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Subject: Re: OpenVZ with webmin

Posted by [rollinw](#) on Mon, 31 Jul 2006 20:12:15 GMT

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Kir,

Though my understanding of Plesk from SWsoft is limited, it appears to be a graphical front end to OpenVZ (or Virtuozzo). Thus it must reside on the hardware node. In this sense, it could be compared with some of the graphical system setup/control modules in Gnome or KDE.

Webmin attempts to capture the functions of both, to allow for graphics-based control over an extensive list of system admin functions. Through its web interface, webmin extends control over its host system functions to wherever the admin person might be on the network. But it controls the functions of only the server where it resides. The OpenVZ module came along later for support of virtualizing.

In Plesk there is a recognition that virtualization management can be done efficiently from a graphical interface. This is very helpful if you are a hosting facility with a large number of VEs.

If Plesk and webmin functions were integrated, one might have a graphical system that could manage a large collection of servers, some hardware-based and the others virtual. Let's say that I am a system admin for a large web presence of mixed environments. A hierarchy-based graphical web system like webmin would allow me to perform more quickly the routine maintenance functions on all these servers and eliminate the need for logging into one after the other to perform maintenance from their command line interfaces.

What would such a system look like? In an environment containing OpenVZ, the control server should reside on a VE. It would require some sort of client software on each server for which it provides control functions. Channels for control commands might involve some sort of secure network communication between servers for commands and data. These might be one of:

1. Http(s) with XML
2. A socket-based communications mechanism
3. A collection of 2-way VPNs between the affected servers

There are probably some issues I haven't thought of, but this could at least provide a starting point. This is probably not something the OpenVZ group want to get involved in, but maybe someone in the community will like the idea.

Rollin  
rollinw