
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>:

> 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:

>

> Pardon my curiosity, but why you need someone to act as your proxy

> filing bugs into bugzilla? I mean, I could create a bug, then a

> 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 549 times
