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Subject: Re: OpenVZ vs. vserver  
Posted by [kir](#) on Sat, 24 Mar 2007 10:36:20 GMT  
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As per my experience porting to powerpc platform, OpenVZ is easily portable, i.e. it is 95% platform-independent code (not counting the checkpointing functionality, which IS very platform-specific).

So, if somebody needs OpenVZ for some currently unsupported platform (say, ARM), they can either do a port themselves, or provide us with a couple of boxes and we will do the port.

Mike Holloway wrote:

>  
> The type of embedded platform you are developing for may steer your  
> decision. I went looking for which cpu architectures are supported by  
> openvz and vserver patches and found this wiki entry. Someone may  
> care to update that entry.  
>  
>  
> [http://en.wikipedia.org/wiki/Comparison\\_of\\_virtual\\_machines](http://en.wikipedia.org/wiki/Comparison_of_virtual_machines)  
>  
>  
> -mike  
>  
>  
>  
> On Mar 22, 2007, at 4:36 PM, Ian P. Christian wrote:  
>  
>> Enrico Weigelt wrote:  
>>> Hi folks,  
>>> does anyone known an good compasiron between OVZ + vserver ?  
>>> I need an virtualization within embedded systems (small devices).  
>>  
>> I'm not sure this will help - but when I was looking at various  
>> visualizations systems, I decided vserver wasn't an option very  
>> quickly when I noticed it didn't do migrations.  
>>  
>> --Ian P. Christian ~ <http://pookey.co.uk>

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