The Hyper-V Manager window is divided into five panes:

- **Navigation:** On the left side of the window is a navigation pane that lists the Hyper-V hosts, which Hyper-V calls *virtualization servers.* In Figure 10-2, just one host is listed: my Windows computer. In an enterprise environment where you have more than one host, each of the hosts will be listed in this pane.
- **Virtual Machines:** This pane lists the virtual machines that are defined for the selected host. In Figure 10-2, I've created just one virtual machine so far, named VMWIN19-01.
- **Checkpoints:** In Hyper-V, a *checkpoint* is a recovery point for a virtual machine. You can create a checkpoint when you're going to make a modification to a virtual machine. Then, if something goes wrong, you can revert to the checkpoint.
- **Virtual Machine Summary pane:** Below the Checkpoints pane is a pane that provides summary information for the virtual machine selected in the Virtual Machines pane. In Figure 10-2, you can see the summary information for one of the Windows Server 2016 machines. This pane has three tabs: Summary, Memory, and Networking. In the figure, the Memory tab is selected so you can see the memory that has been allocated to the machine.
- **Actions:** The Actions tab contains buttons you can click to initiate actions for the selected host (DOUG-2014-I7) and the selected machine (VMWIN19-01).

Creating a Virtual Switch

Before you start creating virtual machines in Hyper-V, you should create a virtual switch so that your virtual machines can communicate with each other and with the outside world. To do that, you use the Virtual Switch Manager. Here are the steps:

1. **In Hyper-V Manager, click Virtual Switch Manager.**

   This brings up the Virtual Switch Manager window, as shown in Figure 10-3.

2. **Select the type of virtual switch you want to create.**

   Hyper-V lets you create three types of switches:

   - *External:* A virtual switch that binds to a physical network adapter, which allows virtual machines to communicate with each other, as well as with other computers on your physical network. This is usually the type of switch you should create.