## Subject: Re: Linux-VServer and OpenVZ for Debian Posted by kir on Fri, 31 Mar 2006 13:19:34 GMT

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Adding devel@ into To: -- and I think we should move the discussion to devel. Ola, Igor, can you please subscribe to devel@openvz.org?

OK we agreed that vzctl should carry a private copy of needed kernel headers. Filed as bug #123, Igor should implement it soon.

Igor, what is needed from vzctl (summary):

- 1. Ability to choose arbitrary directories for different stuff before compilation (e.g. something like ./configure --vzconfigpath=/etc/vz --distscriptspath=/etc/vz/dists/; make) -- openvz bug #122
- 2. GPL license everywhere
- Private copy of needed kernel headers -- openvz bug #123
- 4. setarch support ("personality" based on /sbin/init one) -- as discussed today

Hope I haven't missed anything.

PS note that dev@ should fix kernel headers to not depend on kernel's asm/timex.h (get rid off clocks\_t type) -- it leads to inability to compile vzctl using 2.6.16 kernel headers which we have now.

## Kir Kolyshkin wrote:

> Ola Lundqvist wrote:

>

- >>> The only problem could be the location of OpenVZ kernel headers -- it
- >>> is solved in different ways, say on our build environment we use
- >>> VZKERNEL\_HEADERS env. var., while Gentoo ebuild uses some standard
- >>> ebuild library functions to locate the kernel sources/headers.

>>>

>>

>>

- >> I just downloaded it to get a feeling on how hard it is to make it
- >> work and
- >> got this problem right away.

>>

- >> My question now is if it is possible to have this header file inside the
- >> source tarball for the userspace version. My question is actually what
- >> I am building.

>>

>> \* Am I building a kernel module?

- >> If that is the case then I would of course need this file.
- >> \* Am I building a user space tool?
- >> If so I really suggest that the header file is inside the source tree
- >> and that no external headerfile is needed (in the source tree). I think
- >> that is the way it is supposed to be, as userspace and kernel-space
- >> interfaces should not change anyway. It is not good to change that
- >> interface...
- >> >>
- > We do change those interfaces actually, because OpenVZ is evolving and
- > getting more features.
- >
- > Still, yes, I understand your concerns, we will discuss it with Igor and
- > kernel guys tomorrow.