Subject: container shows not real cpu consumption with "top" command
Posted by jevelyt on Thu, 15 Jan 2009 10:33:30 GMT
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Hello, with quad core processor I create container with --cpuunits 16 (4% of all cpus) and I launch CS 1.6 server. When there are ~16 players there are no lag, when 20+ of players - ping for the players goes up sharply but in cat /proc/user_beancounters failcnt is 0 in all parameters. I think this is because lack of cpu but with command top or htop the cpu is shown ~0-5%.
Why container doesn't show it's cpu consumption? I think that container shows main server's cpu consumption but not container's. I'm right?