

Redundant Network in Cluster IP Resource

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Hi there,

I was wondering if in MSCS it's possible to configure an IP address resource in order to manage a redundant network of two public interfaces. That is, the clients and servers have two network adapter, the server has a virtual IP address resource configured into a group that should failing over whenever an adapter fails, switching the ipaddr over the other adapter alive (the virtual ip address should be in a third subnet). I've tested it and I know that it doesn't quite work like that (even if I managed to ping the remote address from a single homed client with multiple subnet and switching manually the property on the cluster), but still the problem would be client-side because there should be a routing protocol (or whatever) to enable all clients to see the switch from the remote side and locally rerouting the third subnet on the right adapter. Perhaps I should use load ballancing for this kind of application but I need the cluster because the applications couldnt run in "parallel".

Another possibility that comes to my mind is some sort of abstraction derived from the name resolution resource. This time creating two virtual IP address (everyone bounded to the right network) with the same subnet of the real adapter connected to. The Name Resource, by means of dns or netbios registration, should do the right thing (tm) and manage the faulty adapter changing the ip address of its name to the other alive. Now the problem should be the remote client resolution cache not updated, I mean, without a remote "poisoning" mechanism to forcing the update, anyhow in this case the cache timeout downtime is acceptable.

IS THAT POSSIBLE?

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