



# yadt 1.8

cheat sheet 0.3

<http://www.yadt-project.org/>

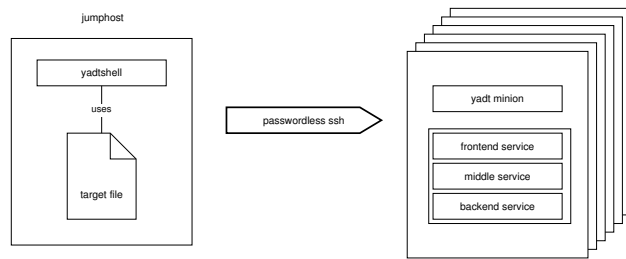
## Concept

Using yadtshell you can orchestrate high level operations like updating a group of hosts, as well as stopping and starting relevant and dependent services in the correct order.

The most important command is `update`.

After running `update` successfully, all hosts are up-to-date and all services are up and running.

**Note:** In case of a problem (i.e. a command terminates with exit code `!= 0`), yadtshell stops immediately. Subsequent calls of the same command continue where the previous call stopped.



**Note:** It is required that the hosts are accessible via passwordless ssh and provide a yadt minion (the counterpart to the yadtshell).

## Definition: Component URI

### component uris

```
host:// <hostname>
service:// <hostname>/<name>
artefact:// <hostname>/<name>/<version>
```

### Examples

```
host://hostname
service://hostname/tomcat6
artefact://hostname/web-application/0:1.23
```

**Note:** Components are *always* host-specific.

### Brace Expression

```
artefact://{hostname01|hostname03}/myapp
```

### Range Expression

```
host://hostname0[1..3]
```

### Wildcards

```
service://hostname/*
```

## yadt.conf.d (directory)

The yadt minion gets configured via \*.yaml files in `/etc/yadt.conf.d`; they get merged in alphanumeric order.

**Note:** Indented blocks have to start with 4 blanks. Do *not* use tabs.

```
/etc/yadt.conf.d/my-services.yaml
services:
  __frontend:
    __needs_services:_[middleservice1]
    __is_frontservice:_true
    __middleservice1:
      __needs_services:_[middleservice2]
```

The service name must be equal to the corresponding name of the service script (as found in `/etc/init.d`).

**is\_frontservice** is a marker for the status overview. The status (shown in percentage) of the target will be calculated by determining how many frontservices are running.

**needs\_services** the services that have to be running before starting this service (reverse for stopping)

The service definition may also contain a complete component URI as string, which describes a service on another host, e.g.

```
need_services
needs_services: ['service://hostname/service']
```

**Note:** This notation only allows the *hostname*, not the full qualified domain name. Yadtshell extracts the hostname from the fqdn as the string until the first dot.

Please see the [host configuration section](#) of the [yadtshell wiki](#) for more information.

## target (file)

yadtshell uses a yaml file named `target` in the current working directory to define a yadt target (set of hosts), e.g.

### ./target

```
hosts:
- hostname1.spam.eggs
- hostname2.spam.eggs
- hostname*.spammy.eggs
- hostname0[1..3].foo.bar
```

It is possible to group your hosts within a target:

### ./target

```
hosts:
- hostname1.spam.eggs hostname2.spam.eggs
- hostname3.foo.bar hostname4.foo.bar
```

This will change the way the hosts will be displayed.

## Using the yadtshell

### start yadtshell

```
> init-yadtshell
```

- activates autocompletion for component uris,
- allows to omit `yadtshell` when executing a yadtshell commands.

To restore your shell environment you can use `CTRL+D` or

### stop yadtshell

```
> deactivate
```

## Yadtshell Commands

Use the `yadtshell` command if you prefer to execute yadtshell commands without entering the yadtshell itself:

### general usage

```
> yadtshell [options] <command> [<uri> ...]
```

- v** verbose
- dryrun** no actions executed (just logging)
- n** same as dryrun

## Status Information

To retrieve the status of all services and artefacts versions from the current target use:

### fetch status

```
> status
```

This will also perform `info`, which displays a summary of all services for each host within the current target:

### show status

```
> info [--full]
```

- full** shows complete information (artefacts of hosts, etc.)

To display low-level data of components (in yaml format) use

### dump json data

```
> dump [uri-query0 [uri-query1 ...]]
```

additional arguments for `dump`:

- attribute**
- show-pending-updates**
- show-current-artefacts**

dump raw data of all services

```
> dump service://
```

**Note:** The output of `info` and `dump` is generated using cached data.

## Hosts

To prevent others from executing commands on a host it is possible to lock the host:

### lock host

```
> lock -m "message" [--force] <host_uri> [...]
```

afterwards commands can only be executed

- by you,
- from the current target directory
- on the current host.

### lock hostname01

```
> lock -m "I need this" host://hostname01
```

### hijacking a locked host

```
> lock -m "hijacking" --force host://*
```

**Note:** The message should reflect the reason why you are doing what you are doing and include your name as well

### with message

```
> lock -m "updating host [Michael]" host://hostname31
```

To release a lock use:

### unlock host

```
> unlock <host_uri> [<host_uri> ...]
```

### release all your locks on all hosts

```
> unlock host://*
```

## Services

To start a service, regarding its dependencies, use:

### start service

```
> start <service_uri> [<service_uri> ...]
```

### start all services

```
> start service://*
```

To stop a service and all services depending on the service:

### stop service

```
> stop <service_uri> [<service_uri> ...]
```

**Note:** When stopping a service all services depending on this service will be stopped as well. But starting the service will *not* start the services depending on the service again.

If a service is currently out of order you can ignore the state of a service (e.g. assume all operations on that service are successful):

### ignore service

```
> ignore -m "message" <service_uri> [...]
```

### nagios server down, so ignore

```
> ignore -m "nagios server is down" service://*/nagios
```

To unignore services on host use:

### unignore service

```
> unignore <service_uri> [...]
```

## Artefacts

To install updates (if there are any) and stop/start the defined services use:

### update target

```
> update [<host_uri> ...] [-p <number>]
```

If you only want to update artefacts without restarting services, use `updateartefact`. Take care when using this command: it is ignoring all service dependencies.

### updateartefact

```
> updateartefact <artefact_uri> [...]
```

