
Subject: Re: TCP: time wait bucket table overflow

Posted by [den](#) on Fri, 24 Oct 2008 12:55:30 GMT

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tw_count is the amount of sockets in the TCP_TIMEWAIT state. They live in that state for a long time (~5 min) and can eat a lot of kernel memory.

So, it is natural that they are limited.

There are two type of limits:

- * global (for all environments including VE0)
- * per/container (calculated on the base of kmemsize)

Vaverin estimations are correct from my POW.

Pls contact me if the topic is still unclear.

Regards,
Den
