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Subject: OpenVZ not suitable for real-time applications?

Posted by [kcosic](#) on Thu, 18 Oct 2007 11:41:52 GMT

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I wrote a gameserver that doesn't use a lot of cpu time (3% on P3-800), and when I move it from dedicated server to OpenVZ server, it 'lags' every few minutes.

The diagnostics that I built into the gameserver show that 'lag' is caused by gameserver not getting enough CPU time for 3 to 20 seconds.

The OpenVZ server I'm talking about is 4 x Xeon 3.0, there are 20 other VE's on it, and I have 30000 cpuunits, 200% cpulimit, while others have 1000 cpuunits, 50% cpulimit.

The gameserver needs to get it's fair share of CPU every second, otherwise the players may feel the lag.

It it true that OpenVZ can't do this? Any possible fixes?

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Subject: Re: OpenVZ not suitable for real-time applications?

Posted by [ugob](#) on Thu, 18 Oct 2007 12:33:11 GMT

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Well, if there are 20 other VEs running on the same HN, it is far from a dedicated server...

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