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Subject: Re: VE local time

Posted by [devotional](#) on Mon, 14 Aug 2006 12:29:27 GMT

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Thanks for the pointer...I managed to locate a patch made by Jeff Dike at <http://lwn.net/Articles/179825/>

The patch was not completely compatible with 2.6.16-026test015.2 but no big issues. However, the solution was not complete as it only worked for the gettimeofday syscall and not for time or clock\_gettime. I have added code to handle those cases and are in the middle of testing this solution.

If anyone is interested in these patches, drop me a PM and I'll make it available. If our own tests works out, we will probably keep the patches up-to-date for our own system.

I have to argue that this should be a very useful feature in a virtualization environment that aims at providing multiple isolated test environments. The solution doesn't seem to be that complicated compared to the benefits - although it could be a hairy thing to try and solve things like "what should happen when the base system clock is changed?" and how to handle timers etc. But having a solution where a VE could be given an offset at start time and then not modifiable after that would be useful enough for most test scenarios.

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