
Subject: Re: Out of socket memory then crash

Posted by [Vasily Tarasov](#) on Tue, 27 Mar 2007 08:30:49 GMT

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Seems, that this message was fixed in 028test018 (look at http://bugzilla.openvz.org/show_bug.cgi?id=460). But according to your report, in 028test018 your node gets unreachable after some time. Please, can you set up a remote console (if the node is not near) and check, is there any Ooops on it after the node gets unreachable. You can read http://wiki.openvz.org/Remote_console_setup for more information.

Your help is very appreciated,
thank you,
Vasily.
