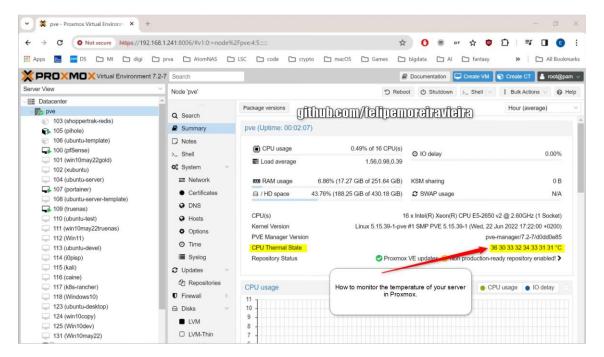


How to check the server temperature via Proxmox

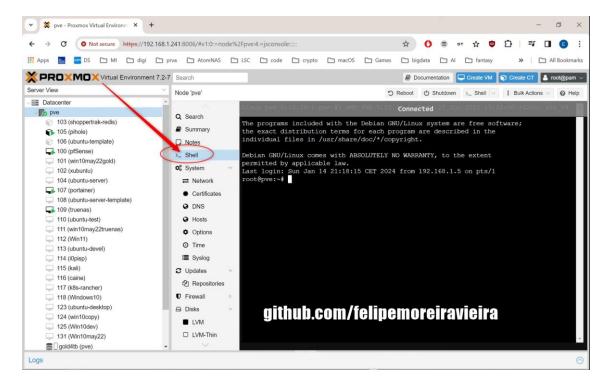


Before starting, make sure to back up your system. Any changes are your own responsibility.

Access the main screen of your Proxmox.



Access the shell terminal.



Install the lm-sensors package.

apt-get install lm-sensors

```
root@pve:~# apt-get install lm-sensors______
```

After installation, you should have access to the sensors.

Access the sensors.

sensors

```
| Toot@pve:-# apt-get install lm-sensors | Reading package lists... Done | Building dependency tree... Done | Reading package lists... Done | Im-sensors is already the newest version (1:3.6.0-7). | The following package was automatically installed and is no longer required: | libopencsd0 | Use 'apt autoremove' to remove it. | O upgraded, 0 newly installed, 0 to remove and 163 not upgraded. | root@pve:-# | ScS1 adapter | Sc
```

Next step is to access this file:

vim /usr/share/per15/PVE/API2/Nodes.pm

```
| Concessions | Concession | Co
```

You will look for the text:

"version_text"

Add this command:

```
$res->{thermalstate} = `sensors -j`;
```

basically, this calls the sensors program and obtains the CPU temperature, storing it in this variable.

Save and exit.

Next step is to access this file:

vim /usr/share/pve-manager/js/pvemanagerlib.js

```
TootSpixet-# ant-get install lm-sensors

Reading package lists. Done

Reading state information.. Done

Insensors is already the newest version (1:3.6.0-7).

The following package was automatically installed and is no longer required:

libopencsd0

Use 'apt autoremove' to remove it.

0 upgraded, 0 newly installed, 0 to remove and 163 not upgraded.

rootSpixe:-# sensors

drivetemp-scsi-4-0

Adapter: SCSI adapter

templ: +32.0°C

core temp-isa-0000

Adapter: ISA adapter

Package id: +42.0°C (high = +79.0°C, crit = +89.0°C)

core 2: +41.0°C (high = +79.0°C, crit = +89.0°C)

core 3: +42.0°C (high = +79.0°C, crit = +89.0°C)

core 4: +41.0°C (high = +79.0°C, crit = +89.0°C)

core 4: +41.0°C (high = +79.0°C, crit = +89.0°C)

core 5: +40.0°C (high = +79.0°C, crit = +89.0°C)

core 6: +39.0°C (high = +79.0°C, crit = +89.0°C)

core 6: +39.0°C (high = +79.0°C, crit = +89.0°C)

drivetemp-scsi-5-0

Adapter: SCSI adapter

templ: +37.0°C

(crit low = +0.0°C, high = +60.0°C)

(crit low = -40.0°C, crit = +70.0°C)

(lowest = +44.0°C, high = +70.0°C)

crotSpixe:-# vim /usr/share/perls/bvz/APIZ/Nodes.pm

rootSpixe:-# vim /usr/share/perls/bve/APIZ/Nodes.pm

rootSpixe:-# vim /usr/share/perls/bve/APIZ/Nodes.pm
```

You will look for the text:

"PVE Manager Version"

Add this command:

```
itemld:
              'thermal',
colspan: 2,
printBar: false,
title: gettext('CPU Thermal State'),
textField: 'thermalstate',
renderer:function(value){'
       let objValue = JSON.parse(value);
       let cores = objValue["coretemp-isa-0000"]
       let items = object.keys(cores).filter(item => /Core/.test(item));
       let str = ";
       items.forEach((x, idx) => {
                      str += cores[x]['temp${idx+2}_input'] + ' ';
       });
       str += 'oc';
       return str;
```

This is basically the file that the UI (User Interface) uses to store the CPU thermal information.

Save and exit.

```
itemId: 'bversion',
    colspan: 2,
    title: gettext('kernel version'),
    printBar: false,
    textField: 'kversion',
    colspan: 2,
    printBar: salse,
    title: gettext('ze Manager version'),
    textField: 'hversion',
    colspan: 2,
    printBar: false,
    title: gettext('ze Manager version'),
    textField: 'pveversion',
    value: ,
},

itemId: 'thermal',
    colspan: 2,
    printBar: false,
    title: gettext('pv Thermal State'),
    renderer: function(value){
        let objvalue = JoSN. parse(value);
        let cores = objvalue[ corstom-j-go000"]
        let items = objvalue[
```

Next, you need to restart the PVE proxy.

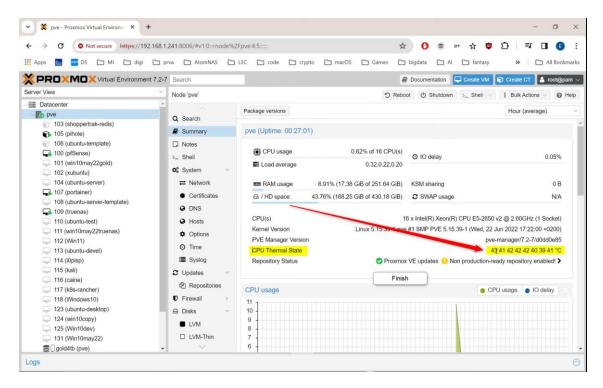
systemctl restart pveproxy

```
| Core |
```



Restart the terminal, make sure no one is using it so as not to interrupt any task.

Finally, you can check the CPU temperature on the main page of your Proxmox PVE.



^{*}get the codes from the "read-me" file.