

UmVirt

virtualization lab

15th anniversary report

2024 was 15th anniversary year for Umvirt virtualization lab.

Many important objectives was achieved.

Many obstacles we faced with.

Achievements

Bellow most important objectives list which was achieved in 2024.

- ULFS 0.2.1 was released
- LFS AutoBuilder and ULFS Customizer are prove that they can be used to build base LFS disk images.
- Basic multilib support was implemented in ULFS Packages
- WINE is now can be used in ULFS to run some games and applications
- DuckStation emulator is can be used in ULFS to run some Sony PlayStation games
- Umvirt Snap service is launched to download various binaries from Snapcraft.io

Feedback

We got feedback from our followers:

- First unofficial mirror ULFS.ORG was launched by our follower.
- First star, first issue, first merge request on our GIT-repositories.

Obstacles

We faced with many obstacles that affect on ULFS development.

1. Software obstacles
2. Services obstacles
3. Local obstacles

Software obstacles

New software versions are bring new obstacles:

- GCC 14 is broke packages instructions. This lead to more time consumption on packages instruction updates.
- nVidia VGA driver Nouveau in Mesa package was rewritten to Rust language. This lead to decision to drop nVidia cards support on ULFS 0.2.2 and newer versions.

Service obstacles

Service providers are restricts accounts on their platforms:

- Shadow ban detected on YouTube-account
- Reddit-account was permanently blocked

Local obstacles

We have a lot of local obstacles

- Nuclear War risc
- Sanctions
- Broad economic crisis
- Internet blockings
- Various security threats

Hard decision

Due to various local environment obstacles that impact on development we made hard decision to slowdown a ULFS development and skip publishing ULFS 0.2.2.

Plans

We hope most mentioned obstacles are temporary.

We have some plans on nearest future.

Stay tuned!

Happy New Year!