Subject: Device support for virtual environments
Posted by theof on Mon, 04 Dec 2006 18:54:27 GMT
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I am interested in using openVZ and a virtual environment for a desktop. Does anyone know whether openVZ allows delegation of sound devices to a virtual environment?

Thanks,

Ted

Subject: Re: Device support for virtual environments
Posted by Vasily Tarasov on Tue, 05 Dec 2006 07:38:40 GMT
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Yes, this should not be a problem.
Just move the sound device to the VE,
which should play sound, using vzctl's "set --devnodes" parameter.
Don't forget to load kernel module for the sound device on HN.

HTH,
Vasily.

Subject: Re: Device support for virtual environments
Posted by theof on Thu, 14 Dec 2006 21:33:59 GMT
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Thanks Vasily,

I will follow up and set up a server. Hopefully all will go smoothly:-)

I understand that only one VM at a time can use the device.

Thanks again,

Ted

Subject: Re: Device support for virtual environments
Posted by quintusopen on Tue, 19 Dec 2006 23:47:02 GMT
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can I use openvz' virtualization app to virtualize windows xp or vista an a linux computer and utilize windows hardware drivers in the windows virtual environment using openvz??? Beacause I have a linux computer and want to use windows compatible hardware can I do this at full

speed??? like native speed???

Subject: Re: Device support for virtual environments
Posted by Vasily Tarasov on Wed, 20 Dec 2006 07:50:48 GMT
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OpenVZ virtualization technology is based on an OS level virtualization technology (read about types of virtualization at http://wiki.openvz.org/Introduction_to_virtualization)
So you can't create Windows VEs using OpenVZ.

If you relly want to use VEs with windows, perhaps Virtuozzo Windows can help you, but it isn't open source/free unforunately.

HTH,
Vasily.

Subject: Re: Device support for virtual environments
Posted by Alexandr Andreev on Wed, 20 Dec 2006 13:40:49 GMT
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2 quintusopen: you need another virtualization system - a virtual machine with hardware emulation. Use Vmware for linux, it's exactly what you want as I can see

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Subject: Re: Device support for virtual environments
Posted by mh720 on Thu, 21 Dec 2006 20:49:05 GMT
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Or you might investigate running QEMU inside a VE, and optionally add the KQEMU kernel object to the hardware node to speed up the emulation. Even without KQEMU, QEMU can be used to run Windows and other x86 OS's under linux. A good introduction to installing windows for use with qemu (even under an OpenVZ VE) is available at:

http://www.enomaly.net/wiki.1137+M5c1693b2f05.0.html

just ignore sections 5.1.3 and 6 about uploading to Amazon's elastic computing cloud (which is where I use it)

-mike

Subject: Re: Device support for virtual environments
Posted by quintusopen on Fri, 22 Dec 2006 02:16:41 GMT
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mh720 wrote on Thu, 21 December 2006 15:49Or you might investigate running QEMU inside a VE, and optionally add the KQEMU kernel object to the hardware node to speed up the emulation. Even without KQEMU, QEMU can be used to run Windows and other x86 OS's under linux. A good introduction to installing windows for use with qemu (even under an OpenVZ VE) is available at:

http://www.enomaly.net/wiki.1137+M5c1693b2f05.0.html

just ignore sections 5.1.3 and 6 about uploading to Amazon's elastic computing cloud (which is where I use it)

-mike
what do you mean by KQEMU added to a hardware node??? can this make the emulation of x86 hardware drivers possible??? or allow the hardware to handle emulation and make it as fast as native speed or near native???

Subject: Re: Device support for virtual environments
Posted by mh720 on Tue, 26 Dec 2006 16:22:01 GMT
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quintusopen wrote on Thu, 21 December 2006 20:16
what do you mean by KQEMU added to a hardware node??? can this make the emulation of x86 hardware drivers possible??? or allow the hardware to handle emulation and make it as fast as native speed or near native???

What hardware are you looking for support of? QEMU provides a 'virtual' network adapter and sound card to the emulated OS. KQEMU is a kernel module (hence needs to be on the hardware node) which speeds up some of the emulation to near native speeds. Here is the link to KQEMU's doc if you want to have a read:

http://fabrice.bellard.free.fr/qemu/kqemu-doc.html

-mike