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Subject: Re: Using multicast in virtual servers

Posted by [Daniel Pittman](#) on Wed, 26 Sep 2007 08:31:51 GMT

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Kirill Korotaev <dev@sw.ru> writes:

> Daniel Pittman wrote:

>> Kirill Korotaev <dev@sw.ru> writes:

>>

>>>Is the same setup working without openvz? Have you used multicast  
>>>before? Multicast is a bit complex to set up, requires support from  
>>>routers/switches etc., so this might well be not openvz-related. But  
>>>we setting up this test case right now to check ourselves.

>>>

>>>Can you please also provide a bit more information about your  
>>>configuration like whether you use bridge for veth-eth0 traffic  
>>>bridging or routed networking, any configuration options (including  
>>>sysctl) you used/changed etc.?

>>

>> One thing that is worth noting: I found a bug in the ... veth code, I  
>> think, where it wouldn't pass a multicast packet through. The code  
>> checked with the 'is\_broadcast' flag, for a matching mac, and assumed  
>> that anything else was not for this host.

>

> plz make sure you really use and look at the sources of 028stab039 kernel.

> this check in veth\_xmit() was fixed in 028stab034 with this commit:

>

<http://git.openvz.org/?p=linux-2.6.18-openvz;a=commitdiff;h=993241dcd8ae22d339e08ed78db6e9760b1d89>

I suspected that you would remember. :)

>> Perhaps this is a similar issue? I can try to dig out the fault report  
>> if it helps, but at the time it was simply changing is\_broadcast to  
>> include an is\_multicast test on the Ethernet MAC.

>

> and it started to work?

I never got to test it; that particular job (enable CUPS server browse announcements in a VE) is still outstanding on my list because it was low priority. (sorry)

Daniel

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