
Subject: Re: openvz und gameserver
Posted by [curx](#) on Sun, 20 Sep 2009 19:20:34 GMT
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Hi,

welcher OpenVZ Kernel ist im Einsatz ?

Bei dem stabilen Kernel Tree 2.6.18, aktuell (028stab064.7), dann könnten Dir die "CPU fair scheduler parameters" weiterhelfen, siehe die "man page" hierzu.

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CPU fair scheduler parameters

These parameters control CPU usage by container.

--cpuunits num

CPU weight for a container. Argument is positive non-zero number, passed to and used in the kernel fair scheduler. The larger the number is, the more CPU time this container gets. Maximum value is 500000, minimal is 8. Number is relative to weights of all the other running containers. If cpuunits are not specified, default value of 1000 is used.

You can set CPU weight for CT0 (host system itself) as well (use `vzctl set 0 --cpuunits num`). Usually, OpenVZ initscript (`/etc/init.d/vz`) takes care of setting this.

--cpulimit num[%]

Limit of CPU usage for the container, in per cent. Note if the computer has 2 CPUs, it has total of 200% CPU time. Default CPU limit is 0 (no CPU limit).

--cpus num

sets number of CPUs available in the container.

</code>

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Gruß,
Thorsten
