
Subject: Re: [dm-devel] Re: dm: bounce_pfn limit added
Posted by [Alasdair G Kergon](#) on Wed, 31 Oct 2007 02:11:23 GMT
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On Wed, Oct 31, 2007 at 02:01:33AM +0000, Alasdair G Kergon wrote:
> What if you swap in alternative dm targets, e.g. if it's linear,
> try multipath (round-robin, one path)?

And try using md instead of dm - does that also show the problem?
(md takes a similar stance to dm on this I believe.)

Alasdair

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agk@redhat.com
