Technical Guide

Network loops with Mesh

Copyright Notification

Edgecore Networks Corporation

What is a network loop?

A network loop occurs when a network has more than one active path carrying information from the same source to the same destination. The information loops and amplifies itself using the additional path instead of stopping when it reaches its destination. Network loops might cause a slow, irregular Internet connection or network failure.

When a network loop overwhelms broadcast traffic and degrades network performance, it is called a "broadcast storm". Some switches use Spanning Tree Protocol (STP) to identify and remove network loops and prevent broadcast storms.

Common network loop examples are illustrated below, including resolutions.
<Topology>

<Setting on AP1/AP2>
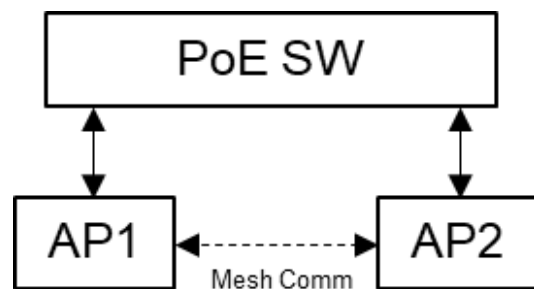
Problem: A wireless device is AP1 connected to another wireless device AP2 using mesh. AP1 and AP2 ethernet cable are plugged into the same network switch.

Solution:
1. If AP2 need PoE connection, please disable the mesh link.
2. AP2 Unplug the Ethernet cable.

Remarks

Please contact Edgecore's Technical Support Team at ecwifi@edge-core.com for additional inquiries.