
Subject: Re: Run XORP in VE
Posted by [den](#) on Thu, 21 Feb 2008 08:35:03 GMT
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this sounds like a bug.

How many netlink sockets do you have?
How many buffers are on them in reality?

Do you have an idea how to reproduce the problem using 'ip' without taking into account the XORP?

Regards,
Den
