**V-Motion Requirment**

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**What are the requirements to configure VMotion**

* CPU compatibility
* VMotion interference (minimum 1Gb adapter)
* Shared central mass storage
* Same naming for virtual port groups
* Sufficient resources on the target host
* At least one VSphere essentials plus license on the corresponding ESX host

**CPU Compatibility**

The CPU compatibility problem is easy to explain. Imagine that a virtual drivers to more effectively utilize multimedia functions.

If this virtual machine is simply transferred to another host with a CPU that only supports SSE2, the guest operating system will still want to use the SSE3 functionality. This can cause problems or even a system crash. While these problems can sometimes be managed by so-called “CPU masking”, very large differences between CPUs remain unresolvable. Examples of large differences include switching from an AMD to an Intel CPU, or from a 64-bit to a 32-bit CPU.

Since the ESX server cannot predict which CPU instructions the virtual machine (or rather the guest operating system) will use, the user must pay attention to either use identical CPUs or to configure a proper masking.

machine is started on an ESX host with an AMD CPU and SSE3 functionality. Since VMware ESX is a virtualizer, the guest operating system sees all of the standard CPU functionality and can be adapted to the hardware with extra