Add New Node/Server

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This page describes the procedure to add new node(s)/swift object server to an existing system.

Procedure to add a new node

You must add a new node details in the `server.yml` file.

Perform the following steps to add a new node:

1. Log in to the deployer node.
2. Change the directory.

   ```
   cd ~/helion/my_cloud/definition/data
   ```

3. Execute the following command:

   ```
   git checkout site
   ```

4. Add the swift-object components in the resource-nodes section of the `control_plane.yml` file, if you are adding a new node/swift object server to an entry-scale model. An example of `control_plane.yml` file is shown below: (**are there any other model also? or can we make this generic?**)

   ```
   ---
     product:
       version: 2
     servers:

   ...

         resource-nodes:
           - name: swobj
             resource-prefix: swobj
             server-role: ROLE-SWOBJ
             allocation-policy: strict
             min-count: 3
             service-components:
               - ntp-client
               - swift-object
               - swift-common
   ```

5. Add details of new node(s) to `server.yml` file. In the following example we are adding only one new server "cpn-0004". You can add multiple servers by providing the server details in the `server.yml` file.

   ```
   servers.yml

   ---
     product:
       version: 2
     servers:

   ...

     - id: compute7
       ip-addr: 10.240.21.13
       role: ROLE-COMPUTE
       nic-mapping: HP_DL360_6PORT
   ```

6. Commit your configuration to the *local repo*, as follows

```
git add -A
git commit -m "Add Node <name>"
```

> 📝 **Note:** Enter your commit message "Add Node <name>"

7. Run the configuration processor:

```
cd ~/helion/hos/ansible
ansible-playbook -i hosts/localhost config-processor-run.yml
```

8. Run the following command to create a deployment directory.

```
cd ~/helion/hos/ansible
ansible-playbook -i hosts/localhost ready-deployment.yml
```

9. Use the following playbook to configure new node(s):

```
ansible-playbook -i hosts/localhost cobbler-deploy.yml
ansible-playbook -i hosts/localhost bm-reimage.yml -e
 nodelist=<extra_vars>
```

In the following example we have used server id as **compute 7** (mentioned in step 5).

```
ansible-playbook -i hosts/localhost cobbler-deploy.yml
ansible-playbook -i hosts/localhost bm-reimage.yml -e nodelist=compute7
```

> 📝 **Note:** You must use the server id as it appears in the `server.yml` file in the field <extra_vars>

10. Run the following command. This command adds the compute server to the selected target nodes because you have specified the limit (`--limit`) option. (**if we don't specify the limit option then it gets added to all the nodes? Also if there are multiple compute server then do we run the same command as below? How do we separate the different compute server in the command?**)

```
ansible-playbook -i hosts/verb_hosts hlm-deploy.yml --limit <Name of the
 node> (is this correct. If not then please let me know the correct term
 to use as placeholder)
```

In the following example, you have added a computer server to **hlm004-ccp-comp0007**.

```
ansible-playbook -i hosts/verb_hosts hlm-deploy.yml --limit hlm004-ccp-
comp0007*(where do we get this information?)
```

Once you have added a new node/server to the system, you must enure that the swift rings are updated with the new node/server(s) details and the rings are distributed to all swift servers. Run the following command:

```
ansible-playbook -i hosts/verb_hosts hlm-deploy.yml --limit SWF* (what is
 the meaning of "*"?)
```