL LOCKDOWN

Local applications or services are able to change the firewall configuration if they are running as **root** (for example, `libvirt`). With this feature, the administrator can lock the firewall configuration so that either no applications or only applications that are added to the lockdown allow list are able to request firewall changes. The lockdown settings default to disabled. If enabled, the user can be sure that there are no unwanted configuration changes made to the firewall by local applications or services.

#### 47.13.1. Configuring lockdown using CLI

You can enable or disable the lockdown feature using the command line.

**Procedure**

1. To query whether lockdown is enabled, use the following command as **root**:

   ```bash
   # firewall-cmd --query-lockdown
   ```

   The command prints **yes** with exit status **0** if lockdown is enabled. It prints **no** with exit status **1** otherwise.

2. To enable lockdown, enter the following command as **root**:

   ```bash
   # firewall-cmd --lockdown-on
   ```

3. To disable lockdown, use the following command as **root**:

   ```bash
   # firewall-cmd --lockdown-off
   ```

#### 47.13.2. Configuring lockdown allowlist options using CLI

The lockdown allowlist can contain commands, security contexts, users and user IDs. If a command entry on the allowlist ends with an asterisk `*`, then all command lines starting with that command will match. If the `*` is not there then the absolute command including arguments must match.

- The context is the security (SELinux) context of a running application or service. To get the context of a running application use the following command:

   ```bash
   $ ps -e --context
   ```
That command returns all running applications. Pipe the output through the `grep` tool to get the application of interest. For example:

```
$ ps -e --context | grep example_program
```

- To list all command lines that are in the allowlist, enter the following command as `root`:
  ```
  # firewall-cmd --list-lockdown-whitelist-commands
  ```

- To add a command `command` to the allowlist, enter the following command as `root`:
  ```
  # firewall-cmd --add-lockdown-whitelist-command=/usr/bin/python3 -Es /usr/bin/command
  ```

- To remove a command `command` from the allowlist, enter the following command as `root`:
  ```
  # firewall-cmd --remove-lockdown-whitelist-command=/usr/bin/python3 -Es /usr/bin/command
  ```

- To query whether the command `command` is in the allowlist, enter the following command as `root`:
  ```
  # firewall-cmd --query-lockdown-whitelist-command=/usr/bin/python3 -Es /usr/bin/command
  ```

The command prints `yes` with exit status `0` if true. It prints `no` with exit status `1` otherwise.

- To list all security contexts that are in the allowlist, enter the following command as `root`:
  ```
  # firewall-cmd --list-lockdown-whitelist-contexts
  ```

- To add a context `context` to the allowlist, enter the following command as `root`:
  ```
  # firewall-cmd --add-lockdown-whitelist-context=context
  ```

- To remove a context `context` from the allowlist, enter the following command as `root`:
  ```
  # firewall-cmd --remove-lockdown-whitelist-context=context
  ```

- To query whether the context `context` is in the allowlist, enter the following command as `root`:
  ```
  # firewall-cmd --query-lockdown-whitelist-context=context
  ```

Prints `yes` with exit status `0`, if true, prints `no` with exit status `1` otherwise.

- To list all user IDs that are in the allowlist, enter the following command as `root`:
  ```
  # firewall-cmd --list-lockdown-whitelist-uids
  ```

- To add a user ID `uid` to the allowlist, enter the following command as `root`:
  ```
  # firewall-cmd --add-lockdown-whitelist-uid=uid
  ```
To remove a user ID *uid* from the allowlist, enter the following command as **root**:

```
# firewall-cmd --remove-lockdown-whitelist-uid=uid
```

To query whether the user ID *uid* is in the allowlist, enter the following command:

```
$ firewall-cmd --query-lockdown-whitelist-uid=uid
```

Prints **yes** with exit status 0, if true, prints **no** with exit status 1 otherwise.

To list all user names that are in the allowlist, enter the following command as **root**:

```
# firewall-cmd --list-lockdown-whitelist-users
```

To add a user name *user* to the allowlist, enter the following command as **root**:

```
# firewall-cmd --add-lockdown-whitelist-user=user
```

To remove a user name *user* from the allowlist, enter the following command as **root**:

```
# firewall-cmd --remove-lockdown-whitelist-user=user
```

To query whether the user name *user* is in the allowlist, enter the following command:

```
$ firewall-cmd --query-lockdown-whitelist-user=user
```

Prints **yes** with exit status 0, if true, prints **no** with exit status 1 otherwise.

### 47.13.3. Configuring lockdown allowlist options using configuration files

The default allowlist configuration file contains the **NetworkManager** context and the default context of **libvirt**. The user ID 0 is also on the list.

* The allowlist configuration files are stored in the `/etc/firewalld/` directory.

```xml
<?xml version="1.0" encoding="utf-8"?>
<whitelist>
  <selinux context="system_u:system_r:NetworkManager_t:s0"/>
  <selinux context="system_u:system_r:virtd_t:s0-s0:c0.c1023"/>
  <user id="0"/>
</whitelist>
```

Following is an example allowlist configuration file enabling all commands for the **firewall-cmd** utility, for a user called *user* whose user ID is 815:

```xml
<?xml version="1.0" encoding="utf-8"?>
<whitelist>
  <command name="/usr/libexec/platform-python -s /bin/firewall-cmd"/>
  <selinux context="system_u:system_r:NetworkManager_t:s0"/>
  <user id="815"/>
  <user name="user"/>
</whitelist>
```
This example shows both user id and user name, but only one option is required. Python is the interpreter and is prepended to the command line. You can also use a specific command, for example:

```bash
# /usr/bin/python3 /bin/firewall-cmd --lockdown-on
```

In that example, only the `--lockdown-on` command is allowed.

In Red Hat Enterprise Linux, all utilities are placed in the `/usr/bin/` directory and the `/bin/` directory is sym-linked to the `/usr/bin/` directory. In other words, although the path for `firewall-cmd` when entered as root might resolve to `/bin/firewall-cmd`, `/usr/bin/firewall-cmd` can now be used. All new scripts should use the new location. But be aware that if scripts that run as root are written to use the `/bin/firewall-cmd` path, then that command path must be added in the allowlist in addition to the `/usr/bin/firewall-cmd` path traditionally used only for non-root users.

The * at the end of the name attribute of a command means that all commands that start with this string match. If the * is not there then the absolute command including arguments must match.

### 47.14. Enabling Traffic Forwarding Between Different Interfaces or Sources Within a Firewalld Zone

Intra-zone forwarding is a `firewalld` feature that enables traffic forwarding between interfaces or sources within a `firewalld` zone.

#### 47.14.1. The difference between intra-zone forwarding and zones with the default target set to ACCEPT

When intra-zone forwarding is enabled, the traffic within a single `firewalld` zone can flow from one interface or source to another interface or source. The zone specifies the trust level of interfaces and sources. If the trust level is the same, communication between interfaces or sources is possible.

Note that, if you enable intra-zone forwarding in the default zone of `firewalld`, it applies only to the interfaces and sources added to the current default zone.

The trusted zone of `firewalld` uses a default target set to `ACCEPT`. This zone accepts all forwarded traffic, and intra-zone forwarding is not applicable for it.

As for other default target values, forwarded traffic is dropped by default, which applies to all standard zones except the trusted zone.

#### 47.14.2. Using intra-zone forwarding to forward traffic between an Ethernet and Wi-Fi network

You can use intra-zone forwarding to forward traffic between interfaces and sources within the same `firewalld` zone. For example, use this feature to forward traffic between an Ethernet network connected to `enp1s0` and a Wi-Fi network connected to `wlp0s20`.

**Procedure**

1. Enable packet forwarding in the kernel:

   ```bash
   # echo "net.ipv4.ip_forward=1" > /etc/sysctl.d/95-IPv4-forwarding.conf
   # sysctl -p /etc/sysctl.d/95-IPv4-forwarding.conf
   ```
2. Ensure that interfaces between which you want to enable intra-zone forwarding are not assigned to a zone different than the `internal` zone:

   ```
   # firewall-cmd --get-active-zones
   ```

3. If the interface is currently assigned to a zone other than `internal`, reassign it:

   ```
   # firewall-cmd --zone=internal --change-interface=interface_name --permanent
   ```

4. Add the `enp1s0` and `wlp0s20` interfaces to the `internal` zone:

   ```
   # firewall-cmd --zone=internal --add-interface=enp1s0 --add-interface=wlp0s20
   ```

5. Enable intra-zone forwarding:

   ```
   # firewall-cmd --zone=internal --add-forward
   ```

**Verification**

The following verification steps require that the `nmap-ncat` package is installed on both hosts.

1. Log in to a host that is in the same network as the `enp1s0` interface of the host you enabled zone forwarding on.

2. Start an echo service with `ncat` to test connectivity:

   ```
   # ncat -e /usr/bin/cat -l 12345
   ```

3. Log in to a host that is in the same network as the `wlp0s20` interface.

4. Connect to the echo server running on the host that is in the same network as the `enp1s0`:

   ```
   # ncat <other_host> 12345
   ```

5. Type something and press **Enter**, and verify the text is sent back.

**Additional resources**

- `firewalld.zones(5)` man page

**47.15. CONFIGURING FIREWALLD BY USING RHEL SYSTEM ROLES**

You can use the `firewall` System Role to configure settings of the `firewalld` service on multiple clients at once. This solution:

- Provides an interface with efficient input settings.
- Keeps all intended `firewalld` parameters in one place.

After you run the `firewall` role on the control node, the System Role applies the `firewalld` parameters to the managed node immediately and makes them persistent across reboots.

**47.15.1. Introduction to the firewall RHEL System Role**
RHEL System Roles is a set of contents for the Ansible automation utility. This content together with the Ansible automation utility provides a consistent configuration interface to remotely manage multiple systems.

The **rhopv-system-roles.firewall** role from the RHEL System Roles was introduced for automated configurations of the **firewalld** service. The **rhopv-system-roles** package contains this System Role, and also the reference documentation.

To apply the **firewalld** parameters on one or more systems in an automated fashion, use the **firewall** System Role variable in a playbook. A playbook is a list of one or more plays that is written in the text-based YAML format.

You can use an inventory file to define a set of systems that you want Ansible to configure.

With the **firewall** role you can configure many different **firewalld** parameters, for example:

- Zones.
- The services for which packets should be allowed.
- Granting, rejection, or dropping of traffic access to ports.
- Forwarding of ports or port ranges for a zone.

Additional resources

- **README.md** and **README.html** files in the `/usr/share/doc/rhel-system-roles/firewall/` directory
- Working with playbooks
- How to build your inventory

### 47.15.2. Resetting the firewalld settings by using a RHEL System Role

With the **firewall** RHEL system role, you can reset the **firewalld** settings to their default state. If you add the **previous:replaced** parameter to the variable list, the System Role removes all existing user-defined settings and resets **firewalld** to the defaults. If you combine the **previous:replaced** parameter with other settings, the **firewall** role removes all existing settings before applying new ones.

Perform this procedure on the Ansible control node.

**Prerequisites**

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
- The account you use to connect to the managed nodes has **sudo** permissions on the them.
- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.

**Procedure**

1. Create a playbook file, for example `~/reset-firewalld.yml`, with the following content:
Run the playbook:

```
# ansible-playbook ~/reset-firewalld.yml
```

Verification

- Run this command as `root` on the managed node to check all the zones:

```
# firewall-cmd --list-all-zones
```

Additional resources

- `/usr/share/ansible/roles/rhel-system-roles.firewall/README.md`

47.15.3. Forwarding incoming traffic in `firewalld` from one local port to a different local port by using a RHEL System Role

With the `firewall` role you can remotely configure `firewalld` parameters with persisting effect on multiple managed hosts.

Perform this procedure on the Ansible control node.

Prerequisites

- You have prepared the control node and the managed nodes

- You are logged in to the control node as a user who can run playbooks on the managed nodes.

- The account you use to connect to the managed nodes has `sudo` permissions on the them.

- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.

Procedure

1. Create a playbook file, for example `~/port_forwarding.yml`, with the following content:

```yaml
---
- name: Configure firewalld
  hosts: managed-node-01.example.com
  tasks:
    - name: Configure firewalld
      include_role:
        name: rhel-system-roles.firewall

      vars:
        firewall:
          - previous: replaced
```
Run the playbook:

```bash
# ansible-playbook ~/port_forwarding.yml
```

**Verification**

- On the managed host, display the `firewalld` settings:

  ```bash
  # firewall-cmd --list-forward-ports
  ```

**Additional resources**

- `/usr/share/ansible/roles/rhel-system-roles.firewall/README.md`

### 47.15.4. Managing ports in firewalld by using a RHEL System Role

You can use the RHEL `firewall` System Role to open or close ports in the local firewall for incoming traffic and make the new configuration persist across reboots. For example, you can configure the default zone to permit incoming traffic for the HTTPS service.

Perform this procedure on the Ansible control node.

**Prerequisites**

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
- The account you use to connect to the managed nodes has `sudo` permissions on them.
- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.

**Procedure**

1. Create a playbook file, for example `~/opening-a-port.yml`, with the following content:

   ```yaml
   ---
   - name: Forward incoming traffic on port 8080 to 443
     include_role:
       name: rhel-system-roles.firewall
     vars:
       firewall:
       - { forward_port: 8080/tcp;443;, state: enabled, runtime: true, permanent: true }
   ```
The `permanent: true` option makes the new settings persistent across reboots.

2. Run the playbook:

```
# ansible-playbook ~/opening-a-port.yml
```

**Verification**

- On the managed node, verify that the `443/tcp` port associated with the HTTPS service is open:

```
# firewall-cmd --list-ports
443/tcp
```

**Additional resources**

- `/usr/share/ansible/roles/rhel-system-roles-firewall/README.md`

### 47.15.5. Configuring a `firewalld` DMZ zone by using a RHEL System Role

As a system administrator, you can use the `firewall` System Role to configure a `dmz` zone on the `enp1s0` interface to permit HTTPS traffic to the zone. In this way, you enable external users to access your web servers.

Perform this procedure on the Ansible control node.

**Prerequisites**

- You have prepared the control node and the managed nodes
- You are logged in to the control node as a user who can run playbooks on the managed nodes.
- The account you use to connect to the managed nodes has `sudo` permissions on the them.
- The managed nodes or groups of managed nodes on which you want to run this playbook are listed in the Ansible inventory file.

**Procedure**

1. Create a playbook file, for example `~/configuring-a-dmz.yml`, with the following content:

```yaml
---
- name: Configure firewall
  hosts: managed-node-01.example.com
  tasks:
  - name: Creating a DMZ with access to HTTPS port and masquerading for hosts in DMZ
    include_role:
      name: rhel-system-roles.firewall
```
2. Run the playbook:

```shell
# ansible-playbook ~/configuring-a-dmz.yml
```

### Verification

- On the managed node, view detailed information about the `dmz` zone:

```shell
# firewall-cmd --zone=dmz --list-all
dmz (active)
target: default
icmp-block-inversion: no
interfaces: enp1s0
sources:
services: https ssh
ports:
protocols:
forward: no
masquerade: no
forward-ports: 
source-ports:
icmp-blocks:
```

### Additional resources

- `/usr/share/ansible/roles/rhel-system-roles.firewall/README.md`

### 47.16. ADDITIONAL RESOURCES

- `firewalld(1)` man page
- `firewalld.conf(5)` man page
- `firewall-cmd(1)` man page
- `firewall-config(1)` man page
- `firewall-offline-cmd(1)` man page
- `firewalld.icmptype(5)` man page
- `firewalld.ipset(5)` man page
- `firewalld.service(5)` man page
- `firewalld.zone(5)` man page
- `firewalld.direct(5)` man page
- `firewalld.lockdown-whitelist(5)`
- `firewalld.richlanguage(5)`
- `firewalld.zones(5)` man page
- `firewalld.dbus(5)` man page
CHAPTER 48. GETTING STARTED WITH NFTABLES

The nftables framework classifies packets and it is the successor to the iptables, ip6tables, arptables, ebtables, and ipset utilities. It offers numerous improvements in convenience, features, and performance over previous packet-filtering tools, most notably:

- Built-in lookup tables instead of linear processing
- A single framework for both the IPv4 and IPv6 protocols
- All rules applied atomically instead of fetching, updating, and storing a complete rule set
- Support for debugging and tracing in the rule set (nftrace) and monitoring trace events (in the nft tool)
- More consistent and compact syntax, no protocol-specific extensions
- A Netlink API for third-party applications

The nftables framework uses tables to store chains. The chains contain individual rules for performing actions. The nft utility replaces all tools from the previous packet-filtering frameworks. You can use the libnftnl library for low-level interaction with nftables Netlink API through the libmnl library.

To display the effect of rule set changes, use the nft list ruleset command. Because these utilities add tables, chains, rules, sets, and other objects to the nftables rule set, be aware that nftables rule-set operations, such as the nft flush ruleset command, might affect rule sets installed using the iptables command.

48.1. MIGRATING FROM IPTABLES TO NFTABLES

If your firewall configuration still uses iptables rules, you can migrate your iptables rules to nftables.

48.1.1. When to use firewalld, nftables, or iptables

The following is a brief overview in which scenario you should use one of the following utilities:

- firewalld: Use the firewalld utility for simple firewall use cases. The utility is easy to use and covers the typical use cases for these scenarios.
- nftables: Use the nftables utility to set up complex and performance-critical firewalls, such as for a whole network.
- iptables: The iptables utility on Red Hat Enterprise Linux uses the nf_tables kernel API instead of the legacy back end. The nf_tables API provides backward compatibility so that scripts that use iptables commands still work on Red Hat Enterprise Linux. For new firewall scripts, Red Hat recommends to use nftables.

IMPORTANT

To prevent the different firewall services from influencing each other, run only one of them on a RHEL host, and disable the other services.

48.1.2. Converting iptables and ip6tables rule sets to nftables
Use the `iptables-restore-translate` and `ip6tables-restore-translate` utilities to translate `iptables` and `ip6tables` rule sets to `nftables`.

**Prerequisites**
- The `nftables` and `iptables` packages are installed.
- The system has `iptables` and `ip6tables` rules configured.

**Procedure**
1. Write the `iptables` and `ip6tables` rules to a file:
   ```bash
   # iptables-save >/root/iptables.dump
   # ip6tables-save >/root/ip6tables.dump
   ```
2. Convert the dump files to `nftables` instructions:
   ```bash
   # iptables-restore-translate -f /root/iptables.dump > /etc/nftables/ruleset-migrated-from-iptables.nft
   # ip6tables-restore-translate -f /root/ip6tables.dump > /etc/nftables/ruleset-migrated-from-ip6tables.nft
   ```
3. Review and, if needed, manually update the generated `nftables` rules.
4. To enable the `nftables` service to load the generated files, add the following to the `/etc/sysconfig/nftables.conf` file:
   ```bash
   include "/etc/nftables/ruleset-migrated-from-iptables.nft"
   include "/etc/nftables/ruleset-migrated-from-ip6tables.nft"
   ```
5. Stop and disable the `iptables` service:
   ```bash
   # systemctl disable --now iptables
   ```
   If you used a custom script to load the `iptables` rules, ensure that the script no longer starts automatically and reboot to flush all tables.
6. Enable and start the `nftables` service:
   ```bash
   # systemctl enable --now nftables
   ```

**Verification**
- Display the `nftables` rule set:
  ```bash
  # nft list ruleset
  ```

**Additional resources**
- [Automatically loading nftables rules when the system boots](#)

### 48.1.3. Converting single iptables and ip6tables rules to nftables
Red Hat Enterprise Linux provides the `iptables-translate` and `ip6tables-translate` utilities to convert an `iptables` or `ip6tables` rule into the equivalent one for `nftables`.

**Prerequisites**

- The `nftables` package is installed.

**Procedure**

- Use the `iptables-translate` or `ip6tables-translate` utility instead of `iptables` or `ip6tables` to display the corresponding `nftables` rule, for example:

  ```
  # iptables-translate -A INPUT -s 192.0.2.0/24 -j ACCEPT
  nft add rule ip filter INPUT ip saddr 192.0.2.0/24 counter accept
  ```

  Note that some extensions lack translation support. In these cases, the utility prints the untranslated rule prefixed with the `#` sign, for example:

  ```
  # iptables-translate -A INPUT -j CHECKSUM --checksum-fill
  nft # -A INPUT -j CHECKSUM --checksum-fill
  ```

**Additional resources**

- `iptables-translate --help`

**48.1.4. Comparison of common iptables and nftables commands**

The following is a comparison of common `iptables` and `nftables` commands:

- Listing all rules:

<table>
<thead>
<tr>
<th><code>iptables</code></th>
<th><code>nftables</code></th>
</tr>
</thead>
<tbody>
<tr>
<td><code>iptables-save</code></td>
<td><code>nft list ruleset</code></td>
</tr>
</tbody>
</table>

- Listing a certain table and chain:

<table>
<thead>
<tr>
<th><code>iptables</code></th>
<th><code>nftables</code></th>
</tr>
</thead>
<tbody>
<tr>
<td><code>iptables -L</code></td>
<td><code>nft list table ip filter</code></td>
</tr>
<tr>
<td><code>iptables -L INPUT</code></td>
<td><code>nft list chain ip filter INPUT</code></td>
</tr>
<tr>
<td><code>iptables -t nat -L PREROUTING</code></td>
<td><code>nft list chain ip nat PREROUTING</code></td>
</tr>
</tbody>
</table>

The `nft` command does not pre-create tables and chains. They exist only if a user created them manually.

Listing rules generated by `firewalld`:
48.1.5. Additional resources

- **iptables**: The two variants and their relationship with **nftables**

48.2. WRITING AND EXECUTING NFTABLES SCRIPTS

The major benefit of using the **nftables** framework is that the execution of scripts is atomic. This means that the system either applies the whole script or prevents the execution if an error occurs. This guarantees that the firewall is always in a consistent state.

Additionally, with the **nftables** script environment, you can:

- Add comments
- Define variables
- Include other rule-set files

When you install the **nftables** package, Red Hat Enterprise Linux automatically creates .*nft* scripts in the `/etc/nftables/` directory. These scripts contain commands that create tables and empty chains for different purposes.

48.2.1. Supported nftables script formats

You can write scripts in the **nftables** scripting environment in the following formats:

- The same format as the **nft list ruleset** command displays the rule set:

  ```
  #!/usr/sbin/nft -f
  
  # Flush the rule set
  flush ruleset
  
  table inet example_table {
    chain example_chain {
      # Chain for incoming packets that drops all packets that
      # are not explicitly allowed by any rule in this chain
      type filter hook input priority 0; policy drop;
      
      # Accept connections to port 22 (ssh)
      tcp dport ssh accept
    }
  }
  ```

- The same syntax as for **nft** commands:

  ```
  #!/usr/sbin/nft -f
  
  # Flush the rule set
  flush ruleset
  ```
# Create a table
add table inet example_table

# Create a chain for incoming packets that drops all packets
# that are not explicitly allowed by any rule in this chain
add chain inet example_table example_chain { type filter hook input priority 0 ; policy drop ; }

# Add a rule that accepts connections to port 22 (ssh)
add rule inet example_table example_chain tcp dport ssh accept

48.2.2. Running nftables scripts

You can run an `nftables` script either by passing it to the `nft` utility or by executing the script directly.

Procedure

- To run an `nftables` script by passing it to the `nft` utility, enter:

  ```
  # nft -f /etc/nftables/<example_firewall_script>.nft
  ```

- To run an `nftables` script directly:
  
a. For the single time that you perform this:

   i. Ensure that the script starts with the following shebang sequence:

   ```
   #!/usr/sbin/nft -f
   ```

   **IMPORTANT**
   
   If you omit the `-f` parameter, the `nft` utility does not read the script and displays: *Error: syntax error, unexpected newline, expecting string.*

   ii. Optional: Set the owner of the script to `root`:

   ```
   # chown root /etc/nftables/<example_firewall_script>.nft
   ```

   iii. Make the script executable for the owner:

   ```
   # chmod u+x /etc/nftables/<example_firewall_script>.nft
   ```

  b. Run the script:

  ```
  # /etc/nftables/<example_firewall_script>.nft
  ```

  If no output is displayed, the system executed the script successfully.

  **IMPORTANT**
  
  Even if `nft` executes the script successfully, incorrectly placed rules, missing parameters, or other problems in the script can cause that the firewall behaves not as expected.
### 48.2.3. Using comments in nftables scripts

The `nftables` scripting environment interprets everything to the right of a `#` character to the end of a line as a comment.

Comments can start at the beginning of a line, or next to a command:

```plaintext
... # Flush the rule set
flush ruleset

add table inet example_table # Create a table
... 
```

### 48.2.4. Using variables in nftables script

To define a variable in an `nftables` script, use the `define` keyword. You can store single values and anonymous sets in a variable. For more complex scenarios, use sets or verdict maps.

#### Variables with a single value

The following example defines a variable named `INET_DEV` with the value `enp1s0`:

```plaintext
define INET_DEV = enp1s0
```

You can use the variable in the script by entering the `$` sign followed by the variable name:

```plaintext
... add rule inet example_table example_chain iifname $INET_DEV tcp dport ssh accept ...
```

#### Variables that contain an anonymous set

The following example defines a variable that contains an anonymous set:

```plaintext
define DNS_SERVERS = { 192.0.2.1, 192.0.2.2 }
```

You can use the variable in the script by writing the `$` sign followed by the variable name:

```plaintext
add rule inet example_table example_chain ip daddr $DNS_SERVERS accept
```

**NOTE**

Curly braces have special semantics when you use them in a rule because they indicate that the variable represents a set.
48.2.5. Including files in nftables scripts

In the nftables scripting environment, you can include other scripts by using the include statement.

If you specify only a file name without an absolute or relative path, nftables includes files from the default search path, which is set to /etc on Red Hat Enterprise Linux.

Example 48.1. Including files from the default search directory

To include a file from the default search directory:

```
include "example.nft"
```

Example 48.2. Including all *.nft files from a directory

To include all files ending with *.nft that are stored in the /etc/nftables/rulesets/ directory:

```
include "/etc/nftables/rulesets/*.nft"
```

Note that the include statement does not match files beginning with a dot.

48.2.6. Automatically loading nftables rules when the system boots

The nftables systemd service loads firewall scripts that are included in the /etc/sysconfig/nftables.conf file.

Prerequisites

- The nftables scripts are stored in the /etc/nftables/ directory.

Procedure

1. Edit the /etc/sysconfig/nftables.conf file.

   - If you modified the *.nft scripts that were created in /etc/nftables/ with the installation of the nftables package, uncomment the include statement for these scripts.

   - If you wrote new scripts, add include statements to include these scripts. For example, to load the /etc/nftables/example.nft script when the nftables service starts, add:

```
include "/etc/nftables/_example_.nft"
```
2. Optional: Start the `nftables` service to load the firewall rules without rebooting the system:

```
# systemctl start nftables
```

3. Enable the `nftables` service.

```
# systemctl enable nftables
```

### Additional resources

- [Supported nftables script formats](#)

### 48.3. CREATING AND MANAGING NFTABLES TABLES, CHAINS, AND RULES

You can display `nftables` rule sets and manage them.

#### 48.3.1. Basics of nftables tables

A table in `nftables` is a namespace that contains a collection of chains, rules, sets, and other objects.

Each table must have an address family assigned. The address family defines the packet types that this table processes. You can set one of the following address families when you create a table:

- **ip**: Matches only IPv4 packets. This is the default if you do not specify an address family.
- **ip6**: Matches only IPv6 packets.
- **inet**: Matches both IPv4 and IPv6 packets.
- **arp**: Matches IPv4 address resolution protocol (ARP) packets.
- **bridge**: Matches packets that pass through a bridge device.
- **netdev**: Matches packets from ingress.

If you want to add a table, the format to use depends on your firewall script:

- In scripts in native syntax, use:
  
  ```
  table <table_address_family> <table_name> { 
  } 
  ```

- In shell scripts, use:

  ```
  nft add table <table_address_family> <table_name>
  ```

#### 48.3.2. Basics of nftables chains

Tables consist of chains which in turn are containers for rules. The following two rule types exists:

- **Base chain**: You can use base chains as an entry point for packets from the networking stack.
- **Regular chain**: You can use regular chains as a jump target to better organize rules.

If you want to add a base chain to a table, the format to use depends on your firewall script:

  - In scripts in native syntax, use:
    ```text
    table <table_address_family> <table_name> { 
        chain <chain_name> { 
            type <type> hook <hook> priority <priority> 
            policy <policy> ; 
        } 
    }
    ```

  - In shell scripts, use:
    ```text
    nft add chain <table_address_family> <table_name> <chain_name> { 
        type <type> hook <hook> priority <priority> ; 
        policy <policy> ; 
    }
    ```

    To avoid that the shell interprets the semicolons as the end of the command, place the \ escape character in front of the semicolons.

Both examples create base chains. To create a regular chain, do not set any parameters in the curly brackets.

**Chain types**
The following are the chain types and an overview with which address families and hooks you can use them:

<table>
<thead>
<tr>
<th>Type</th>
<th>Address families</th>
<th>Hooks</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>filter</td>
<td>all</td>
<td>all</td>
<td>Standard chain type</td>
</tr>
<tr>
<td>nat</td>
<td>ip, ip6, inet</td>
<td>prerouting, input, output, postrouting</td>
<td>Chains of this type perform native address translation based on connection tracking entries. Only the first packet traverses this chain type.</td>
</tr>
<tr>
<td>route</td>
<td>ip, ip6</td>
<td>output</td>
<td>Accepted packets that traverse this chain type cause a new route lookup if relevant parts of the IP header have changed.</td>
</tr>
</tbody>
</table>

**Chain priorities**
The priority parameter specifies the order in which packets traverse chains with the same hook value. You can set this parameter to an integer value or use a standard priority name.

The following matrix is an overview of the standard priority names and their numeric values, and with which address families and hooks you can use them:

<table>
<thead>
<tr>
<th>Textual value</th>
<th>Numeric value</th>
<th>Address families</th>
<th>Hooks</th>
</tr>
</thead>
<tbody>
<tr>
<td>raw</td>
<td>-300</td>
<td>ip, ip6, inet</td>
<td>all</td>
</tr>
</tbody>
</table>
### Chain policies

The chain policy defines whether nftables should accept or drop packets if rules in this chain do not specify any action. You can set one of the following policies in a chain:

- **accept** (default)
- **drop**

### 48.3.3. Basics of nftables rules

Rules define actions to perform on packets that pass a chain that contains this rule. If the rule also contains matching expressions, nftables performs the actions only if all previous expressions apply.

If you want to add a rule to a chain, the format to use depends on your firewall script:

- In scripts in native syntax, use:
  ```
  table <table_address_family> <table_name> {
      chain <chain_name> {
          type <type> hook <hook> priority <priority> ; policy <policy> ;
          <rule>
      }
  }
  ```

- In shell scripts, use:
  ```
  nft add rule <table_address_family> <table_name> <chain_name> <rule>
  ```

This shell command appends the new rule at the end of the chain. If you prefer to add a rule at the beginning of the chain, use the nft insert command instead of nft add.
48.3.4. Managing tables, chains, and rules using nft commands

To manage an `nftables` firewall on the command line or in shell scripts, use the `nft` utility.

**IMPORTANT**

The commands in this procedure do not represent a typical workflow and are not optimized. This procedure only demonstrates how to use `nft` commands to manage tables, chains, and rules in general.

**Procedure**

1. Create a table named `nftables_svc` with the `inet` address family so that the table can process both IPv4 and IPv6 packets:

   ```
   # nft add table inet nftables_svc
   ```

2. Add a base chain named `INPUT`, that processes incoming network traffic, to the `inet nftables_svc` table:

   ```
   # nft add chain inet nftables_svc INPUT { type filter hook input priority filter ; policy accept ;
   tcp dport 22 accept # handle 2
   tcp dport 443 accept # handle 3
   reject # handle 4
   }
   ```

   To avoid that the shell interprets the semicolons as the end of the command, escape the semicolons using the `\` character.

3. Add rules to the `INPUT` chain. For example, allow incoming TCP traffic on port 22 and 443, and, as the last rule of the `INPUT` chain, reject other incoming traffic with an Internet Control Message Protocol (ICMP) port unreachable message:

   ```
   # nft add rule inet nftables_svc INPUT tcp dport 22 accept
   # nft add rule inet nftables_svc INPUT tcp dport 443 accept
   # nft add rule inet nftables_svc INPUT reject with icmpx type port-unreachable
   ```

   If you enter the `nft add rule` commands as shown, `nft` adds the rules in the same order to the chain as you run the commands.

4. Display the current rule set including handles:

   ```
   # nft -a list table inet nftables_svc
   table inet nftables_svc { # handle 13
   chain INPUT { # handle 1
   type filter hook input priority filter; policy accept;
   tcp dport 22 accept # handle 2
   tcp dport 443 accept # handle 3
   reject # handle 4
   }
   }
   ```

5. Insert a rule before the existing rule with handle 3. For example, to insert a rule that allows TCP traffic on port 636, enter:

   ```
   # nft insert rule inet nftables_svc INPUT position 3 tcp dport 636 accept
   ```
6. Append a rule after the existing rule with handle 3. For example, to insert a rule that allows TCP traffic on port 80, enter:

```bash
# nft add rule inet nftables_svc INPUT position 3 tcp dport 80 accept
```

7. Display the rule set again with handles. Verify that the later added rules have been added to the specified positions:

```bash
# nft -a list table inet nftables_svc
table inet nftables_svc { # handle 13
    chain INPUT { # handle 1
        type filter hook input priority filter; policy accept;
        tcp dport 22 accept # handle 2
        tcp dport 636 accept # handle 5
        tcp dport 443 accept # handle 3
        tcp dport 80 accept # handle 6
        reject # handle 4
    }
}
```

8. Remove the rule with handle 6:

```bash
# nft delete rule inet nftables_svc INPUT handle 6
```

To remove a rule, you must specify the handle.

9. Display the rule set, and verify that the removed rule is no longer present:

```bash
# nft -a list table inet nftables_svc
table inet nftables_svc { # handle 13
    chain INPUT { # handle 1
        type filter hook input priority filter; policy accept;
        tcp dport 22 accept # handle 2
        tcp dport 636 accept # handle 5
        tcp dport 443 accept # handle 3
        reject # handle 4
    }
}
```

10. Remove all remaining rules from the INPUT chain:

```bash
# nft flush chain inet nftables_svc INPUT
```

11. Display the rule set, and verify that the INPUT chain is empty:

```bash
# nft list table inet nftables_svc
table inet nftables_svc {
    chain INPUT {
        type filter hook input priority filter; policy accept
    }
}
```

12. Delete the INPUT chain:
# nft delete chain inet nftables_svc INPUT

You can also use this command to delete chains that still contain rules.

13. Display the rule set, and verify that the **INPUT** chain has been deleted:

```bash
# nft list table inet nftables_svc
```

table inet nftables_svc {
```bash
}
```

14. Delete the **nftables_svc** table:

```bash
# nft delete table inet nftables_svc
```

You can also use this command to delete tables that still contain chains.

**NOTE**

To delete the entire rule set, use the `nft flush ruleset` command instead of manually deleting all rules, chains, and tables in separate commands.

Additional resources

*nft*(8) man page

### 48.4. CONFIGURING NAT USING NFTABLES

With `nftables`, you can configure the following network address translation (NAT) types:

- Masquerading
- Source NAT (SNAT)
- Destination NAT (DNAT)
- Redirect

**IMPORTANT**

You can only use real interface names in `iifname` and `oifname` parameters, and alternative names (`altname`) are not supported.

#### 48.4.1. NAT types

These are the different network address translation (NAT) types:

**Masquerading and source NAT (SNAT)**

Use one of these NAT types to change the source IP address of packets. For example, Internet Service Providers (ISPs) do not route private IP ranges, such as `10.0.0.0/8`. If you use private IP ranges in your network and users should be able to reach servers on the internet, map the source IP address of packets from these ranges to a public IP address.

Masquerading and SNAT are very similar to one another. The differences are:
- Masquerading automatically uses the IP address of the outgoing interface. Therefore, use masquerading if the outgoing interface uses a dynamic IP address.

- SNAT sets the source IP address of packets to a specified IP and does not dynamically look up the IP of the outgoing interface. Therefore, SNAT is faster than masquerading. Use SNAT if the outgoing interface uses a fixed IP address.

**Destination NAT (DNAT)**

Use this NAT type to rewrite the destination address and port of incoming packets. For example, if your web server uses an IP address from a private IP range and is, therefore, not directly accessible from the internet, you can set a DNAT rule on the router to redirect incoming traffic to this server.

**Redirect**

This type is a special case of DNAT that redirects packets to the local machine depending on the chain hook. For example, if a service runs on a different port than its standard port, you can redirect incoming traffic from the standard port to this specific port.

### 48.4.2. Configuring masquerading using nftables

Masquerading enables a router to dynamically change the source IP of packets sent through an interface to the IP address of the interface. This means that if the interface gets a new IP assigned, **nftables** automatically uses the new IP when replacing the source IP.

Replace the source IP of packets leaving the host through the `ens3` interface to the IP set on `ens3`.

#### Procedure

1. Create a table:

   ```
   # nft add table nat
   ```

2. Add the `prerouting` and `postrouting` chains to the table:

   ```
   # nft add chain nat postrouting { type nat hook postrouting priority 100 ; }
   ```

   **IMPORTANT**

   Even if you do not add a rule to the `prerouting` chain, the **nftables** framework requires this chain to match incoming packet replies.

   Note that you must pass the `--` option to the `nft` command to prevent the shell from interpreting the negative priority value as an option of the `nft` command.

3. Add a rule to the `postrouting` chain that matches outgoing packets on the `ens3` interface:

   ```
   # nft add rule nat postrouting oifname "ens3" masquerade
   ```

### 48.4.3. Configuring source NAT using nftables

On a router, Source NAT (SNAT) enables you to change the IP of packets sent through an interface to a specific IP address. The router then replaces the source IP of outgoing packets.
Procedure

1. Create a table:

   ```
   # nft add table nat
   ```

2. Add the **prerouting** and **postrouting** chains to the table:

   ```
   # nft add chain nat postrouting { type nat hook postrouting priority 100 ; }
   ```

   **IMPORTANT**
   
   Even if you do not add a rule to the **postrouting** chain, the **nftables** framework requires this chain to match outgoing packet replies.

   Note that you must pass the `--` option to the **nft** command to prevent the shell from interpreting the negative priority value as an option of the **nft** command.

3. Add a rule to the **postrouting** chain that replaces the source IP of outgoing packets through **ens3** with **192.0.2.1**:

   ```
   # nft add rule nat postrouting oifname "ens3" snat to 192.0.2.1
   ```

Additional resources

- Forwarding incoming packets on a specific local port to a different host

### 48.4.4. Configuring destination NAT using nftables

Destination NAT (DNAT) enables you to redirect traffic on a router to a host that is not directly accessible from the internet.

For example, with DNAT the router redirects incoming traffic sent to port **80** and **443** to a web server with the IP address **192.0.2.1**.

Procedure

1. Create a table:

   ```
   # nft add table nat
   ```

2. Add the **prerouting** and **postrouting** chains to the table:

   ```
   # nft -- add chain nat prerouting { type nat hook prerouting priority -100 ; }
   # nft add chain nat postrouting { type nat hook postrouting priority 100 ; }
   ```

   **IMPORTANT**
   
   Even if you do not add a rule to the **postrouting** chain, the **nftables** framework requires this chain to match outgoing packet replies.
Note that you must pass the -- option to the nft command to prevent the shell from interpreting the negative priority value as an option of the nft command.

3. Add a rule to the **prerouting** chain that redirects incoming traffic to port 80 and 443 on the **ens3** interface of the router to the web server with the IP address 192.0.2.1:

```
# nft add rule nat prerouting ifname ens3 tcp dport { 80, 443 } dnat to 192.0.2.1
```

4. Depending on your environment, add either a SNAT or masquerading rule to change the source address for packets returning from the web server to the sender:

   a. If the **ens3** interface uses a dynamic IP addresses, add a masquerading rule:

```
# nft add rule nat postrouting oifname "ens3" masquerade
```

   b. If the **ens3** interface uses a static IP address, add a SNAT rule. For example, if the **ens3** uses the 198.51.100.1 IP address:

```
# nft add rule nat postrouting oifname "ens3" snat to 198.51.100.1
```

5. Enable packet forwarding:

```
# echo "net.ipv4.ip_forward=1" > /etc/sysctl.d/95-IPv4-forwarding.conf
# sysctl -p /etc/sysctl.d/95-IPv4-forwarding.conf
```

Additional resources

- **NAT types**

### 48.4.5. Configuring a redirect using nftables

The **redirect** feature is a special case of destination network address translation (DNAT) that redirects packets to the local machine depending on the chain hook.

For example, you can redirect incoming and forwarded traffic sent to port 22 of the local host to port 2222.

**Procedure**

1. Create a table:

```
# nft add table nat
```

2. Add the **prerouting** chain to the table:

```
# nft -- add chain nat prerouting { type nat hook prerouting priority -100 ; }
```

   Note that you must pass the -- option to the nft command to prevent the shell from interpreting the negative priority value as an option of the nft command.

3. Add a rule to the **prerouting** chain that redirects incoming traffic on port 22 to port 2222:

```
# nft add rule nat prerouting tcp dport 22 redirect to 2222
```
48.5. USING SETS IN NFTABLES COMMANDS

The nftables framework natively supports sets. You can use sets, for example, if a rule should match multiple IP addresses, port numbers, interfaces, or any other match criteria.

48.5.1. Using anonymous sets in nftables

An anonymous set contains comma-separated values enclosed in curly brackets, such as `{22, 80, 443}`, that you use directly in a rule. You can use anonymous sets also for IP addresses and any other match criteria.

The drawback of anonymous sets is that if you want to change the set, you must replace the rule. For a dynamic solution, use named sets as described in Using named sets in nftables.

Prerequisites

- The example_chain chain and the example_table table in the inet family exists.

Procedure

1. For example, to add a rule to example_chain in example_table that allows incoming traffic to port 22, 80, and 443:

   ```
   # nft add rule inet example_table example_chain tcp dport { 22, 80, 443 } accept
   ```

2. Optional: Display all chains and their rules in example_table:

   ```
   # nft list table inet example_table
   table inet example_table {
   chain example_chain {
   type filter hook input priority filter; policy accept;
   tcp dport { ssh, http, https } accept
   }
   }
   ```

48.5.2. Using named sets in nftables

The nftables framework supports mutable named sets. A named set is a list or range of elements that you can use in multiple rules within a table. Another benefit over anonymous sets is that you can update a named set without replacing the rules that use the set.

When you create a named set, you must specify the type of elements the set contains. You can set the following types:

- `ipv4_addr` for a set that contains IPv4 addresses or ranges, such as 192.0.2.1 or 192.0.2.0/24.
- `ipv6_addr` for a set that contains IPv6 addresses or ranges, such as 2001:db8:1::1 or 2001:db8:1::1/64.
ether_addr for a set that contains a list of media access control (MAC) addresses, such as 52:54:00:6b:66:42.

inet_proto for a set that contains a list of internet protocol types, such as tcp.

inet_service for a set that contains a list of internet services, such as ssh.

mark for a set that contains a list of packet marks. Packet marks can be any positive 32-bit integer value (0 to 2147483647).

Prerequisites

- The example_chain chain and the example_table table exists.

Procedure

1. Create an empty set. The following examples create a set for IPv4 addresses:
   - To create a set that can store multiple individual IPv4 addresses:
     
     ```
     # nft add set inet example_table example_set { type ipv4_addr \; }
     ```
   - To create a set that can store IPv4 address ranges:
     
     ```
     # nft add set inet example_table example_set { type ipv4_addr \; flags interval \; }
     ```

     **IMPORTANT**

     To prevent the shell from interpreting the semicolons as the end of the command, you must escape the semicolons with a backslash.

2. Optional: Create rules that use the set. For example, the following command adds a rule to the example_chain in the example_table that will drop all packets from IPv4 addresses in example_set.

   ```
   # nft add rule inet example_table example_chain ip saddr @example_set drop
   ```

   Because example_set is still empty, the rule has currently no effect.

3. Add IPv4 addresses to example_set:
   - If you create a set that stores individual IPv4 addresses, enter:

     ```
     # nft add element inet example_table example_set { 192.0.2.1, 192.0.2.2 }
     ```
   - If you create a set that stores IPv4 ranges, enter:

     ```
     # nft add element inet example_table example_set { 192.0.2.0-192.0.2.255 }
     ```

     When you specify an IP address range, you can alternatively use the Classless Inter-Domain Routing (CIDR) notation, such as 192.0.2.0/24 in the above example.

48.5.3. Additional resources
The **Sets** section in the `nft(8)` man page

### 48.6. USING VERDICT MAPS IN NFTABLES COMMANDS

Verdict maps, which are also known as dictionaries, enable `nft` to perform an action based on packet information by mapping match criteria to an action.

#### 48.6.1. Using anonymous maps in nftables

An anonymous map is a `{ **match_criteria** : **action** }` statement that you use directly in a rule. The statement can contain multiple comma-separated mappings.

The drawback of an anonymous map is that if you want to change the map, you must replace the rule. For a dynamic solution, use named maps as described in Using named maps in nftables.

For example, you can use an anonymous map to route both TCP and UDP packets of the IPv4 and IPv6 protocol to different chains to count incoming TCP and UDP packets separately.

**Procedure**

1. Create a new table:
   ```
   # nft add table inet example_table
   ```
2. Create the `tcp_packets` chain in `example_table`:
   ```
   # nft add chain inet example_table tcp_packets
   ```
3. Add a rule to `tcp_packets` that counts the traffic in this chain:
   ```
   # nft add rule inet example_table tcp_packets counter
   ```
4. Create the `udp_packets` chain in `example_table`
   ```
   # nft add chain inet example_table udp_packets
   ```
5. Add a rule to `udp_packets` that counts the traffic in this chain:
   ```
   # nft add rule inet example_table udp_packets counter
   ```
6. Create a chain for incoming traffic. For example, to create a chain named `incoming_traffic` in `example_table` that filters incoming traffic:
   ```
   # nft add chain inet example_table incoming_traffic { type filter hook input priority 0 ; }
   ```
7. Add a rule with an anonymous map to `incoming_traffic`:
   ```
   # nft add rule inet example_table incoming_traffic ip protocol vmap { tcp : jump tcp_packets, udp : jump udp_packets }
   ```
The anonymous map distinguishes the packets and sends them to the different counter chains based on their protocol.

8. To list the traffic counters, display `example_table`:

```ini
# nft list table inet example_table
table inet example_table {
    chain tcp_packets {
        counter packets 36379 bytes 2103816
    }
    chain udp_packets {
        counter packets 10 bytes 1559
    }
    chain incoming_traffic {
        type filter hook input priority filter; policy accept;
        ip protocol vmap { tcp : jump tcp_packets, udp : jump udp_packets }
    }
}
```

The counters in the `tcp_packets` and `udp_packets` chain display both the number of received packets and bytes.

48.6.2. Using named maps in nftables

The `nftables` framework supports named maps. You can use these maps in multiple rules within a table. Another benefit over anonymous maps is that you can update a named map without replacing the rules that use it.

When you create a named map, you must specify the type of elements:

- **ipv4_addr** for a map whose match part contains an IPv4 address, such as `192.0.2.1`.
- **ipv6_addr** for a map whose match part contains an IPv6 address, such as `2001:db8:1::1`.
- **ether_addr** for a map whose match part contains a media access control (MAC) address, such as `52:54:00:6b:66:42`.
- **inet_proto** for a map whose match part contains an internet protocol type, such as `tcp`.
- **inet_service** for a map whose match part contains an internet services name port number, such as `ssh` or `22`.
- **mark** for a map whose match part contains a packet mark. A packet mark can be any positive 32-bit integer value (0 to `2147483647`).
- **counter** for a map whose match part contains a counter value. The counter value can be any positive 64-bit integer value.
- **quota** for a map whose match part contains a quota value. The quota value can be any positive 64-bit integer value.

For example, you can allow or drop incoming packets based on their source IP address. Using a named map, you require only a single rule to configure this scenario while the IP addresses and actions are dynamically stored in the map.
Procedure

1. Create a table. For example, to create a table named `example_table` that processes IPv4 packets:

   ```
   # nft add table ip example_table
   ```

2. Create a chain. For example, to create a chain named `example_chain` in `example_table`:

   ```
   # nft add chain ip example_table example_chain { type filter hook input priority 0 }; }
   ```

   **IMPORTANT**

   To prevent the shell from interpreting the semicolons as the end of the command, you must escape the semicolons with a backslash.

3. Create an empty map. For example, to create a map for IPv4 addresses:

   ```
   # nft add map ip example_table example_map { type ipv4_addr : verdict ; }
   ```

4. Create rules that use the map. For example, the following command adds a rule to `example_chain` in `example_table` that applies actions to IPv4 addresses which are both defined in `example_map`:

   ```
   # nft add rule example_table example_chain ip saddr vmap @example_map
   ```

5. Add IPv4 addresses and corresponding actions to `example_map`:

   ```
   # nft add element ip example_table example_map { 192.0.2.1 : accept, 192.0.2.2 : drop }
   ```

   This example defines the mappings of IPv4 addresses to actions. In combination with the rule created above, the firewall accepts packet from `192.0.2.1` and drops packets from `192.0.2.2`.

6. Optional: Enhance the map by adding another IP address and action statement:

   ```
   # nft add element ip example_table example_map { 192.0.2.3 : accept }
   ```

7. Optional: Remove an entry from the map:

   ```
   # nft delete element ip example_table example_map { 192.0.2.1 }
   ```

8. Optional: Display the rule set:

   ```
   # nft list ruleset
   table ip example_table {
   map example_map {
      type ipv4_addr : verdict
      elements = { 192.0.2.2 : drop, 192.0.2.3 : accept }
   }
   chain example_chain {
      type filter hook input priority filter; policy accept;
   }
   ```
48.7. EXAMPLE: PROTECTING A LAN AND DMZ USING AN NFTABLES SCRIPT

Use the nftables framework on a RHEL router to write and install a firewall script that protects the network clients in an internal LAN and a web server in a DMZ from unauthorized access from the internet and from other networks.

### IMPORTANT

This example is only for demonstration purposes and describes a scenario with specific requirements.

Firewall scripts highly depend on the network infrastructure and security requirements. Use this example to learn the concepts of nftables firewalls when you write scripts for your own environment.

48.7.1. Network conditions

The network in this example has the following conditions:

- The router is connected to the following networks:
  - The internet through interface enp1s0
  - The internal LAN through interface enp7s0
  - The DMZ through enp8s0
- The internet interface of the router has both a static IPv4 address (203.0.113.1) and IPv6 address (2001:db8:a::1) assigned.
- The clients in the internal LAN use only private IPv4 addresses from the range 10.0.0.24. Consequently, traffic from the LAN to the internet requires source network address translation (SNAT).
- The administrator PCs in the internal LAN use the IP addresses 10.0.0.100 and 10.0.0.200.
- The DMZ uses public IP addresses from the ranges 198.51.100.0/24 and 2001:db8:b::/56.
- The web server in the DMZ uses the IP addresses 198.51.100.5 and 2001:db8:b::5.
- The router acts as a caching DNS server for hosts in the LAN and DMZ.

48.7.2. Security requirements to the firewall script

The following are the requirements to the nftables firewall in the example network:
• The router must be able to:
  ○ Recursively resolve DNS queries.
  ○ Perform all connections on the loopback interface.

• Clients in the internal LAN must be able to:
  ○ Query the caching DNS server running on the router.
  ○ Access the HTTPS server in the DMZ.
  ○ Access any HTTPS server on the internet.

• The PCs of the administrators must be able to access the router and every server in the DMZ using SSH.

• The web server in the DMZ must be able to:
  ○ Query the caching DNS server running on the router.
  ○ Access HTTPS servers on the internet to download updates.

• Hosts on the internet must be able to:
  ○ Access the HTTPS servers in the DMZ.

• Additionally, the following security requirements exists:
  ○ Connection attempts that are not explicitly allowed should be dropped.
  ○ Dropped packets should be logged.

48.7.3. Configuring logging of dropped packets to a file

By default, systemd logs kernel messages, such as for dropped packets, to the journal. Additionally, you can configure the rsyslog service to log such entries to a separate file. To ensure that the log file does not grow infinitely, configure a rotation policy.

Prerequisites

• The rsyslog package is installed.

• The rsyslog service is running.

Procedure

1. Create the /etc/rsyslog.d/nftables.conf file with the following content:

   ```
   :msg, startswith, "nft drop" -/var/log/nftables.log & stop
   ```

   Using this configuration, the rsyslog service logs dropped packets to the /var/log/nftables.log file instead of /var/log/messages.

2. Restart the rsyslog service:
3. Create the `/etc/logrotate.d/nftables` file with the following content to rotate `/var/log/nftables.log` if the size exceeds 10 MB:

```bash
/var/log/nftables.log {
  size +10M
  maxage 30
  sharedscripts
  postrotate
    /usr/bin/systemctl kill -s HUP rsyslog.service > /dev/null 2>&1 || true
  endscript
}
```

The `maxage 30` setting defines that `logrotate` removes rotated logs older than 30 days during the next rotation operation.

### Additional resources

- `rsyslog.conf(5)` man page
- `logrotate(8)` man page

### 48.7.4. Writing and activating the nftables script

This example is an `nftables` firewall script that runs on a RHEL router and protects the clients in an internal LAN and a web server in a DMZ. For details about the network and the requirements for the firewall used in the example, see Network conditions and Security requirements to the firewall script.

**WARNING**

This `nftables` firewall script is only for demonstration purposes. Do not use it without adapting it to your environments and security requirements.

### Prerequisites

- The network is configured as described in Network conditions.

### Procedure

1. Create the `/etc/nftables/firewall.nft` script with the following content:

```bash
# Remove all rules
flush ruleset

# Table for both IPv4 and IPv6 rules
table inet nftables_svc {
```
# Define variables for the interface name
define INET_DEV = enp1s0
define LAN_DEV  = enp7s0
define DMZ_DEV  = enp8s0

define INET_DEV = enp1s0
define LAN_DEV  = enp7s0
define DMZ_DEV  = enp8s0

# Set with the IPv4 addresses of admin PCs
set admin_pc_ipv4 {
type ipv4_addr
  elements = { 10.0.0.100, 10.0.0.200 }
}

# Chain for incoming traffic. Default policy: drop
chain INPUT {
type filter hook input priority filter
  policy drop

  # Accept packets in established and related state, drop invalid packets
  ct state vmap { established:accept, related:accept, invalid:drop }

  # Accept incoming traffic on loopback interface
  iifname lo accept

  # Allow request from LAN and DMZ to local DNS server
  iifname { $LAN_DEV, $DMZ_DEV } meta l4proto { tcp, udp } th dport 53 accept

  # Allow admins PCs to access the router using SSH
  iifname $LAN_DEV ip saddr @admin_pc_ipv4 tcp dport 22 accept

  # Last action: Log blocked packets
  # (packets that were not accepted in previous rules in this chain)
  log prefix "nft drop IN : "
}

# Chain for outgoing traffic. Default policy: drop
chain OUTPUT {
type filter hook output priority filter
  policy drop

  # Accept packets in established and related state, drop invalid packets
  ct state vmap { established:accept, related:accept, invalid:drop }

  # Accept outgoing traffic on loopback interface
  oifname lo accept

  # Allow local DNS server to recursively resolve queries
  oifname $INET_DEV meta l4proto { tcp, udp } th dport 53 accept

  # Last action: Log blocked packets
  log prefix "nft drop OUT: "
}

# Chain for forwarding traffic. Default policy: drop
chain FORWARD {
    type filter hook forward priority filter
    policy drop

    # Accept packets in established and related state, drop invalid packets
    ct state vmap { established:accept, related:accept, invalid:drop }

    # IPv4 access from LAN and internet to the HTTPS server in the DMZ
    ifname { $LAN_DEV, $INET_DEV } oifname $DMZ_DEV ip daddr 198.51.100.5 tcp dport 443 accept

    # IPv6 access from internet to the HTTPS server in the DMZ
    ifname $INET_DEV oifname $DMZ_DEV ip6 daddr 2001:db8:b::5 tcp dport 443 accept

    # Access from LAN and DMZ to HTTPS servers on the internet
    ifname { $LAN_DEV, $DMZ_DEV } oifname $INET_DEV tcp dport 443 accept

    # Last action: Log blocked packets
    log prefix "nft drop FWD: "
}

# Postrouting chain to handle SNAT
chain postrouting {
    type nat hook postrouting priority srcnat; policy accept;

    # SNAT for IPv4 traffic from LAN to internet
    ifname $LAN_DEV oifname $INET_DEV snat ip to 203.0.113.1
}

2. Include the /etc/nftables/firewall.nft script in the /etc/sysconfig/nftables.conf file:
   
   include "/etc/nftables/firewall.nft"

3. Enable IPv4 forwarding:
   
   # echo "net.ipv4.ip_forward=1" > /etc/sysctl.d/95-IPv4-forwarding.conf
   # sysctl -p /etc/sysctl.d/95-IPv4-forwarding.conf

4. Enable and start the nftables service:
   
   # systemctl enable --now nftables

Verification

1. Optional: Verify the nftables rule set:
   
   # nft list ruleset
   ...

2. Try to perform an access that the firewall prevents. For example, try to access the router using SSH from the DMZ:
3. Depending on your logging settings, search:

- The **systemd** journal for the blocked packets:

  ```
  ssh: connect to host router.example.com port 22: Network is unreachable
  
  # journalctl -k -g "nft drop"
  Oct 14 17:27:18 router kernel: nft drop IN : IN=enp8s0 OUT= MAC=... 
  SRC=198.51.100.5 DST=198.51.100.1 ... PROTO=TCP SPT=40464 DPT=22 ... SYN ...
  ```

- The **/var/log/nftables.log** file for the blocked packets:

  ```
  Oct 14 17:27:18 router kernel: nft drop IN : IN=enp8s0 OUT= MAC=... 
  SRC=198.51.100.5 DST=198.51.100.1 ... PROTO=TCP SPT=40464 DPT=22 ... SYN ...
  ```

### 48.8. CONFIGURING PORT FORWARDING USING NFTABLES

Port forwarding enables administrators to forward packets sent to a specific destination port to a different local or remote port.

For example, if your web server does not have a public IP address, you can set a port forwarding rule on your firewall that forwards incoming packets on port 80 and 443 on the firewall to the web server. With this firewall rule, users on the internet can access the web server using the IP or host name of the firewall.

#### 48.8.1. Forwarding incoming packets to a different local port

You can use nftables to forward packets. For example, you can forward incoming IPv4 packets on port 8022 to port 22 on the local system.

**Procedure**

1. Create a table named `nat` with the `ip` address family:

   ```
   # nft add table ip nat
   ```

2. Add the `prerouting` and `postrouting` chains to the table:

   ```
   # nft -- add chain ip nat prerouting { type nat hook prerouting priority -100 \; }
   ```

   **NOTE**

   Pass the `--` option to the `nft` command to prevent the shell from interpreting the negative priority value as an option of the `nft` command.

3. Add a rule to the `prerouting` chain that redirects incoming packets on port 8022 to the local port 22:

   ```
   # nft add rule ip nat prerouting tcp dport 8022 redirect to :22
   ```
48.8.2. Forwarding incoming packets on a specific local port to a different host

You can use a destination network address translation (DNAT) rule to forward incoming packets on a local port to a remote host. This enables users on the internet to access a service that runs on a host with a private IP address.

For example, you can forward incoming IPv4 packets on the local port 443 to the same port number on the remote system with the 192.0.2.1 IP address.

Prerequisites

- You are logged in as the root user on the system that should forward the packets.

Procedure

1. Create a table named nat with the ip address family:

   ```
   # nft add table ip nat
   ```

2. Add the prerouting and postrouting chains to the table:

   ```
   # nft -- add chain ip nat prerouting { type nat hook prerouting priority -100 \; }
   # nft add chain ip nat postrouting { type nat hook postrouting priority 100 \; }
   ```

   **NOTE**
   
   Pass the -- option to the nft command to prevent the shell from interpreting the negative priority value as an option of the nft command.

3. Add a rule to the prerouting chain that redirects incoming packets on port 443 to the same port on 192.0.2.1:

   ```
   # nft add rule ip nat prerouting tcp dport 443 dnat to 192.0.2.1
   ```

4. Add a rule to the postrouting chain to masquerade outgoing traffic:

   ```
   # nft add rule ip nat postrouting daddr 192.0.2.1 masquerade
   ```

5. Enable packet forwarding:

   ```
   # echo "net.ipv4.ip_forward=1" > /etc/sysctl.d/95-IPv4-forwarding.conf
   # sysctl -p /etc/sysctl.d/95-IPv4-forwarding.conf
   ```

48.9. USING NFTABLES TO LIMIT THE AMOUNT OF CONNECTIONS

You can use nftables to limit the number of connections or to block IP addresses that attempt to establish a given amount of connections to prevent them from using too many system resources.

48.9.1. Limiting the number of connections using nftables

The ct count parameter of the nft utility enables administrators to limit the number of connections.
Prerequisites

- The base example_chain in example_table exists.

Procedure

1. Create a dynamic set for IPv4 addresses:

   ```
   # nft add set inet example_table example_meter { type ipv4_addr; flags dynamic ;}
   ```

2. Add a rule that allows only two simultaneous connections to the SSH port (22) from an IPv4 address and rejects all further connections from the same IP:

   ```
   # nft add rule ip example_table example_chain tcp dport ssh meter example_meter { ip
   saddr ct count over 2 } counter reject
   ```

3. Optional: Display the set created in the previous step:

   ```
   # nft list set inet example_table example_meter
   table inet example_table {
   meter example_meter {
   type ipv4_addr
   size 65535
   elements = { 192.0.2.1 ct count over 2 , 192.0.2.2 ct count over 2 }
   }
   }
   ```

The elements entry displays addresses that currently match the rule. In this example, elements lists IP addresses that have active connections to the SSH port. Note that the output does not display the number of active connections or if connections were rejected.

48.9.2. Blocking IP addresses that attempt more than ten new incoming TCP connections within one minute

You can temporarily block hosts that are establishing more than ten IPv4 TCP connections within one minute.

Procedure

1. Create the filter table with the ip address family:

   ```
   # nft add table ip filter
   ```

2. Add the input chain to the filter table:

   ```
   # nft add chain ip filter input { type filter hook input priority 0 ; }
   ```

3. Add a rule that drops all packets from source addresses that attempt to establish more than ten TCP connections within one minute:

   ```
   # nft add rule ip filter input ip protocol tcp ct state new, untracked meter ratemeter { ip
   addr timeout 5m limit rate over 10/minute } drop
   ```
The **timeout 5m** parameter defines that **nftables** automatically removes entries after five minutes to prevent that the meter fills up with stale entries.

**Verification**

- To display the meter’s content, enter:

```
# nft list meter ip filter ratemeter
```

```
table ip filter {
  meter ratemeter {
    type ipv4_addr
    size 65535
    flags dynamic,timeout
    elements = { 192.0.2.1 limit rate over 10/minute timeout 5m expires 4m58s224ms }
  }
}
```

### 48.10. DEBUGGING NFTABLES RULES

The **nftables** framework provides different options for administrators to debug rules and if packets match them.

#### 48.10.1. Creating a rule with a counter

To identify if a rule is matched, you can use a counter.

- For more information about a procedure that adds a counter to an existing rule, see [Adding a counter to an existing rule](#).

**Prerequisites**

- The chain to which you want to add the rule exists.

**Procedure**

1. Add a new rule with the **counter** parameter to the chain. The following example adds a rule with a counter that allows TCP traffic on port 22 and counts the packets and traffic that match this rule:

```
# nft add rule inet example_table example_chain tcp dport 22 counter accept
```

2. To display the counter values:

```
# nft list ruleset
table inet example_table {
  chain example_chain {
    type filter hook input priority filter; policy accept;
tcp dport ssh counter packets 6872 bytes 105448565 accept
  }
}
```

#### 48.10.2. Adding a counter to an existing rule
To identify if a rule is matched, you can use a counter.

- For more information about a procedure that adds a new rule with a counter, see Creating a rule with the counter.

**Prerequisites**

- The rule to which you want to add the counter exists.

**Procedure**

1. Display the rules in the chain including their handles:

   ```
   # nft --handle list chain inet example_table example_chain
   table inet example_table {
     chain example_chain { # handle 1
       type filter hook input priority filter; policy accept;
       tcp dport ssh accept # handle 4
     }
   }
   ```

2. Add the counter by replacing the rule but with the `counter` parameter. The following example replaces the rule displayed in the previous step and adds a counter:

   ```
   # nft replace rule inet example_table example_chain handle 4 tcp dport 22 counter accept
   ```

3. To display the counter values:

   ```
   # nft list ruleset
   table inet example_table {
     chain example_chain {
       type filter hook input priority filter; policy accept;
       tcp dport ssh counter packets 6872 bytes 105448565 accept
     }
   }
   ```

**48.10.3. Monitoring packets that match an existing rule**

The tracing feature in `nftables` in combination with the `nft monitor` command enables administrators to display packets that match a rule. You can enable tracing for a rule an use it to monitoring packets that match this rule.

**Prerequisites**

- The rule to which you want to add the counter exists.

**Procedure**

1. Display the rules in the chain including their handles:

   ```
   # nft --handle list chain inet example_table example_chain
   table inet example_table {
   ```
2. Add the tracing feature by replacing the rule but with the `meta nftrace set 1` parameters. The following example replaces the rule displayed in the previous step and enables tracing:

```bash
# nft replace rule inet example_table example_chain handle 4 tcp dport 22 meta nftrace set 1 accept
```

3. Use the `nft monitor` command to display the tracing. The following example filters the output of the command to display only entries that contain `inet example_table example_chain`:

```bash
# nft monitor | grep "inet example_table example_chain"
```

```
trace id 3c5eb15e inet example_table example_chain packet: iif "enp1s0" ether saddr 52:54:00:17:ff:e4 ether daddr 52:54:00:72:2f:6e ip saddr 192.0.2.1 ip daddr 192.0.2.2 ip dscp cs0 ip ecn not-ect ip ttl 64 ip id 49710 ip protocol tcp ip length 60 tcp sport 56728 tcp dport ssh tcp flags == syn tcp window 64240 trace id 3c5eb15e inet example_table example_chain rule tcp dport ssh nftrace set 1 accept (verdict accept)
```

**WARNING**

Depending on the number of rules with tracing enabled and the amount of matching traffic, the `nft monitor` command can display a lot of output. Use `grep` or other utilities to filter the output.

### 48.11. BACKING UP AND RESTORING THE NFTABLES RULE SET

You can backup `nftables` rules to a file and later restoring them. Also, administrators can use a file with the rules to, for example, transfer the rules to a different server.

#### 48.11.1. Backing up the nftables rule set to a file

You can use the `nft` utility to back up the `nftables` rule set to a file.

**Procedure**

- To backup `nftables` rules:
  - In a format produced by `nft list ruleset` format:
    ```bash
    # nft list ruleset > file.nft
    ```
  - In JSON format:
# nft -j list ruleset > file.json

## 48.11.2. Restoring the nftables rule set from a file

You can restore the `nftables` rule set from a file.

**Procedure**

- To restore `nftables` rules:
  - If the file to restore is in the format produced by `nft list ruleset` or contains `nft` commands directly:
    ```bash
    # nft -f file.nft
    ```
  - If the file to restore is in JSON format:
    ```bash
    # nft -j -f file.json
    ```

## 48.12. ADDITIONAL RESOURCES

- [Using nftables in Red Hat Enterprise Linux 8](#)
- [What comes after iptables? Its successor, of course: nftables](#)
- [Firewalld: The Future is nftables](#)
CHAPTER 49. USING XDP-FILTER FOR HIGH-PERFORMANCE TRAFFIC FILTERING TO PREVENT DDOS ATTACKS

Compared to packet filters, such as nftables, Express Data Path (XDP) processes and drops network packets right at the network interface. Therefore, XDP determines the next step for the package before it reaches a firewall or other applications. As a result, XDP filters require less resources and can process network packets at a much higher rate than conventional packet filters to defend against distributed denial of service (DDoS) attacks. For example, during testing, Red Hat dropped 26 million network packets per second on a single core, which is significantly higher than the drop rate of nftables on the same hardware.

The xdp-filter utility allows or drops incoming network packets using XDP. You can create rules to filter traffic to or from specific:

- IP addresses
- MAC addresses
- Ports

Note that, even if xdp-filter has a significantly higher packet-processing rate, it does not have the same capabilities as, for example, nftables. Consider xdp-filter a conceptual utility to demonstrate packet filtering using XDP. Additionally, you can use the code of the utility for a better understanding of how to write your own XDP applications.

IMPORTANT

On other architectures than AMD and Intel 64-bit, the xdp-filter utility is provided as a Technology Preview only. Technology Preview features are not supported with Red Hat production Service Level Agreements (SLAs), might not be functionally complete, and Red Hat does not recommend using them for production. These previews provide early access to upcoming product features, enabling customers to test functionality and provide feedback during the development process.

See Technology Preview Features Support Scope on the Red Hat Customer Portal for information about the support scope for Technology Preview features.

49.1. DROPPING NETWORK PACKETS THAT MATCH AN XDP-FILTER RULE

You can use xdp-filter to drop network packets:

- To a specific destination port
- From a specific IP address
- From a specific MAC address

The allow policy of xdp-filter defines that all traffic is allowed and the filter drops only network packets that match a particular rule. For example, use this method if you know the source IP addresses of packets you want to drop.

Prerequisites
The **xdp-tools** package is installed.

A network driver that supports XDP programs.

**Procedure**

1. Load **xdp-filter** to process incoming packets on a certain interface, such as `enp1s0`:

   ```bash
   # xdp-filter load enp1s0
   ```

   By default, **xdp-filter** uses the *allow* policy, and the utility drops only traffic that matches any rule.

   Optionally, use the `-f feature` option to enable only particular features, such as **tcp**, **ipv4**, or **ethernet**. Loading only the required features instead of all of them increases the speed of packet processing. To enable multiple features, separate them with a comma.

   If the command fails with an error, the network driver does not support XDP programs.

2. Add rules to drop packets that match them. For example:

   - To drop incoming packets to port *22*, enter:

     ```bash
     # xdp-filter port 22
     ```

     This command adds a rule that matches TCP and UDP traffic. To match only a particular protocol, use the `-p protocol` option.

   - To drop incoming packets from *192.0.2.1*, enter:

     ```bash
     # `xdp-filter ip 192.0.2.1 -m src`
     ```

     Note that **xdp-filter** does not support IP ranges.

   - To drop incoming packets from MAC address *00:53:00:AA:07:BE*, enter:

     ```bash
     # xdp-filter ether 00:53:00:AA:07:BE -m src
     ```

**Verification**

- Use the following command to display statistics about dropped and allowed packets:

  ```bash
  # xdp-filter status
  ```

**Additional resources**

- **xdp-filter**(8) man page

- If you are a developer and interested in the code of **xdp-filter**, download and install the corresponding source RPM (SRPM) from the Red Hat Customer Portal.

### 49.2. DROPPING ALL NETWORK PACKETS EXCEPT THE ONES THAT MATCH AN XDP-FILTER RULE
You can use `xdp-filter` to allow only network packets:

- From and to a specific destination port
- From and to a specific IP address
- From and to specific MAC address

To do so, use the `deny` policy of `xdp-filter` which defines that the filter drops all network packets except the ones that match a particular rule. For example, use this method if you do not know the source IP addresses of packets you want to drop.

**WARNING**

If you set the default policy to `deny` when you load `xdp-filter` on an interface, the kernel immediately drops all packets from this interface until you create rules that allow certain traffic. To avoid being locked out from the system, enter the commands locally or connect through a different network interface to the host.

**Prerequisites**

- The `xdp-tools` package is installed.
- You are logged in to the host either locally or using a network interface for which you do not plan to filter the traffic.
- A network driver that supports XDP programs.

**Procedure**

1. Load `xdp-filter` to process packets on a certain interface, such as `enp1s0`:

   ```
   # xdp-filter load enp1s0 -p deny
   ```

   Optionally, use the `-f feature` option to enable only particular features, such as `tcp`, `ipv4`, or `ethernet`. Loading only the required features instead of all of them increases the speed of packet processing. To enable multiple features, separate them with a comma.

   If the command fails with an error, the network driver does not support XDP programs.

2. Add rules to allow packets that match them. For example:

   - To allow packets to port `22`, enter:

     ```
     # xdp-filter port 22
     ```

     This command adds a rule that matches TCP and UDP traffic. To match only a particular protocol, pass the `-p protocol` option to the command.

   - To allow packets to `192.0.2.1`, enter:
Note that `xdp-filter` does not support IP ranges.

- To allow packets to MAC address `00:53:00:AA:07:BE`, enter:

```
# xdp-filter ether 00:53:00:AA:07:BE
```

**IMPORTANT**

The `xdp-filter` utility does not support stateful packet inspection. This requires that you either do not set a mode using the `-m mode` option or you add explicit rules to allow incoming traffic that the machine receives in reply to outgoing traffic.

**Verification**

- Use the following command to display statistics about dropped and allowed packets:

```
# xdp-filter status
```

**Additional resources**

- `xdp-filter(8)` man page.
- If you are a developer and you are interested in the code of `xdp-filter`, download and install the corresponding source RPM (SRPM) from the Red Hat Customer Portal.
CHAPTER 50. GETTING STARTED WITH DPDK

The data plane development kit (DPDK) provides libraries and network drivers to accelerate packet processing in user space.

Administrators use DPDK, for example, in virtual machines to use Single Root I/O Virtualization (SR-IOV) to reduce latencies and increase I/O throughput.

NOTE
Red Hat does not support experimental DPDK APIs.

50.1. INSTALLING THE DPDK PACKAGE

To use DPDK, install the dpdk package.

Procedure

- Use the yum utility to install the dpdk package:

  # yum install dpdk

50.2. ADDITIONAL RESOURCES

- Network Adapter Fast Datapath Feature Support Matrix
CHAPTER 51. UNDERSTANDING THE EBPF NETWORKING FEATURES IN RHEL 8

The extended Berkeley Packet Filter (eBPF) is an in-kernel virtual machine that allows code execution in the kernel space. This code runs in a restricted sandbox environment with access only to a limited set of functions.

In networking, you can use eBPF to complement or replace kernel packet processing. Depending on the hook you use, eBPF programs have, for example:

- Read and write access to packet data and metadata
- Can look up sockets and routes
- Can set socket options
- Can redirect packets

51.1. OVERVIEW OF NETWORKING EBPF FEATURES IN RHEL 8

You can attach extended Berkeley Packet Filter (eBPF) networking programs to the following hooks in RHEL:

- **eXpress Data Path (XDP):** Provides early access to received packets before the kernel networking stack processes them.
- **tc eBPF classifier with direct-action flag:** Provides powerful packet processing on ingress and egress.
- **Control Groups version 2 (cgroup v2):** Enables filtering and overriding socket-based operations performed by programs in a control group.
- **Socket filtering:** Enables filtering of packets received from sockets. This feature was also available in the classic Berkeley Packet Filter (cBPF), but has been extended to support eBPF programs.
- **Stream parser:** Enables splitting up streams to individual messages, filtering, and redirecting them to sockets.
- **SO_REUSEPORT socket selection:** Provides a programmable selection of a receiving socket from a reuseport socket group.
- **Flow dissector:** Enables overriding the way the kernel parses packet headers in certain situations.
- **TCP congestion control callbacks:** Enables implementing a custom TCP congestion control algorithm.
- **Routes with encapsulation:** Enables creating custom tunnel encapsulation.

Note that Red Hat does not support all of the eBPF functionality that is available in RHEL and described here. For further details and the support status of the individual hooks, see the RHEL 8 Release Notes and the following overview.

**XDP**

You can attach programs of the `BPF_PROG_TYPE_XDP` type to a network interface. The kernel then
executes the program on received packets before the kernel network stack starts processing them. This allows fast packet forwarding in certain situations, such as fast packet dropping to prevent distributed denial of service (DDoS) attacks and fast packet redirects for load balancing scenarios.

You can also use XDP for different forms of packet monitoring and sampling. The kernel allows XDP programs to modify packets and to pass them for further processing to the kernel network stack.

The following XDP modes are available:

- **Native (driver) XDP:** The kernel executes the program from the earliest possible point during packet reception. At this moment, the kernel did not parse the packet and, therefore, no metadata provided by the kernel is available. This mode requires that the network interface driver supports XDP but not all drivers support this native mode.

- **Generic XDP:** The kernel network stack executes the XDP program early in the processing. At that time, kernel data structures have been allocated, and the packet has been pre-processed. If a packet should be dropped or redirected, it requires a significant overhead compared to the native mode. However, the generic mode does not require network interface driver support and works with all network interfaces.

- **Offloaded XDP:** The kernel executes the XDP program on the network interface instead of on the host CPU. Note that this requires specific hardware, and only certain eBPF features are available in this mode.

On RHEL, load all XDP programs using the **libxdp** library. This library enables system-controlled usage of XDP.

**NOTE**

Currently, there are some system configuration limitations for XDP programs. For example, you must disable certain hardware offload features on the receiving interface. Additionally, not all features are available with all drivers that support the native mode.

In RHEL 8.7, Red Hat supports the XDP feature only if all of the following conditions apply:

- You load the XDP program on an AMD or Intel 64-bit architecture.
- You use the **libxdp** library to load the program into the kernel.
- The XDP program does not use the XDP hardware offloading.

Additionally, Red Hat provides the following usage of XDP features as unsupported Technology Preview:

- Loading XDP programs on architectures other than AMD and Intel 64-bit. Note that the **libxdp** library is not available for architectures other than AMD and Intel 64-bit.
- The XDP hardware offloading.

**AF_XDP**

Using an XDP program that filters and redirects packets to a given **AF_XDP** socket, you can use one or more sockets from the **AF_XDP** protocol family to quickly copy packets from the kernel to the user space.

In RHEL 8.7, Red Hat provides this feature as an unsupported Technology Preview.
Traffic Control
The Traffic Control (tc) subsystem offers the following types of eBPF programs:

- BPF_PROG_TYPE_SCHED_CLS
- BPF_PROG_TYPE_SCHED_ACT

These types enable you to write custom tc classifiers and tc actions in eBPF. Together with the parts of the tc ecosystem, this provides the ability for powerful packet processing and is the core part of several container networking orchestration solutions.

In most cases, only the classifier is used, as with the direct-action flag, the eBPF classifier can execute actions directly from the same eBPF program. The clsact Queueing Discipline (qdisc) has been designed to enable this on the ingress side.

Note that using a flow dissector eBPF program can influence operation of some other qdiscs and tc classifiers, such as flower.

The eBPF for tc feature is fully supported in RHEL 8.2 and later.

Socket filter
Several utilities use or have used the classic Berkeley Packet Filter (cBPF) for filtering packets received on a socket. For example, the tcpdump utility enables the user to specify expressions, which tcpdump then translates into cBPF code.

As an alternative to cBPF, the kernel allows eBPF programs of the BPF_PROG_TYPE_SOCKET_FILTER type for the same purpose.

In RHEL 8.7, Red Hat provides this feature as an unsupported Technology Preview.

Control Groups
In RHEL, you can use multiple types of eBPF programs that you can attach to a cgroup. The kernel executes these programs when a program in the given cgroup performs an operation. Note that you can use only cgroups version 2.

The following networking-related cgroup eBPF programs are available in RHEL:

- BPF_PROG_TYPE_SOCK_OPS: The kernel calls this program on various TCP events. The program can adjust the behavior of the kernel TCP stack, including custom TCP header options, and so on.
- BPF_PROG_TYPE_CGROUP_SOCK_ADDR: The kernel calls this program during connect, bind, sendto, recvmsg, getpeername, and getsockname operations. This program allows changing IP addresses and ports. This is useful when you implement socket-based network address translation (NAT) in eBPF.
- BPF_PROG_TYPE_CGROUP_SOCKOPT: The kernel calls this program during setsockopt and getsockopt operations and allows changing the options.
- BPF_PROG_TYPE_CGROUP_SOCK: The kernel calls this program during socket creation, socket releasing, and binding to addresses. You can use these programs to allow or deny the operation, or only to inspect socket creation for statistics.
- BPF_PROG_TYPE_CGROUP_SKB: This program filters individual packets on ingress and egress, and can accept or reject packets.
• **BPF_PROG_TYPE_CGROUP_SYSCTL**: This program allows filtering of access to system controls (`sysctl`).

• **BPF_CGROUP_INET4_GETPEERNAME, BPF_CGROUP_INET6_GETPEERNAME**, **BPF_CGROUP_INET4_GETSOCKNAME**, and **BPF_CGROUP_INET6_GETSOCKNAME**: Using these programs, you can override the result of `getsockname` and `getpeername` system calls. This is useful when you implement socket-based network address translation (NAT) in eBPF.

In RHEL 8.7, Red Hat provides this feature as an unsupported Technology Preview.

**Stream Parser**

A stream parser operates on a group of sockets that are added to a special eBPF map. The eBPF program then processes packets that the kernel receives or sends on those sockets.

The following stream parser eBPF programs are available in RHEL:

• **BPF_PROG_TYPE_SK_SKB**: An eBPF program parses packets received from the socket into individual messages, and instructs the kernel to drop those messages or send them to another socket in the group.

• **BPF_PROG_TYPE_SK_MSG**: This program filters egress messages. An eBPF program parses the packets into individual messages and either approves or rejects them.

In RHEL 8.7, Red Hat provides this feature as an unsupported Technology Preview.

**SO_REUSEPORT socket selection**

Using this socket option, you can bind multiple sockets to the same IP address and port. Without eBPF, the kernel selects the receiving socket based on a connection hash. With the **BPF_PROG_TYPE_SK_REUSEPORT** program, the selection of the receiving socket is fully programmable.

In RHEL 8.7, Red Hat provides this feature as an unsupported Technology Preview.

**Flow dissector**

When the kernel needs to process packet headers without going through the full protocol decode, they are **dissected**. For example, this happens in the **tc** subsystem, in multipath routing, in bonding, or when calculating a packet hash. In this situation the kernel parses the packet headers and fills internal structures with the information from the packet headers. You can replace this internal parsing using the **BPF_PROG_TYPE_FLOW_DISSECTOR** program. Note that you can only dissect TCP and UDP over IPv4 and IPv6 in eBPF in RHEL.

In RHEL 8.7, Red Hat provides this feature as an unsupported Technology Preview.

**TCP Congestion Control**

You can write a custom TCP congestion control algorithm using a group of **BPF_PROG_TYPE_STRUCT_OPS** programs that implement `struct tcp_congestion_oops` callbacks. An algorithm that is implemented this way is available to the system alongside the built-in kernel algorithms.

In RHEL 8.7, Red Hat provides this feature as an unsupported Technology Preview.

**Routes with encapsulation**

You can attach one of the following eBPF program types to routes in the routing table as a tunnel encapsulation attribute:

• **BPF_PROG_TYPE_LWT_IN**
- BPF_PROG_TYPE_LWT_OUT
- BPF_PROG_TYPE_LWT_XMIT

The functionality of such an eBPF program is limited to specific tunnel configurations and does not allow creating a generic encapsulation or decapsulation solution.

In RHEL 8.7, Red Hat provides this feature as an unsupported Technology Preview.

**Socket lookup**

To bypass limitations of the `bind` system call, use an eBPF program of the BPF_PROG_TYPE_SK_LOOKUP type. Such programs can select a listening socket for new incoming TCP connections or an unconnected socket for UDP packets.

In RHEL 8.7, Red Hat provides this feature as an unsupported Technology Preview.

### 51.2. OVERVIEW OF XDP FEATURES IN RHEL 8 BY NETWORK CARDS

The following is an overview of XDP–enabled network cards and the XDP features you can use with them:

<table>
<thead>
<tr>
<th>Network card</th>
<th>Driver</th>
<th>Basic</th>
<th>Redirect</th>
<th>Target</th>
<th>HW offload</th>
<th>Zero-copy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amazon Elastic Network Adapter</td>
<td>ena</td>
<td>yes</td>
<td>yes</td>
<td>yes[a]</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>Broadcom NetXtreme-C/E 10/25/40/50 gigabit Ethernet</td>
<td>bnxt_en</td>
<td>yes</td>
<td>yes</td>
<td>yes[a]</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>Cavium Thunder Virtual function</td>
<td>nicvf</td>
<td>yes</td>
<td>no</td>
<td>no</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>Intel® 10GbE PCI Express Virtual Function Ethernet</td>
<td>ixgbevf</td>
<td>yes</td>
<td>no</td>
<td>no</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>Intel® 10GbE PCI Express adapters</td>
<td>ixgbe</td>
<td>yes</td>
<td>yes</td>
<td>yes[a]</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>Intel® Ethernet Connection E800 Series</td>
<td>ice</td>
<td>yes</td>
<td>yes</td>
<td>yes[a]</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>Intel® Ethernet Controller I225-LM/I225-V family</td>
<td>igc</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>Intel® Ethernet Controller XL710 Family</td>
<td>i40e</td>
<td>yes</td>
<td>yes</td>
<td>yes[a][b]</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>Intel® PCI Express Gigabit adapters</td>
<td>igb</td>
<td>yes</td>
<td>yes</td>
<td>yes[a]</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>Mellanox 5th generation network adapters (ConnectX series)</td>
<td>mlx5_core</td>
<td>yes</td>
<td>yes</td>
<td>yes[b]</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>Network card</td>
<td>Driver</td>
<td>Basic</td>
<td>Redirect</td>
<td>Target</td>
<td>HW offload</td>
<td>Zero-copy</td>
</tr>
<tr>
<td>------------------------------------------</td>
<td>--------</td>
<td>-------</td>
<td>----------</td>
<td>--------</td>
<td>------------</td>
<td>-----------</td>
</tr>
<tr>
<td>Mellanox Technologies 1/10/40Gbit Ethernet</td>
<td>mlx4_en</td>
<td>yes</td>
<td>yes</td>
<td>no</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>Microsoft Azure Network Adapter</td>
<td>mana</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>Microsoft Hyper-V virtual network</td>
<td>hv_netvsc</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>Netronome® NFP4000/NFP6000 NIC</td>
<td>nfp</td>
<td>yes</td>
<td>no</td>
<td>no</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>QEMU Virtio network</td>
<td>virtio_net</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>QLogic QED 25/40/100Gb Ethernet NIC</td>
<td>qede</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>Solarflare SFC9000/SFC9100/EF100-family</td>
<td>sfc</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>Universal TUN/TAP device</td>
<td>tun</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>Virtual Ethernet pair device</td>
<td>veth</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
<td>no</td>
<td>no</td>
</tr>
</tbody>
</table>

[a] Only if an XDP program is loaded on the interface.

[b] Requires several XDP TX queues allocated that is larger or equal to the largest CPU index.

Legend:

- Basic: Supports basic return codes: **DROP**, **PASS**, **ABORTED**, and **TX**.
- Redirect: Supports the **REDIRECT** return code.
- Target: Can be a target of a **REDIRECT** return code.
- HW offload: Supports XDP hardware offload.
- Zero-copy: Supports the zero-copy mode for the **AF_XDP** protocol family.
CHAPTER 52. NETWORK TRACING USING THE BPF COMPILER COLLECTION

BPF Compiler Collection (BCC) is a library, which facilitates the creation of the extended Berkeley Packet Filter (eBPF) programs. The main utility of eBPF programs is analyzing the operating system performance and network performance without experiencing overhead or security issues.

BCC removes the need for users to know deep technical details of eBPF, and provides many out-of-the-box starting points, such as the bcc-tools package with pre-created eBPF programs.

NOTE

The eBPF programs are triggered on events, such as disk I/O, TCP connections, and process creations. It is unlikely that the programs should cause the kernel to crash, loop or become unresponsive because they run in a safe virtual machine in the kernel.

52.1. INSTALLING THE BCC-TOOLS PACKAGE

Install the bcc-tools package, which also installs the BPF Compiler Collection (BCC) library as a dependency.

Procedure

1. Install bcc-tools.

```
# yum install bcc-tools
```

The BCC tools are installed in the /usr/share/bcc/tools/ directory.

2. Optionally, inspect the tools:

```
# ll /usr/share/bcc/tools/
...
-rwxr-xr-x. 1 root root  4198 Dec 14 17:53 dcsnoop
-rwxr-xr-x. 1 root root  3931 Dec 14 17:53 dcstat
-rwxr-xr-x. 1 root root 20040 Dec 14 17:53 deadlock_detector
-rw-r--r--. 1 root root  7105 Dec 14 17:53 deadlock_detector.c
drwxr-xr-x. 3 root root  8192 Mar 11 10:28 doc
-rwxr-xr-x. 1 root root 7588 Dec 14 17:53 execsnoop
-rwxr-xr-x. 1 root root  6373 Dec 14 17:53 ext4dist
-rwxr-xr-x. 1 root root 10401 Dec 14 17:53 ext4slower
...
```

The doc directory in the listing above contains documentation for each tool.

52.2. DISPLAYING TCP CONNECTIONS ADDED TO THE KERNEL’S ACCEPT QUEUE

After the kernel receives the ACK packet in a TCP 3-way handshake, the kernel moves the connection from the SYN queue to the accept queue after the connection’s state changes to ESTABLISHED. Therefore, only successful TCP connections are visible in this queue.

The tcpaccept utility uses eBPF features to display all connections the kernel adds to the accept
queue. The utility is lightweight because it traces the `accept()` function of the kernel instead of capturing packets and filtering them. For example, use `tcpaccept` for general troubleshooting to display new connections the server has accepted.

**Procedure**

1. Enter the following command to start the tracing the kernel `accept` queue:

   ```
   # /usr/share/bcc/tools/tcpaccept
   PID   COMM      IP RADDR         RPORT  LADDR    LPORT
   843   sshd      4  192.0.2.17    50598  192.0.2.1  22
   1107  ns-slapd  4  198.51.100.6  38772  192.0.2.1  389
   1107  ns-slapd  4  203.0.113.85  38774  192.0.2.1  389
   ...
   ```

   Each time the kernel accepts a connection, `tcpaccept` displays the details of the connections.

2. Press `Ctrl+C` to stop the tracing process.

**Additional resources**

- `tcpaccept(8)` man page
- `/usr/share/bcc/tools/doc/tcpaccept_example.txt` file

### 52.3. TRACING OUTGOING TCP CONNECTION ATTEMPTS

The `tcpconnect` utility uses eBPF features to trace outgoing TCP connection attempts. The output of the utility also includes connections that failed.

The `tcpconnect` utility is lightweight because it traces, for example, the `connect()` function of the kernel instead of capturing packets and filtering them.

**Procedure**

1. Enter the following command to start the tracing process that displays all outgoing connections:

   ```
   # /usr/share/bcc/tools/tcpconnect
   PID    COMM         IP SADDR      DADDR          DPORT
   31346  curl         4  192.0.2.1  198.51.100.16  80
   31348  telnet       4  192.0.2.1  203.0.113.231  23
   31361  isc-worker00 4  192.0.2.1  192.0.2.254    53
   ...
   ```

   Each time the kernel processes an outgoing connection, `tcpconnect` displays the details of the connections.

2. Press `Ctrl+C` to stop the tracing process.

**Additional resources**

- `tcpconnect(8)` man page
- `/usr/share/bcc/tools/doc/tcpconnect_example.txt` file
52.4. MEASURING THE LATENCY OF OUTGOING TCP CONNECTIONS

The TCP connection latency is the time taken to establish a connection. This typically involves the kernel TCP/IP processing and network round trip time, and not the application runtime.

The tcpconnlat utility uses eBPF features to measure the time between a sent SYN packet and the received response packet.

Procedure

1. Start measuring the latency of outgoing connections:

   ```
   # /usr/share/bcc/tools/tcpconnlat
   PID COMM IP SADDR      DADDR          DPORT LAT(ms)
   32151 isc-worker00 4 192.0.2.1 192.0.2.254 53   0.60
   32155 ssh        4 192.0.2.1 203.0.113.190 22   26.34
   32319 curl       4 192.0.2.1 198.51.100.59 443  188.96
   ...
   ```

   Each time the kernel processes an outgoing connection, tcpconnlat displays the details of the connection after the kernel receives the response packet.

2. Press Ctrl+C to stop the tracing process.

Additional resources

- tcpconnlat(8) man page
- /usr/share/bcc/tools/doc/tcpconnlat_example.txt file

52.5. DISPLAYING DETAILS ABOUT TCP PACKETS AND SEGMENTS THAT WERE DROPPED BY THE KERNEL

The tcpdrop utility enables administrators to display details about TCP packets and segments that were dropped by the kernel. Use this utility to debug high rates of dropped packets that can cause the remote system to send timer-based retransmits. High rates of dropped packets and segments can impact the performance of a server.

Instead of capturing and filtering packets, which is resource-intensive, the tcpdrop utility uses eBPF features to retrieve the information directly from the kernel.

Procedure

1. Enter the following command to start displaying details about dropped TCP packets and segments:

   ```
   # /usr/share/bcc/tools/tcpdrop
   TIME PID IP SADDR:SPORT       > DADDR:DPORT   STATE (FLAGS)
   13:28:39 32253  4 192.0.2.85:51616  > 192.0.2.1:22 CLOSE_WAIT (FIN|ACK)
   b’tcp_drop+0x1’
   b’tcp_data_queue+0x2b9’
   ...
   13:28:39 1  4 192.0.2.85:51616  > 192.0.2.1:22 CLOSE (ACK)
   ```
Each time the kernel drops TCP packets and segments, tcpdrop displays the details of the connection, including the kernel stack trace that led to the dropped package.

2. Press Ctrl+C to stop the tracing process.

Additional resources

- tcpdrop(8) man page
- /usr/share/bcc/tools/doc/tcpdrop_example.txt file

52.6. TRACING TCP SESSIONS

The tcplife utility uses eBPF to trace TCP sessions that open and close, and prints a line of output to summarize each one. Administrators can use tcplife to identify connections and the amount of transferred traffic.

For example, you can display connections to port 22 (SSH) to retrieve the following information:

- The local process ID (PID)
- The local process name
- The local IP address and port number
- The remote IP address and port number
- The amount of received and transmitted traffic in KB.
- The time in milliseconds the connection was active

Procedure

1. Enter the following command to start the tracing of connections to the local port 22:

```
/usr/share/bcc/tools/tcplife -L 22
```

```
PID  COMM    LADDR      LPORT  RADDR       RPORT  TX_KB  RX_KB  MS
19392 sshd    192.0.2.1  22    192.0.2.17  43892    53     52 6681.95
19431 sshd    192.0.2.1  22    192.0.2.245 43902    81 249381 7585.09
19487 sshd    192.0.2.1  22    192.0.2.121 43970  6998     7 16740.35
...
```

Each time a connection is closed, tcplife displays the details of the connections.

2. Press Ctrl+C to stop the tracing process.

Additional resources

- tcplife(8) man page
- /usr/share/bcc/tools/doc/tcplife_example.txt file
52.7. TRACING TCP RETRANSMISSIONS

The `tcpretrans` utility displays details about TCP retransmissions, such as the local and remote IP address and port number, as well as the TCP state at the time of the retransmissions.

The utility uses eBPF features and, therefore, has a very low overhead.

Procedure

1. Use the following command to start displaying TCP retransmission details:

   ```
   # /usr/share/bcc/tools/tcpretrans
   TIME     PID  IP LADDR:LPORT   T> RADDR:RPORT         STATE
   00:23:02 0    4  192.0.2.1:22  R> 198.51.100.0:26788  ESTABLISHED
   00:23:02 0    4  192.0.2.1:22  R> 198.51.100.0:26788  ESTABLISHED
   00:45:43 0    4  192.0.2.1:22  R> 198.51.100.0:17634  ESTABLISHED
   ...
   ```

   Each time the kernel calls the TCP retransmit function, `tcpretrans` displays the details of the connection.

2. Press `Ctrl+C` to stop the tracing process.

Additional resources

- `tcpretrans(8)` man page
- `/usr/share/bcc/tools/doc/tcpretrans_example.txt` file

52.8. DISPLAYING TCP STATE CHANGE INFORMATION

During a TCP session, the TCP state changes. The `tcpstates` utility uses eBPF functions to trace these state changes, and prints details including the duration in each state. For example, use `tcpstates` to identify if connections spend too much time in the initialization state.

Procedure

1. Use the following command to start tracing TCP state changes:

   ```
   # /usr/share/bcc/tools/tcpstates
   SKADDR           C-PID C-COMM     LADDR     LPORT RADDR       RPORT OLDSTATE    ->
   NEWSTATE    MS
   ffff9cd377b3af80 0     swapper/1  0.0.0.0   22    0.0.0.0     0     LISTEN      -> SYN_RECV
   0.000
   ffff9cd377b3af80 0     swapper/1  192.0.2.1 22    192.0.2.45  53152 SYN_RECV    ->
   ESTABLISHED 0.067
   ffff9cd377b3af80 818   sssd_nss   192.0.2.1 22    192.0.2.45  53152 ESTABLISHED ->
   CLOSE_WAIT 65636.773
   ffff9cd377b3af80 1432  sshd       192.0.2.1 22    192.0.2.45  53152 CLOSE_WAIT  ->
   LAST_ACK  24.409
   ffff9cd377b3af80 1267  pulseaudio 192.0.2.1 22    192.0.2.45  53152 LAST_ACK  ->
   CLOSE 0.376
   ...
   ```
Each time a connection changes its state, tcpstates displays a new line with updated connection
details.

If multiple connections change their state at the same time, use the socket address in the first
column (SKADDR) to determine which entries belong to the same connection.

2. Press Ctrl+C to stop the tracing process.

Additional resources

- tcpstates(8) man page
- /usr/share/bcc/tools/doc/tcpstates_example.txt file

52.9. SUMMARIZING AND AGGREGATING TCP TRAFFIC SENT TO
SPECIFIC SUBNETS

The tcpsubnet utility summarizes and aggregates IPv4 TCP traffic that the local host sends to subnets
and displays the output on a fixed interval. The utility uses eBPF features to collect and summarize the
data to reduce the overhead.

By default, tcpsubnet summarizes traffic for the following subnets:

- 127.0.0.1/32
- 10.0.0.0/8
- 172.16.0.0/12
- 192.0.2.0/24/16
- 0.0.0.0/0

Note that the last subnet (0.0.0.0/0) is a catch-all option. The tcpsubnet utility counts all traffic for
subnets different than the first four in this catch-all entry.

Follow the procedure to count the traffic for the 192.0.2.0/24 and 198.51.100.0/24 subnets. Traffic to
other subnets will be tracked in the 0.0.0.0/0 catch-all subnet entry.

Procedure

1. Start monitoring the amount of traffic send to the 192.0.2.0/24, 198.51.100.0/24, and other
subnets:

```bash
# /usr/share/bcc/tools/tcpsubnet 192.0.2.0/24,198.51.100.0/24,0.0.0.0/0
Tracing... Output every 1 secs. Hit Ctrl-C to end
[02/21/20 10:04:50]
192.0.2.0/24          856
198.51.100.0/24       7467
[02/21/20 10:04:51]
192.0.2.0/24          1200
198.51.100.0/24       8763
0.0.0.0/0              673
...```
This command displays the traffic in bytes for the specified subnets once per second.

2. Press **Ctrl+C** to stop the tracing process.

Additional resources

- **tcpsubnet(8)** man page
- **/usr/share/bcc/tools/doc/tcpsubnet.txt** file

### 52.10. Displaying the Network Throughput by IP Address and Port

The **tcptop** utility displays TCP traffic the host sends and receives in kilobytes. The report automatically refreshes and contains only active TCP connections. The utility uses eBPF features and, therefore, has only a very low overhead.

**Procedure**

1. To monitor the sent and received traffic, enter:

   ```
   # /usr/share/bcc/tools/tcptop
   13:46:29 loadavg: 0.10 0.03 0.01 1/215 3875
   PID   COMM         LADDR           RADDR              RX_KB   TX_KB
   3853   3853         192.0.2.1:22    192.0.2.165:41838  32     102626
   1285   sshd         192.0.2.1:22    192.0.2.45:39240   0           0
   ...
   ```

   The output of the command includes only active TCP connections. If the local or remote system closes a connection, the connection is no longer visible in the output.

2. Press **Ctrl+C** to stop the tracing process.

Additional resources

- **tcptop(8)** man page
- **/usr/share/bcc/tools/doc/tcptop.txt** file

### 52.11. Tracing Established TCP Connections

The **tcptracer** utility traces the kernel functions that connect, accept, and close TCP connections. The utility uses eBPF features and, therefore, has a very low overhead.

**Procedure**

1. Use the following command to start the tracing process:

   ```
   # /usr/share/bcc/tools/tcptracer
   Tracing TCP established connections. Ctrl-C to end.
   T  PID   COMM        IP SADDR        DADDR       SPORT  DPORT
   A  1088   ns-slapd    4  192.0.2.153  192.0.2.1:22  192.0.2.45:65535
   ```
Each time the kernel connects, accepts, or closes a connection, tcptracer displays the details of the connections.

2. Press Ctrl+C to stop the tracing process.

**Additional resources**

- tcptracer(8) man page
- /usr/share/bcc/tools/doc/tcptracer_example.txt file

### 52.12. TRACING IPV4 AND IPV6 LISTEN ATTEMPTS

The solisten utility traces all IPv4 and IPv6 listen attempts. It traces the listen attempts including that ultimately fail or the listening program that does not accept the connection. The utility traces function that the kernel calls when a program wants to listen for TCP connections.

**Procedure**

1. Enter the following command to start the tracing process that displays all listen TCP attempts:

```bash
# /usr/share/bcc/tools/solisten
PID COMM PROTO BACKLOG PORT ADDR
3643 nc TCPv4 1 4242 0.0.0.0
3659 nc TCPv6 1 4242 2001:db8:1::1
4221 redis-server TCPv6 128 6379 ::
4221 redis-server TCPv4 128 6379 0.0.0.0
....
```

2. Press Ctrl+C to stop the tracing process.

**Additional resources**

- solisten(9) man page
- /usr/share/bcc/tools/doc/solisten_example.txt file

### 52.13. SUMMARIZING THE SERVICE TIME OF SOFT INTERRUPTS

The softirqs utility summarizes the time spent servicing soft interrupts (soft IRQs) and shows this time as either totals or histogram distributions. This utility uses the irq:softirq_enter and irq:softirq_exit kernel tracepoints, which is a stable tracing mechanism.

**Procedure**

1. Enter the following command to start the tracing soft irq event time:

```bash
# /usr/share/bcc/tools/softirqs
Tracing soft irq event time... Hit Ctrl-C to end.
^C
```
<table>
<thead>
<tr>
<th>SOFTIRQ</th>
<th>TOTAL_usecs</th>
</tr>
</thead>
<tbody>
<tr>
<td>tasklet</td>
<td>166</td>
</tr>
<tr>
<td>block</td>
<td>9152</td>
</tr>
<tr>
<td>net_rx</td>
<td>12829</td>
</tr>
<tr>
<td>rcu</td>
<td>53140</td>
</tr>
<tr>
<td>sched</td>
<td>182360</td>
</tr>
<tr>
<td>timer</td>
<td>306256</td>
</tr>
</tbody>
</table>

2. Press Ctrl+C to stop the tracing process.

Additional resources

- softirqs(8) man page
- /usr/share/bcc/tools/doc/softirqs_example.txt file
- mpstat(1) man page

52.14. SUMMARIZING PACKETS SIZE AND COUNT ON A NETWORK INTERFACE

The netqtop utility displays statistics about the attributes of received (RX) and transmitted (TX) packets on each network queue of a particular network interface. The statistics include:

- Bytes per second (BPS)
- Packets per second (PPS)
- The average packet size
- Total number of packets

To generate these statistics, netqtop traces the kernel functions that perform events of transmitted packets net_dev_start_xmit and received packets netif_receive_skb.

Procedure

1. Display the number of packets within the range of bytes size of the time interval of 2 seconds:

   ```bash
   # /usr/share/bcc/tools/netqtop -n enp1s0 -i 2
   Fri Jan 31 18:08:55 2023
   TX
   QueueID avg_size   [0, 64)  [64, 512)  [512, 2K)  [2K, 16K)  [16K, 64K)
   0       0       0       0       0       0       0       0       0
   Total   0       0       0       0       0       0
   RX
   QueueID avg_size   [0, 64)  [64, 512)  [512, 2K)  [2K, 16K)  [16K, 64K)
   0       38.0    1       0       0       0       0
   Total   38.0    1       0       0       0       0
   **************************************************************************
   Fri Jan 31 18:08:57 2023
   TX
   QueueID avg_size   [0, 64)  [64, 512)  [512, 2K)  [2K, 16K)  [16K, 64K)
   0       0       0       0       0       0       0       0       0
   Total   0       0       0       0       0       0
   ```

   Fri Jan 31 18:08:57 2023
   TX
   QueueID avg_size   [0, 64)  [64, 512)  [512, 2K)  [2K, 16K)  [16K, 64K)
   0       0       0       0       0       0       0       0       0
   Total   0       0       0       0       0       0

   Fri Jan 31 18:08:57 2023
   TX
   QueueID avg_size   [0, 64)  [64, 512)  [512, 2K)  [2K, 16K)  [16K, 64K)
2. Press **Ctrl+C** to stop **netqtop**.

Additional resources

- netqtop(8) man page
- /usr/share/bcc/tools/doc/netqtop_example.txt

### 52.15. ADDITIONAL RESOURCES

- /usr/share/doc/bcc/README.md
CHAPTER 53. GETTING STARTED WITH TIPC

Transparent Inter-process Communication (TIPC), which is also known as Cluster Domain Sockets, is an Inter-process Communication (IPC) service for cluster-wide operation.

Applications that are running in a high-available and dynamic cluster environment have special needs. The number of nodes in a cluster can vary, routers can fail, and, due to load balancing considerations, functionality can be moved to different nodes in the cluster. TIPC minimizes the effort by application developers to deal with such situations, and maximizes the chance that they are handled in a correct and optimal way. Additionally, TIPC provides a more efficient and fault-tolerant communication than general protocols, such as TCP.

53.1. THE ARCHITECTURE OF TIPC

TIPC is a layer between applications using TIPC and a packet transport service (bearer), and spans the level of transport, network, and signaling link layers. However, TIPC can use a different transport protocol as bearer, so that, for example, a TCP connection can serve as a bearer for a TIPC signaling link.

TIPC supports the following bearers:

- Ethernet
- InfiniBand
- UDP protocol

TIPC provides a reliable transfer of messages between TIPC ports, that are the endpoints of all TIPC communication.

The following is a diagram of the TIPC architecture:

53.2. LOADING THE TIPC MODULE WHEN THE SYSTEM BOOTS

Before you can use the TIPC protocol, you must load the tipc kernel module. You can configure Red Hat Enterprise Linux to automatically load this kernel module automatically when the system boots.

Procedure

1. Create the /etc/modules-load.d/tipc.conf file with the following content:

   ```
   tipc
   ```

2. Restart the systemd-modules-load service to load the module without rebooting the system:
# systemctl start systemd-modules-load

**Verification**

1. Use the following command to verify that RHEL loaded the `tipc` module:

   ```bash
   # Ismod | grep tipc
   tipc  311296  0
   ```

   If the command shows no entry for the `tipc` module, RHEL failed to load it.

**Additional resources**

- `modules-load.d(5)` man page

### 53.3. CREATING A TIPC NETWORK

To create a TIPC network, perform this procedure on each host that should join the TIPC network.

**IMPORTANT**

The commands configure the TIPC network only temporarily. To permanently configure TIPC on a node, use the commands of this procedure in a script, and configure RHEL to execute that script when the system boots.

**Prerequisites**

- The `tipc` module has been loaded. For details, see [Loading the `tipc` module when the system boots](#)

**Procedure**

1. Optional: Set a unique node identity, such as a UUID or the node’s host name:

   ```bash
   # tipc node set identity host_name
   ```

   The identity can be any unique string consisting of a maximum 16 letters and numbers.

   You cannot set or change an identity after this step.

2. Add a bearer. For example, to use Ethernet as media and `enp0s1` device as physical bearer device, enter:

   ```bash
   # tipc bearer enable media eth device enp1s0
   ```

3. Optional: For redundancy and better performance, attach further bearers using the command from the previous step. You can configure up to three bearers, but not more than two on the same media.

4. Repeat all previous steps on each node that should join the TIPC network.

**Verification**
1. Display the link status for cluster members:

```
# tipc link list
broadcast-link: up
5254006b74be:enp1s0-525400df55d1:enp1s0: up
```

This output indicates that the link between bearer `enp1s0` on node `5254006b74be` and bearer `enp1s0` on node `525400df55d1` is up.

2. Display the TIPC publishing table:

```
# tipc nametable show

<table>
<thead>
<tr>
<th>Type</th>
<th>Lower</th>
<th>Upper</th>
<th>Scope</th>
<th>Port</th>
<th>Node</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1795222054</td>
<td>1795222054</td>
<td>cluster</td>
<td>0</td>
<td>5254006b74be</td>
</tr>
<tr>
<td>0</td>
<td>3741353223</td>
<td>3741353223</td>
<td>cluster</td>
<td>0</td>
<td>525400df55d1</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>node</td>
<td>2399405586</td>
<td>5254006b74be</td>
</tr>
<tr>
<td>2</td>
<td>3741353223</td>
<td>3741353223</td>
<td>node</td>
<td>0</td>
<td>5254006b74be</td>
</tr>
</tbody>
</table>
```

- The two entries with service type `0` indicate that two nodes are members of this cluster.
- The entry with service type `1` represents the built-in topology service tracking service.
- The entry with service type `2` displays the link as seen from the issuing node. The range limit `3741353223` represents peer endpoint’s address (a unique 32-bit hash value based on the node identity) in decimal format.

Additional resources

- `tipc-bearer(8)` man page
- `tipc-namespace(8)` man page

53.4. ADDITIONAL RESOURCES

- Red Hat recommends to use other bearer level protocols to encrypt the communication between nodes based on the transport media. For example:
  - MACSec: See Using MACsec to encrypt layer 2 traffic
  - IPsec: See Configuring a VPN with IPsec
- For examples of how to use TIPC, clone the upstream GIT repository using the `git clone git://git.code.sf.net/p/tipc/tipcutils` command. This repository contains the source code of demos and test programs that use TIPC features. Note that this repository is not provided by Red Hat.
CHAPTER 54. AUTOMATICALLY CONFIGURING NETWORK INTERFACES IN PUBLIC CLOUDS USING NM-CLOUD-SETUP

Normally, a virtual machine (VM) has only one interface that is configurable by DHCP. However, some VMs might have multiple network interfaces, IP addresses, and IP subnets on one interface that is not configurable by DHCP. Also, administrators can reconfigure the network while the machine is running. The `nm-cloud-setup` utility automatically retrieves configuration information from the metadata server of the cloud service provider and updates the network configurations of VM in public clouds.

54.1. CONFIGURING AND PRE-DEPLOYING NM-CLOUD-SETUP

To enable and configure network interfaces in public clouds, run `nm-cloud-setup` as a timer and service.

**NOTE**

On Red Hat Enterprise Linux On Demand and AWS golden images, `nm-cloud-setup` is already enabled and no action is required.

Prerequisite

- A network connection exists.
- The connection uses DHCP.
  - By default, NetworkManager creates a connection profile which uses DHCP. If no profile was created because you set the `no-auto-default` parameter in `/etc/NetworkManager/NetworkManager.conf`, create this initial connection manually.

Procedure

1. Install the `nm-cloud-setup` package:

   ```
   # yum install NetworkManager-cloud-setup
   ```

2. Create and run the snap-in file for the `nm-cloud-setup` service:

   a. Use the following command to start editing the snap-in file:

   ```
   # systemctl edit nm-cloud-setup.service
   ```

   It is important to either start the service explicitly or reboot the system to make configuration settings effective.

   b. Use the `systemd` snap-in file to configure the cloud provider in `nm-cloud-setup`. For example, to use Amazon EC2, enter:

   ```
   [Service]
   Environment=NM_CLOUD_SETUP_EC2=yes
   ```

   You can set the following environment variables to enable the cloud provider you use:

   - **`NM_CLOUD_SETUP_AZURE`** for Microsoft Azure
   - **`NM_CLOUD_SETUP_EC2`** for Amazon EC2 (AWS)
** NM_CLOUD_SETUP_GCP** for Google Cloud Platform (GCP)

** NM_CLOUD_SETUP_ALIYUN** for Alibaba Cloud (Aliyun)

c. Save the file and quit the editor.

3. Reload the **systemd** configuration:

   ```
   # systemctl daemon-reload
   ```

4. Enable and start the **nm-cloud-setup** service:

   ```
   # systemctl enable --now nm-cloud-setup.service
   ```

5. Enable and start the **nm-cloud-setup** timer:

   ```
   # systemctl enable --now nm-cloud-setup.timer
   ```

Additional resources

- **nm-cloud-setup(8) man page**
- [Configuring an Ethernet connection](#)