It's just that vzcpucheck is not able to parse SPARC's /proc/cpuinfo. Not a problem at all, since cpuunits are values relative to each other.

In other words, a VE gets an amount of CPU which is equal to it's cpuunits divided by sum of all VE's (including VE0) cpuunits.

So, in your case you have 4 VEs with cpuunits=1000, plus VE0's cpuunits of 1000, that means each VE will have 1000/5000 = 0.2 = 20% of CPU time (in extreme case when all VEs will be busy). That means 20% is a guarantee, and there is no limit (unless you explicitly set it with --cpulimit).

So, again, your setup is fine, and each VE can get anything from 20% to 100% of CPU time, depending on the load.