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

3. 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.