

From: Eric Woo ewoo@splunk.com
Subject: RE: The Winfra "auto-installer" modinput
Date: January 7, 2015 at 1:45 PM
To: Adrian Hall ahall@splunk.com, David Noble dnoble@splunk.com

EW

I poked around the C# in github:

<https://github.com/adrianhall/ta-ad-domainservices/blob/master/VSPProjects/ADDInstaller/Program.cs#L45>

... as well as the C# SDK documentation. It doesn't look like the Entity class has "native" support for the "disable" custom action (unless I'm just overlooking it).

<http://docs.splunk.com/DocumentationStatic/CshrpSDK/2.1.0/Splunk.Client/html/0194c191-1c01-2e5e-1088-1301a35356e4.htm>

I assume it's not that much more difficult to use the "raw" C# utilities for HTTP, if the SDK don't cover the surface area we need.

Alternatively, it may be possible to disable the inputs in question through regular edit/update, by supplying a POST argument of disabled=1. Then, Entity.UpdateAsync() would presumably be sufficient.

- ewoo

From: Eric Woo [ewoo@splunk.com]
Sent: Thursday, December 18, 2014 2:43 PM
To: Adrian Hall; David Noble
Subject: Re: The Winfra "auto-installer" modinput

If you want a list of all monitor inputs for example, you typically do:

GET /services/data/inputs/monitor?count=-1

If you want to restrict to inputs from a particular app, use the "search" GET arg. For example:

foo = uri_encode("eai:acl.app=desired-app")

Then:

GET ...?search=\$foo

To disable:

POST /servicesNS/nobody/<containing-app>/data/inputs/monitor/<entity-name>/disable

The same pattern holds for the enable action and for other input types.

- ewoo

From: Adrian Hall <ahall@splunk.com>
Sent: December 18, 2014 3:29:16 PM EST

To: Eric Woo <ewoo@splunk.com>, David Noble <dnoble@splunk.com>

Subject: The Winfra "auto-installer" modinput

Hey Eric,

I've done as much as I can on the Winfra auto-installer. Right now, I'm waiting for Dave (copied) to generate an example for me on how to:

- Get a list of data inputs in a context
- Enable or Disable a named data input

The rest of the code is written in the ADDSInstaller codebase in the github I sent around. Once we have a working ADDSInstaller, we can install it as a mod input, keep it enabled and it should just work.

Adrian Hall

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