		Types of Teaming					
		Automatic	[1] Dual Channel*	802.3ad Dynamic	SLB	TLB	NFT
Teaming Features/Teaming Capabilities	Active path failover *	Yes	Yes	No	No	Yes	Yes
	Fast path failover *	Yes	Yes	No	No	Yes	Yes
	Number of adapters supported per team	2 – 8	2 – 8	2 – 8	2 – 8	2 – 8	2 – 8
	Fault tolerance	Yes	Yes	Yes	Yes	Yes	Yes
	Transmit load balancing	Yes	Yes	Yes	Yes	Yes	No
	Receive load balancing	Yes	Yes	Yes	Yes	No	No
	Requires a switch that supports a compatible form of load balancing	No	Yes	Yes	Yes	No	No
	Can connect a single team to more than one switch for switch redundancy (must be same broadcast domain)	Yes	Yes	No	No	Yes	Yes
	Utilizes heartbeats for network integrity checks	Yes	Yes	No	No	Yes	Yes
	Can team adapters that do not support a common speed	Yes	No	No	No	Yes	Yes
	Can team adapters operating at different speeds as long as the adapters support a common speed	Yes	Yes	Yes	Yes	Yes	Yes
	Can team adapters of different media	Yes	Yes	Yes	Yes	Yes	Yes
	Maximum theoretical transmit/receive throughput (Mbps) with maximum number of 100-Mbps adapters	800/800	800/800	800/800	800/800	800/100	100/100
	Maximum theoretical transmit/receive throughput (Gbps) using maximum number of 1-Gbps adapters	8/8	8/8	8/8	8/8	8/1	1/1
	Load balances TCP/IP	Yes	Yes	Yes	Yes	Yes	No
	Load balances protocols other than TCP/IP (e.g. IPX/SPX, SNA, AppleTalk, etc.)	No	Yes	Yes	Yes	No	No
	Capable of teaming with Large Send Offload enabled	Yes	Yes	Yes	Yes	Yes	Yes

[1] Dual Channel Teaming refers to both 802.3ad Dynamic Dual Channel Load Balancing (also referred to as Dynamic Dual Channel Teaming) and Switch-assisted Dual Channel Load Balancing (also referred to as Dual Channel Teaming). Teaming features/teaming capabilities that are listed under Dual Channel Teaming are applicable to both team types.

* Dual Channel Teaming, Active Path Failover and Fast Path Failover features are activated through HP ProLiant Essentials Intelligent Networking Pack license keys