
Subject: Which Hardware and OS is best for OpenVZ?
Posted by [mperkel](#) on Mon, 25 Dec 2006 04:58:44 GMT
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OK - I want to learn this OpenVZ stuff and test it out. Started fooling around with my FC6 box and running into a few problems like Missing Dependency: cElementTree.so is needed by package vzyum.

So - before I waste a lot of time I want to start out right and maybe someone can tell me if I have the right idea.

I want to run what will eventually be some sort of cluster of boxes that can do some of the kool stuff I've read about like moving VEs from one computer to another. I'm thinking Athlon AM2 socket dual core with maybe 8 gigs of ram for hardware. I want to run a 64 bit operating system, but as host and VE.

I prefer FC6 because I'm familiar with it but will settle for something else if someone tells me why I should.

So - I want to be somewhat successful early in testing so I'm thinking I might build up a box just for trying this out. And I'm looking for whatever is easiest to get something working so that I can learn it and maybe go back and do it right later.

So - what hardware should I try? What OS is most compatible? Should I try a 32 bit OS first? Looking for the easy path just to learn it.

Thanks in advance.

Subject: Re: Which Hardware and OS is best for OpenVZ?
Posted by [Vasily Tarasov](#) on Mon, 25 Dec 2006 07:37:23 GMT
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Hello,

Quote:Started fooling around with my FC6 box and running into a few problems like Missing Dependency: cElementTree.so is needed by package vzyum.

This is a known problem, that probably will not be fixed soon. It only takes place on x86_64 bit machines. On such machines you have to stick to precreated templates and use rpm/yum inside a VE to apply updates, but don't use vzyum. Sorry.

Quote:So - what hardware should I try? What OS is most compatible? Should I try a 32 bit OS first? Looking for the easy path just to learn it.

1) OpenVZ fully supports x86, x86_64, ia64, ppc64 and sparc. You can use any of these architectures. Don't forget to choose right kernel flavor:

http://wiki.openvz.org/Different_kernel_flavors_%28UP%2C_SMP%2C_ENTERPRISE%2C_ENTNOSPLIT%29

2) As you can see OpenVZ community provides binary versions of kernel/tools via rpm-packages. So, I guess, RPM-based distribution fit more than others.

HTH,
Vasily.

Subject: Re: Which Hardware and OS is best for OpenVZ?

Posted by [mperkel](#) on Mon, 25 Dec 2006 14:53:48 GMT

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OK - why is it that the 64 bit OS problems won't be fixed soon. And I'm still wondering which OS is best to get started quick that is most compatible?

Subject: Re: Which Hardware and OS is best for OpenVZ?

Posted by [augustz](#) on Mon, 25 Dec 2006 23:33:47 GMT

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Also interested in this actually.

I've been using OpenVZ very happily in Fedora Core 5, but the fedora world moves pretty quickly and there is not a lot of legacy support, so was planning on moving to Fedora Core 6 sometime in the near future.

My next host node will likely be a x64 / FC6 machine... I'm in no rush though...

Subject: Re: Which Hardware and OS is best for OpenVZ?

Posted by [Vasily Tarasov](#) on Tue, 26 Dec 2006 07:05:30 GMT

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Quote:OK - why is it that the 64 bit OS problems won't be fixed soon.

Perhaps, because OpenVZ template management has to be fully reworked...
You can search in forum and at bugzilla for more information.

Quote:And I'm still wondering which OS is best to get started quick that is most compatible?

Probably, I can't say exactly... I was using OpenVZ on CentOS, Debian, Gentoo and never had

OS-specific problems. So, may be somebody else here will suggest you reasonable answer. I'm still sure, that any rpm-based distribution is equally easy to start using OpenVZ. Further more, may be this results help you:

http://forum.openvz.org/index.php?t=tree&goto=189&pl_view=1&#msg_189

Vasily.

Subject: Re: Which Hardware and OS is best for OpenVZ?

Posted by [Tenchi](#) on Sun, 18 Feb 2007 23:26:46 GMT

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well I get:

Error: Missing Dependency: cElementTree.so is needed by package vzyum

```
[root@fast ~]# updatedb
```

```
[root@fast ~]# locate ElementTree
```

```
/usr/lib64/python2.3/site-packages/cElementTree.so
```

so the question really is, where is it looking for the dependancy ? cause it should be able to be simply symlinked to point to the right place.
