

## batman-adv - Feature #128

### make batman-advanced a multicast-aware layer 2 switch

05/27/2009 11:08 AM - Linus Lüssing

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Linus Lüssing	<b>% Done:</b>	70%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2014.2.0		
<b>Description</b>			
So far, multicast destinations with mac-addresses 01:00:5E:xx:xx:xx (ipv4-multicast) and 33:33:xx:xx:xx:xx (ipv6-multicast) get broadcasted over the whole mesh network. Every node should be able to learn which hosts joined or left a multicast group by snooping on IGMP (for IPv4) and MLD (for IPv6). BATMAN-nodes should then be able to reduce the overall bandwidth created by multicasts as they could be directed to their destinations.			

### History

#### #1 - 10/25/2009 02:57 AM - Linus Lüssing

Just adding a link to some first thoughts we had about multicasting in batman:

<http://krtek.asta.uni-luebeck.de:8080/meutewiki/MetaMeuteMesh/BATMAN-Adv-Multicast>. More discussions welcome :).

#### #2 - 03/26/2011 09:26 PM - Anonymous

- Assignee deleted (Anonymous)

- Category set to 2

#### #3 - 05/07/2011 05:33 AM - Linus Lüssing

- % Done changed from 0 to 70

- Assignee set to Linus Lüssing

#### #4 - 11/01/2011 11:36 AM - Simon Wunderlich

- Status changed from New to Closed

this is currently not beeing worked on.

#### #5 - 02/11/2017 07:44 PM - Sven Eckelmann

- Target version set to 2014.2.0

Mark it fixed in 2014.2.0. But the second iteration of the multicast support (usable with bridges) is actually only available since 2016.3