

Interfaces Configuration Guide

This preface includes the following sections:

- About Interfaces, on page 1

About Interfaces

Cisco NX-OS supports multiple configuration parameters for each of the interface types supported. Most of these parameters are covered in this guide but some are described in other documents.

Physical Interfaces

Beginning with NX-OS Release 10.6(3)F, 3550-T platform supports 25G speed on first 40 front panel ports. These interfaces do not support forward error correction (FEC). When connecting to a peer device, disable FEC on the other device to ensure compatibility.

Ethernet Interfaces

Ethernet interfaces include routed ports.

Cisco Nexus® 3550-T switch has the following guidelines and limitations:

- Mixed speed is not supported within the same quad.

Access Ports

An access port carries traffic for one VLAN. This type of port is a Layer 2 interface only.

For more information on access ports, see the “Information About Access and Trunk Interfaces” section.

Routed Ports

A routed port is a physical port that can route IP traffic to another device. A routed port is a Layer 3 interface only.

For more information on routed ports, see the *Routed Interfaces* section.

Management Interface

You can use the management Ethernet interface to connect the device to a network for remote management using a Telnet client, the Simple Network Management Protocol (SNMP), or other management agents. The management port (mgmt0) is autosensing and operates in full-duplex mode at a speed of 1000 Mb/s.

Port-Channel Interfaces

A port channel is a logical interface that is an aggregation of multiple physical interfaces. You can bundle up to 8 individual links to physical ports into a port channel to improve bandwidth and redundancy. You can also use port channeling to load balance traffic across these channeled physical interfaces. For more information about port-channel interfaces, see the *Configuring Port Channels* section.

Loopback Interfaces

A virtual loopback interface is a virtual interface with a single endpoint that is always up. Any packet that is transmitted over a virtual loopback interface is immediately received by that interface. Loopback interfaces emulate a physical interface.