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Subject: Re: 64-bit stability?

Posted by [Benny Amorsen](#) on Fri, 27 Apr 2007 09:50:01 GMT

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>>>> "GM" == Gregor Mosheh <gregor@hostgis.com> writes:

GM> How stable is OpenVZ considered on 64-bit platforms, specifically  
GM> Intel Xeons? I did some searches on the site, but couldn't find  
GM> anything solid on the subject, only mention of "fixes"

GM> I ask because the tech who's setting up our hardware "had a  
GM> problem with installing OpenVZ" If OpenVZ on 64-bit is known to be  
GM> solid, then I'll prod him for some more specific errors and see  
GM> whether we can get this to happen.

The OpenVZ kernel parts work very nicely on 64-bit. We have both  
32-bit and 64-bit guests on a 64-bit kernel. The userland tools on the  
other hand work very poorly with 64-bit userland in the host. The  
template generation in particular is broken completely.

The next server I install with OpenVZ will be 64-bit kernel, 32-bit  
userland in the host, and 32-bit guests. It will be interesting to see  
how well that works.

/Benny

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