Nodes and Commands

Nodes

https://docs.rundeck.com/docs/manual/05-nodes.html

> A *Node* is a resource that is either a physical or virtual instance of a network accessible host. Nodes have a few basic attributes but a Node's attributes can be extended to include arbitrary named key/value pairs. Attributes typically describe the properties of a node or reflect the state of the node. One of a Node's built in attributes is called "tags" which is a list of classifications or categories about that Node.

NOTE: To get a listing of all nodes, place `.*` into the filter on top.

In the docker container, Rundeck will always list itself as a node. The executable directory is the home directory of the user that runs the Rundeck service, in docker's case, the `rundeck` user.

Node actions

The Node Actions menu contains links to

- Run a command. Choosing this menu item will forward your browser to the Commands page.
- Create a job. Choosing this menu item will forward you to the Job create page and enter the filter expression in the edit form.

Commands

https://docs.rundeck.com/docs/manual/06-commands.html

> A *command* is a single executable string executed on a Node. Rundeck invokes commands on nodes via a *node executor* which evaluates the command string and executes it. Node executors evaluate the command string in a data context containing information about the Node resource. Command strings can reference this data and thus avoid hard coding node or environment specific values.

NOTE: The default *node executor* is `/bin/sh`

Simply type into the Command field what you would like to be ran in order to execute it on the nodes specified. This is going to be typically one-off commands or status retrieving commands. This is formatted in the same style as Job steps, and can use the same tricks.

Revision #1
Created 1 December 2021 04:19:54 by andrewcz
Updated 12 January 2022 03:55:29 by andrewcz