
Subject: 64-bit stability?

Posted by [Gregor Mosheh](#) on Thu, 26 Apr 2007 23:25:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi, all.

How stable is OpenVZ considered on 64-bit platforms, specifically Intel Xeons? I did some searches on the site, but couldn't find anything solid on the subject, only mention of "fixes"

I ask because the tech who's setting up our hardware "had a problem with installing OpenVZ" If OpenVZ on 64-bit is known to be solid, then I'll prod him for some more specific errors and see whether we can get this to happen.

--

HostGIS

Cartographic development and hosting services

707-822-9355

<http://www.HostGIS.com/>

"Remember that no one cares if you can back up, only if you can restore."

- AMANDA

Subject: Re: 64-bit stability?

Posted by [Kirill Korotaev](#) on Fri, 27 Apr 2007 08:46:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

OpenVZ is stable on 64bit platforms.

More over it is possible to run x86 32bit VEs on x86-64 OpenVZ if needed.

So if you are having some problems - simply report them to us.

Thanks,
Kirill

Gregor Mosheh wrote:

> Hi, all.

>

> How stable is OpenVZ considered on 64-bit platforms, specifically Intel

> Xeons? I did some searches on the site, but couldn't find anything solid

> on the subject, only mention of "fixes"

>

> I ask because the tech who's setting up our hardware "had a problem with

> installing OpenVZ" If OpenVZ on 64-bit is known to be solid, then I'll

> prod him for some more specific errors and see whether we can get this to

> happen.

>

Subject: Re: 64-bit stability?

Posted by [Benny Amorsen](#) on Fri, 27 Apr 2007 09:50:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

>>>> "GM" == Gregor Mosheh <gregor@hostgis.com> writes:

GM> How stable is OpenVZ considered on 64-bit platforms, specifically
GM> Intel Xeons? I did some searches on the site, but couldn't find
GM> anything solid on the subject, only mention of "fixes"

GM> I ask because the tech who's setting up our hardware "had a
GM> problem with installing OpenVZ" If OpenVZ on 64-bit is known to be
GM> solid, then I'll prod him for some more specific errors and see
GM> whether we can get this to happen.

The OpenVZ kernel parts work very nicely on 64-bit. We have both
32-bit and 64-bit guests on a 64-bit kernel. The userland tools on the
other hand work very poorly with 64-bit userland in the host. The
template generation in particular is broken completely.

The next server I install with OpenVZ will be 64-bit kernel, 32-bit
userland in the host, and 32-bit guests. It will be interesting to see
how well that works.

/Benny

Subject: Re: Re: 64-bit stability?

Posted by [Gregor Mosheh](#) on Fri, 27 Apr 2007 13:31:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Benny Amorsen wrote:

> The OpenVZ kernel parts work very nicely on 64-bit. We have both
> 32-bit and 64-bit guests on a 64-bit kernel.

And Kirill said the same.

This is what I had suspected, I was just surprised to hear the tech report
"a problem" I'll have him get more specific, and may end up hand-walking
him through the installation via email. *smirk*

Thanks a lot, guys.

--

HostGIS

Cartographic development and hosting services

707-822-9355
<http://www.HostGIS.com/>

"Remember that no one cares if you can back up, only if you can restore."
- AMANDA
