

Puppet Facts

Puppet Facts

- We can put several values as an environment variable with the help of a facter
- Facter is a tool of puppet, which is used to keep the environment level variable
- It is exactly like an environment variable of Bash or Linux
- The key-value pair of the puppet is called as fact
- Each resource has its own facts, and we can construct custom facts in Puppet.

Facter

- This command lists all the different environment variables and their related values.
 - `facter`
- If you want to see only one variable, use the following command:
 - `facter {variable name}`

Type of facts

- In puppet, three types of fact can be used:
 - Core Facts
 - Described and available to everyone at any point in the code
 - To see the full list of facts and values use the following command:
 - `run puppet facts`
 - Custom Facts
 - We can also add the custom facts
 - `export FACTER_tallest_mountain="Everest"`
 - `facter tallest_mountain`
 - External Facts
 - To attach (arbitrary) metadata to a machine during the the launch of a new machine

External Facts

- You can create external facts by simply creating a file
- This file can be a:
 - shell script
 - yaml file
- This file needs to be created inside any of the following 2 folders on a CentOS machine:
 - `/opt/puppetlabs/facter/facts.d/`
 - `/etc/facter/facts.d`

External Facts

- `vim /etc/facter/facts.d/my_external_facts.sh`
 - `#!/usr/bin/env bash`
 - `echo "role=blog-site"`
 - `echo "pipeline_color=Blue"`
 - `echo "standby_mode=true"`
- `chmod ugo+x /etc/facter/facts.d/my_external_facts.sh`
- After that you should find the new external facts are now working:
 - `facter -p role`

External Facts

- `vim /etc/facter/facts.d/my_external_facts.yaml`
 - `---`
 - `role: blog-site`
 - `pipeline_color: Blue`
 - `standby_mode: true`
- This has the exact same end result:
 - `facter -p role`

Thanks