

---

Subject: wvz - another php based interface  
Posted by [scythe](#) on Sun, 04 Jun 2006 19:30:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi,

after downloading Ronny's toolkit, I decided to release my own php based interface too, on which I was working for the last few weeks in my spare time. I thought I might give it a shot, because it's very different from the Admin toolkit in many ways.

First, it's not based on Cron, it's using it's own setuid binary for execution.

Second, it does not use MySQL.

There are much more differences, You will see.

The webpage: <http://homaly.dunanet.hu/wvz/>  
(Some screenshots at <http://homaly.dunanet.hu/wvz/screenshots/>)

It's fully GPL. And it's the first release, so consider it beta. If you find a bug send a report (or the patch) to me.

Happy downloading, I hope somebody can use it.

Scythe

---

---

Subject: Re: wvz - another php based interface  
Posted by [d3n3](#) on Wed, 20 Dec 2006 02:11:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hello, is some bug in the installation of templates? the panel settles correctly in my dedicated server, but templates does not appear in the panel I wait for your answer Thanks

---

---

Subject: Re: wvz - another php based interface  
Posted by [artur](#) on Sun, 31 Dec 2006 08:28:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Looks great!

---

---

Subject: Re: wvz - another php based interface  
Posted by [scythe](#) on Sun, 31 Dec 2006 11:49:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi!

About the bug asked 2 weeks before (?): possibly, i don't know

I've started developing the 2nd release a while, with CPU scaling support and such, but haven't coded a line in the last 3 months (had some private life problems).

I think other (and possibly better) projects exist now as OVZ web interfaces, so I don't know If I should continue this project.

Consider it currently frozen, I will check the other interfaces when I finally get some free time, and If I find out that mine is the best (of couuuuuuurssse) then I should get back to coding.

Anyways, thank you guys for the feedback, It feels good to know that somebody is actually using (or at least checked out) my work!

Scythe

---