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Subject: VE local time

Posted by [devotional](#) on Tue, 01 Aug 2006 09:56:09 GMT

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Must be getting old, cause I was sure I posted a message on this last night, but can't seem to find it. Sorry if it turns out to be a double post after all.

I am evaluating OpenVZ as a base for running multiple test environments in one server. However, the tests involves sequences where passed time has to be simulated by changing the system time. I was hoping to find a solution where time could be changed per VE, but I'm afraid I'm out of luck...? It seems system time cannot be changed at all within a VE and changing it in VE0 will naturally affect all VE's running on that HN.

I had kind of imagined a solution where each VE could keep its own offset to the system time...wouldn't that be kind of a useful feature?

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