

# VLANs

Currently the CDR Infrastructure has the following VLANs setup

- VLAN #2: [Blue Team Net](#)
- VLAN #3: [Red Team Net](#)
- VLAN #4: [Direct-IO](#)
- VLAN #5: [vDS Team Networks - Generic](#)
- VLAN #101: [vDS Team Networks - Team #1](#)
- VLAN #102: [vDS Team Networks - Team #2](#)
- VLAN #103: [vDS Team Networks - Team #3](#)
- VLAN #104: [vDS Team Networks - Team #4](#)
- VLAN #105: [vDS Team Networks - Team #5](#)
- VLAN #106: [vDS Team Networks - Team #6](#)
- VLAN #107: [vDS Team Networks - Team #7](#)
- VLAN #108: [vDS Team Networks - Team #8](#)
- VLAN #109: [vDS Team Networks - Team #9](#)
- VLAN #110: [vDS Team Networks - Team #10](#)
- VLAN #111: [vDS Team Networks - Team #11](#)
- VLAN #112: [vDS Team Networks - Team #12](#)
- VLAN #113: [vDS Team Networks - Team #13](#)
- VLAN #114: [vDS Team Networks - Team #14](#)
- VLAN #115: [vDS Team Networks - Team #15](#)
- VLAN #200: [vDS Team Networks - Cloud VLAN](#)
- VLAN #1000: [vDS Team Networks - CTF VLAN](#)
- VLAN #1001: [vDS Team Networks - Arena VLAN](#)

## Color Mappings

- Green = [CSE Uplink](#), via ZBT
- Blue = [CSE Uplink](#), via cdr-switch
- Orange/Yellow = [Direct-IO](#)
- Red = [Core Networking](#)
- Purple = [Team Networking](#)
- Black = [Unholy Network Trunk](#). Should only be used in the PLAYGROUND cluster. Contains [Direct-IO](#) and [Blue/Red Team Nets](#)

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