

---

Subject: Bug in vzcfgvalidate?

Posted by [jbwiv](#) on Mon, 14 Aug 2006 14:34:59 GMT

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

---

Guys,

I'm concerned there is a config in vzcfgvalidate in Stable. I'm running on Debian Sarge.

I noticed my VE was getting failures on OTHERSOCKBUF, so I decided to take a look.

First, I did:

```
/etc/vz# vzcfgvalidate conf/103.conf
```

```
Error: othersockbuf.lim-othersockbuf.bar should be > 512000 (currently, 204800)
```

However, looking in 103.conf, I see clearly that:

```
OTHERSOCKBUF="132096:336896"
```

So, just for kicks, I did:

```
vzctl set 103 --othersockbuf 512000 --save
```

I checked in 103.conf to make sure it took. It did.

```
OTHERSOCKBUF="512000:512000"
```

However, now, running vzcfgvalidate, I see:

```
/etc/vz# vzcfgvalidate conf/103.conf
```

```
Error: othersockbuf.lim-othersockbuf.bar should be > 512000 (currently, 0)
```

Something is obviously buggy here.

A strace shows this:

```
stat64("conf/103.conf", {st_mode=S_IFREG|0644, st_size=1751, ...}) = 0
open("conf/103.conf", O_RDONLY)      = 3
stat64("conf/103.conf", {st_mode=S_IFREG|0644, st_size=1751, ...}) = 0
fstat64(3, {st_mode=S_IFREG|0644, st_size=1751, ...}) = 0
mmap2(NULL, 4096, PROT_READ|PROT_WRITE, MAP_PRIVATE|MAP_ANONYMOUS, -1, 0) = 0x4003c000
read(3, "# Copyright (C) 2000-2006 SWsof"..., 4096) = 1751
read(3, "", 4096)                    = 0
close(3)                             = 0
munmap(0x4003c000, 4096)              = 0
write(2, "Error: othersockbuf.lim-othersoc"..., 74Error: othersockbuf.lim-othersockbuf.bar should
be > 512000 (currently, 0)) = 74
```

```
write(2, "\n", 1
)          = 1
exit_group(1)          = ?
```

I'm going to submit a bug report, but if I'm overlooking something obvious, please let me know.

Thanks,  
John

---

---

Subject: Re: Bug in vzcfgvalidate?  
Posted by [aistis](#) on Tue, 15 Aug 2006 11:54:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

John, it is ok.. remember math classes:

othersockbuf.lim minus othersockbuf.bar should be > 512000

---