Subject: Re: OpenVZ vs. Other Virtualization?
Posted by blaise on Tue, 20 Jul 2010 17:10:44 GMT
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JimL wrote on Tue, 20 July 2010 07:04
I do what you are wanting to do and more. I can't tell the difference in operation from a stand alone machine when running IDEs, gvim or any other X based program. I'm sure some of the more graphically intense programs like games aren't as fast, but I do development/testing mostly. The way I do it is to connect via ssh (ssh -X ) and just run the program. When installing and X program via apt-get or aptitude you'll drag in the necessary X libraries and other files automatically. I usually start building my VPS with the output of vzsplit (man vzsplit). If you aren't going to run but one VPS I'd use vzsplit -n 4 just for a start. If you find the /proc/userbeancounters has errors simply bump the count up 20% for the parameter that has the errors and reboot.

You can even run update-manager via ssh -X if you want.
I think you'll find it fairly easy to do what you propose.

Jim.

Thank you Jim for sharing your experience. It was a green light for me to proceed.

First step today: I successfully installed OpenVz on CentOS-5.5 using this howto:
http://www.howtoforge.com/installing-and-using-openvz-on-centos5.2
Apparently the same procedure for CentOS-5.2 works for CentOS-5.5. That needs confirmation from the experts.
Do I need to do more tweaking to my host before creating templates? By the way I will be running 2 VPSs on that host.
And I meant Thread NOT Threat in my previous post

Blaise