Subject: Re: Is there a stable OpenVZ kernel, and which should be fit for production

Posted by MailingListe on Wed, 23 Nov 2011 17:25:13 GMT

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Zitat von Kir Kolyshkin <kir@openvz.org>:

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> On 11/23/2011 08:59 PM, lst_hoe02@kwsoft.de wrote:
>> Zitat von Kir Kolyshkin<kir@openvz.org>:
>>
>>> On 11/23/2011 04:31 PM, Dariush Pietrzak wrote:
>>>> I am very sad to hear this. Could you please file a bug to
>>>> bugzilla.openvz.org so our kernel guys will start working on that?
>>>> Looking at bugzilla there are many other similiar reports, one
>>>> of mine has
>>>> been closed as fixed, but then returned in exactly the same function after
>>> just 6 minutes of stress-testing new kernel.
>>>> It's easy to reproduce, just put enough load on the system.
>>> Have you reopened it already? Can you provide bug number?
>>>
>>>> It looks really troubling, both vSwap and 042.x branches look very nice
>>> feature-wise, even vzmigrate seems to work fine, which is no small feat,
>>>> but it kinda feels like stability has been sacrificed to get there.
>>>> best regards, Eyck
>>> Guys,
>>>
>>> I do understand reasons for your frustration, but so far I have only
>>> seen one specific bug mentioned in this thread, namely
>>> http://bugzilla.openvz.org/2095 it was filed yesterday and there is
>>> a patch already available for testing. Any other statements like
>>> "there are many bugs", "this kernel is unstable" are just not
>>> specific enough for me to deal with.
>>> If there are bugs, they need to be reported and fixed, and we,
>>> OpenVZ team, partly rely on you, our users. We do have internal QA
>>> but can't possibly test all the use cases and scenarios.
>>>
>>> Specifically, we rely on having bug reports from you, with full
>>> kernel logs (see http://wiki.openvz.org/Remote console setup), test
>>> cases (as specific and reproducible as possible), and ideally your
>>> ability to test patches that developers provide and report your
>>> results back to bugzilla.
>> Okay, can someone with a bugzilla account please confirm and create a
>> bug with this one:
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- > developer will ask you for some additional info, and I will have to
- > ask you and then copy/paste your reply to the bug report, and so on
- > and so forth. Why make things more complicated?

>

- > Bugzilla accounts are free and instant, just go to
- > http://bugzilla.openvz.org/createaccount.cgi and enter your email.

I already have countless accounts at numerous bugzilla/forums/whatever, so i try to avoid creating throw away accounts (Karteileichen) as much as possible. As some of the developers must confirm/reproduce the bug anyway it was may impression it would be smart to avoid just-another-account-somewhere.

But if it helps, so it be

Regards

Andreas

## File Attachments

1) smime.p7s, downloaded 485 times