Subject: Accessing PCI Devices from VE
Posted by sjdean on Sun, 08 Jun 2008 15:21:50 GMT
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Could you tell me whether OpenVZ supports accessing physical devices on the Host from the VE?

The plan is, amongst other things, to setup an Asterisk container and if I need to perform any system upgrades, I envisage just swapping migrating the container to another host.

It's a home network only so...

But lspci seems not to work. Should it?

pcilib: Cannot open /proc/bus/pci
lspci: Cannot find any working access method.

What can I do to get this working then?

Thanks
Simon

Subject: Re: Accessing PCI Devices from VE
Posted by maratrus on Mon, 09 Jun 2008 08:59:55 GMT
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Hi,

I was suggested to show you the following link
http://wiki.openvz.org/Asterisk_from_source

with a mention that this way will be useful if you are not going to use analog telephony. Hope this helps you.

Subject: Re: Accessing PCI Devices from VE
Posted by sjdean on Mon, 09 Jun 2008 10:23:06 GMT
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That's the problem, i do need to use an analog telephony device, hence the requirement to access PCI devices directly.

Subject: Re: Accessing PCI Devices from VE
Posted by Kirill Shileev on Mon, 09 Jun 2008 10:52:41 GMT

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In general, it should be possible to get access to analog telephony drivers by that the same technique like in case of ztdummy. You need:
1. install kernel drivers for your device on HN in usual way:
put your *.ko to /lib/modules/you_kernel and then modprobe you_module_name
2. declare it visible in relevant CT by
vzctl set CTID --devnodes you_device_file_name:rw --save.

Here's imperative to remember that device drivers are to be loaded on HN, in CT it's not allowed, while Asterisk software will perfectly run in CT.

That's it. But, please, take a note, that I never tested this since I don't have the corresponding hardware.

Subject: Re: Accessing PCI Devices from VE
Posted by sjdean on Mon, 09 Jun 2008 11:19:46 GMT
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I'll give it a try and post back with results.

And also if anyone needs my SmoothWALL 3.0 Container let me know. It sort of works but needs a couple of manual fudges, but it's accessible now and the web interface works. Suspect Smoothwall would need to add in some fixes though.

Cheers
Simon