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Subject: Re: running with no limits?

Posted by [kir](#) on Wed, 09 Jul 2008 07:45:55 GMT

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Let me suggest yet another way -- use config generated by vzsplitt 1.  
You'll have something very close to "unlimited" but without deficiency  
#3 pointed to by Kirill.

Kirill Korotaev wrote:

> You just need to set maximum values to barrier/limits and VM will be essentially unlimited.  
> Check /proc/user\_beancounters to see how host VM is limited with "unlimited" values (i.e.  
highest possible  
> limit value).

>

> 3 notes:

> 1. max limit is different on x32 and x64 machines  
> 2. both barrier and limit must be set to these values.  
> 3. in such a configuration if a global memory shortage happens out-of-memory  
> killer kills some app as in native Linux system.

>

> Thanks,

> Kirill

>

> Steve Wray wrote:

>

>> No answers? Its been a while...

>>

>> We have a bunch of openvz VMs, nothing 'in production'. The host has 4G  
>> of RAM. I want all the VMs to have access to 4G of RAM and all the  
>> sockets and other stuff that they may need at any time; I don't have  
>> time to carefully tune the parameters of all of them to just what they  
>> need and no more.

>>

>> I don't mind or care that they are over-committed I just want them to  
>> have max resources.

>>

>> Thanks

>>

>> Steve Wray wrote:

>>

>>> Hi there,

>>>

>>> I have a server running OpenVZ with several VMs running on it.

>>>

>>> At the moment I have to specify various limits to each VM  
>>> configuration and, when they hit their limits strange things can happen.

>>>

>>> Ideally I'd let them all have full access to all the resources

>>> available on the physical server. They can fight it out among  
>>> themselves if they want to compete for the resources. Most of these  
>>> VMs are quiescent and not actually doing much at all most of the time  
>>> anyway.  
>>>  
>>> I've not been able to figure out how to configure OpenVZ like this  
>>> though. Is it something I have to set in each VM config file? Or is it  
>>> a server-wide thing?  
>>>  
>>> Any ideas?  
>>>  
>>> Thanks!

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