
Subject: 2.6.27-chistyakov.1 and cpulimit/cpus questune

Posted by [pilpelet](#) on Thu, 28 Jan 2010 12:59:00 GMT

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

Hi ,

Just a small questune about 2.6.27-chistyakov.1 branch .

Is this latest release include cpus & cpulimit options ?

Im asking seems we work with 2.6.24 and this doesnt include those options .

Tahnks ,

Subject: Re: 2.6.27-chistyakov.1 and cpulimit/cpus questune

Posted by [pilpelet](#) on Wed, 03 Feb 2010 12:12:19 GMT

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

Hi ,

Nobody from the development guys read this and can unsaware ?

Thanks ,

Subject: Re: 2.6.27-chistyakov.1 and cpulimit/cpus questune

Posted by [maratrus](#) on Sat, 13 Feb 2010 11:11:19 GMT

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

Suppose this link would be useful in your case

http://bugzilla.openvz.org/show_bug.cgi?id=909

Subject: Re: 2.6.27-chistyakov.1 and cpulimit/cpus questune

Posted by [pilpelet](#) on Mon, 15 Feb 2010 11:45:04 GMT

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

Hi ,

Yes iv seen this bug report , notice that someone else asked the same questune in the last post on the bug report ,

with no direct answare from openvz development

they said it will be in future realases on 2.6.27 branch

and there is new release of that branch but with no proper documentation on that issue .

Thanks ,

Subject: Re: 2.6.27-chistyakov.1 and cpulimit/cpus questune
Posted by [maratrus](#) on Mon, 15 Feb 2010 19:00:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

The status of the bug is "NEW" so it's not solved yet.

Subject: Re: 2.6.27-chistyakov.1 and cpulimit/cpus questune
Posted by [pilpelet](#) on Thu, 18 Feb 2010 09:22:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi ,
I was hoping someone from the development could say a simple yes or no on that issue .

Thanks ,

Subject: Re: 2.6.27-chistyakov.1 and cpulimit/cpus questune
Posted by [maratrus](#) on Sat, 20 Feb 2010 08:33:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dear Pilpelet,

don't hesitate to ask such a question directly in bug report.
More people will ask more important the bug will be
