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Subject: Re: [vzctl] exec early script at start  
Posted by [kir](#) on Mon, 14 Jan 2008 16:38:11 GMT  
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Technically, if you want to do something before vzctl start executes, the way to go would be to write a simple shell wrapper which will do what's needed and then run vzctl. Something like this:

```
#!/bin/sh
ACTION=$1
VEID=$2

start_actions() {
    # put here all you need to do before vzctl start
}

stop_actions() {
    # same for stop
}

case $ACTION in
    start)
        start_actions $*
        ;;
    stop)
        stop_actions $*
        ;;
    # anything else you need here
esac

# Finally, exec vzctl
exec /usr/sbin/vzctl $*
```

Now, you just call the above script instead of calling vzctl directly. You can even call the script 'vzctl', if you either put it into a directory which is before /usr/sbin in your \$PATH, or rename "real" vzctl into something like vzctl.real.

Yoann Moulin wrote:

```
> Hi,
>
>>> I didn't do C for a while, so I'm not sure I'll be able to do
>>> something simple and safe.
>>>
>>> I'm available to compile and test this until the openvz server
>>> should be production at the end of next week... but I'll take the
>>> time to do all the test we need before.
>>>
```

>>> If some can help me on this issue.  
>>  
>> I have patched env.c to be able to execute a script before starting a VE  
>>  
>> I don't know if it is the best way to do that, but it work for what I  
>> need  
>  
> I had no feed back on this patch, is it will be applied ? or maybe nobody  
> need this but me ?  
>  
> I don't know if it's possible to do this better, or add a better  
> security  
> check, but as I said in my first mail, I don't developed in C for a while  
>  
> thanks  
>  
> Yoann  
> -----  
>

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