|  |
| --- |
| # config file for ansible -- https://ansible.com/ |
|  | # =============================================== |
|  |  |
|  | # nearly all parameters can be overridden in ansible-playbook |
|  | # or with command line flags. ansible will read ANSIBLE\_CONFIG, |
|  | # ansible.cfg in the current working directory, .ansible.cfg in |
|  | # the home directory or /etc/ansible/ansible.cfg, whichever it |
|  | # finds first |
|  |  |
|  | [defaults] |
|  |  |
|  | # some basic default values... |
|  |  |
|  | #inventory = /etc/ansible/hosts |
|  | #library = /usr/share/my\_modules/ |
|  | #module\_utils = /usr/share/my\_module\_utils/ |
|  | #remote\_tmp = ~/.ansible/tmp |
|  | #local\_tmp = ~/.ansible/tmp |
|  | #plugin\_filters\_cfg = /etc/ansible/plugin\_filters.yml |
|  | #forks = 5 |
|  | #poll\_interval = 15 |
|  | #sudo\_user = root |
|  | #ask\_sudo\_pass = True |
|  | #ask\_pass = True |
|  | #transport = smart |
|  | #remote\_port = 22 |
|  | #module\_lang = C |
|  | #module\_set\_locale = False |
|  |  |
|  | # plays will gather facts by default, which contain information about |
|  | # the remote system. |
|  | # |
|  | # smart - gather by default, but don't regather if already gathered |
|  | # implicit - gather by default, turn off with gather\_facts: False |
|  | # explicit - do not gather by default, must say gather\_facts: True |
|  | #gathering = implicit |
|  |  |
|  | # This only affects the gathering done by a play's gather\_facts directive, |
|  | # by default gathering retrieves all facts subsets |
|  | # all - gather all subsets |
|  | # network - gather min and network facts |
|  | # hardware - gather hardware facts (longest facts to retrieve) |
|  | # virtual - gather min and virtual facts |
|  | # facter - import facts from facter |
|  | # ohai - import facts from ohai |
|  | # You can combine them using comma (ex: network,virtual) |
|  | # You can negate them using ! (ex: !hardware,!facter,!ohai) |
|  | # A minimal set of facts is always gathered. |
|  | #gather\_subset = all |
|  |  |
|  | # some hardware related facts are collected |
|  | # with a maximum timeout of 10 seconds. This |
|  | # option lets you increase or decrease that |
|  | # timeout to something more suitable for the |
|  | # environment. |
|  | # gather\_timeout = 10 |
|  |  |
|  | # Ansible facts are available inside the ansible\_facts.\* dictionary |
|  | # namespace. This setting maintains the behaviour which was the default prior |
|  | # to 2.5, duplicating these variables into the main namespace, each with a |
|  | # prefix of 'ansible\_'. |
|  | # This variable is set to True by default for backwards compatibility. It |
|  | # will be changed to a default of 'False' in a future release. |
|  | # ansible\_facts. |
|  | # inject\_facts\_as\_vars = True |
|  |  |
|  | # additional paths to search for roles in, colon separated |
|  | #roles\_path = /etc/ansible/roles |
|  |  |
|  | # uncomment this to disable SSH key host checking |
|  | #host\_key\_checking = False |
|  |  |
|  | # change the default callback, you can only have one 'stdout' type enabled at a time. |
|  | #stdout\_callback = skippy |
|  |  |
|  |  |
|  | ## Ansible ships with some plugins that require whitelisting, |
|  | ## this is done to avoid running all of a type by default. |
|  | ## These setting lists those that you want enabled for your system. |
|  | ## Custom plugins should not need this unless plugin author specifies it. |
|  |  |
|  | # enable callback plugins, they can output to stdout but cannot be 'stdout' type. |
|  | #callback\_whitelist = timer, mail |
|  |  |
|  | # Determine whether includes in tasks and handlers are "static" by |
|  | # default. As of 2.0, includes are dynamic by default. Setting these |
|  | # values to True will make includes behave more like they did in the |
|  | # 1.x versions. |
|  | #task\_includes\_static = False |
|  | #handler\_includes\_static = False |
|  |  |
|  | # Controls if a missing handler for a notification event is an error or a warning |
|  | #error\_on\_missing\_handler = True |
|  |  |
|  | # change this for alternative sudo implementations |
|  | #sudo\_exe = sudo |
|  |  |
|  | # What flags to pass to sudo |
|  | # WARNING: leaving out the defaults might create unexpected behaviours |
|  | #sudo\_flags = -H -S -n |
|  |  |
|  | # SSH timeout |
|  | #timeout = 10 |
|  |  |
|  | # default user to use for playbooks if user is not specified |
|  | # (/usr/bin/ansible will use current user as default) |
|  | remote\_user = sysadmin |
|  |  |
|  | # logging is off by default unless this path is defined |
|  | # if so defined, consider logrotate |
|  | #log\_path = /var/log/ansible.log |
|  |  |
|  | # default module name for /usr/bin/ansible |
|  | #module\_name = command |
|  |  |
|  | # use this shell for commands executed under sudo |
|  | # you may need to change this to bin/bash in rare instances |
|  | # if sudo is constrained |
|  | #executable = /bin/sh |
|  |  |
|  | # if inventory variables overlap, does the higher precedence one win |
|  | # or are hash values merged together? The default is 'replace' but |
|  | # this can also be set to 'merge'. |
|  | #hash\_behaviour = replace |
|  |  |
|  | # by default, variables from roles will be visible in the global variable |
|  | # scope. To prevent this, the following option can be enabled, and only |
|  | # tasks and handlers within the role will see the variables there |
|  | #private\_role\_vars = yes |
|  |  |
|  | # list any Jinja2 extensions to enable here: |
|  | #jinja2\_extensions = jinja2.ext.do,jinja2.ext.i18n |
|  |  |
|  | # if set, always use this private key file for authentication, same as |
|  | # if passing --private-key to ansible or ansible-playbook |
|  | #private\_key\_file = /path/to/file |
|  |  |
|  | # If set, configures the path to the Vault password file as an alternative to |
|  | # specifying --vault-password-file on the command line. |
|  | #vault\_password\_file = /path/to/vault\_password\_file |
|  |  |
|  | # format of string {{ ansible\_managed }} available within Jinja2 |
|  | # templates indicates to users editing templates files will be replaced. |
|  | # replacing {file}, {host} and {uid} and strftime codes with proper values. |
|  | #ansible\_managed = Ansible managed: {file} modified on %Y-%m-%d %H:%M:%S by {uid} on {host} |
|  | # {file}, {host}, {uid}, and the timestamp can all interfere with idempotence |
|  | # in some situations so the default is a static string: |
|  | #ansible\_managed = Ansible managed |
|  |  |
|  | # by default, ansible-playbook will display "Skipping [host]" if it determines a task |
|  | # should not be run on a host. Set this to "False" if you don't want to see these "Skipping" |
|  | # messages. NOTE: the task header will still be shown regardless of whether or not the |
|  | # task is skipped. |
|  | #display\_skipped\_hosts = True |
|  |  |
|  | # by default, if a task in a playbook does not include a name: field then |
|  | # ansible-playbook will construct a header that includes the task's action but |
|  | # not the task's args. This is a security feature because ansible cannot know |
|  | # if the \*module\* considers an argument to be no\_log at the time that the |
|  | # header is printed. If your environment doesn't have a problem securing |
|  | # stdout from ansible-playbook (or you have manually specified no\_log in your |
|  | # playbook on all of the tasks where you have secret information) then you can |
|  | # safely set this to True to get more informative messages. |
|  | #display\_args\_to\_stdout = False |
|  |  |
|  | # by default (as of 1.3), Ansible will raise errors when attempting to dereference |
|  | # Jinja2 variables that are not set in templates or action lines. Uncomment this line |
|  | # to revert the behavior to pre-1.3. |
|  | #error\_on\_undefined\_vars = False |
|  |  |
|  | # by default (as of 1.6), Ansible may display warnings based on the configuration of the |
|  | # system running ansible itself. This may include warnings about 3rd party packages or |
|  | # other conditions that should be resolved if possible. |
|  | # to disable these warnings, set the following value to False: |
|  | #system\_warnings = True |
|  |  |
|  | # by default (as of 1.4), Ansible may display deprecation warnings for language |
|  | # features that should no longer be used and will be removed in future versions. |
|  | # to disable these warnings, set the following value to False: |
|  | #deprecation\_warnings = True |
|  |  |
|  | # (as of 1.8), Ansible can optionally warn when usage of the shell and |
|  | # command module appear to be simplified by using a default Ansible module |
|  | # instead. These warnings can be silenced by adjusting the following |
|  | # setting or adding warn=yes or warn=no to the end of the command line |
|  | # parameter string. This will for example suggest using the git module |
|  | # instead of shelling out to the git command. |
|  | # command\_warnings = False |
|  |  |
|  |  |
|  | # set plugin path directories here, separate with colons |
|  | #action\_plugins = /usr/share/ansible/plugins/action |
|  | #become\_plugins = /usr/share/ansible/plugins/become |
|  | #cache\_plugins = /usr/share/ansible/plugins/cache |
|  | #callback\_plugins = /usr/share/ansible/plugins/callback |
|  | #connection\_plugins = /usr/share/ansible/plugins/connection |
|  | #lookup\_plugins = /usr/share/ansible/plugins/lookup |
|  | #inventory\_plugins = /usr/share/ansible/plugins/inventory |
|  | #vars\_plugins = /usr/share/ansible/plugins/vars |
|  | #filter\_plugins = /usr/share/ansible/plugins/filter |
|  | #test\_plugins = /usr/share/ansible/plugins/test |
|  | #terminal\_plugins = /usr/share/ansible/plugins/terminal |
|  | #strategy\_plugins = /usr/share/ansible/plugins/strategy |
|  |  |
|  |  |
|  | # by default, ansible will use the 'linear' strategy but you may want to try |
|  | # another one |
|  | #strategy = free |
|  |  |
|  | # by default callbacks are not loaded for /bin/ansible, enable this if you |
|  | # want, for example, a notification or logging callback to also apply to |
|  | # /bin/ansible runs |
|  | #bin\_ansible\_callbacks = False |
|  |  |
|  |  |
|  | # don't like cows? that's unfortunate. |
|  | # set to 1 if you don't want cowsay support or export ANSIBLE\_NOCOWS=1 |
|  | #nocows = 1 |
|  |  |
|  | # set which cowsay stencil you'd like to use by default. When set to 'random', |
|  | # a random stencil will be selected for each task. The selection will be filtered |
|  | # against the `cow\_whitelist` option below. |
|  | #cow\_selection = default |
|  | #cow\_selection = random |
|  |  |
|  | # when using the 'random' option for cowsay, stencils will be restricted to this list. |
|  | # it should be formatted as a comma-separated list with no spaces between names. |
|  | # NOTE: line continuations here are for formatting purposes only, as the INI parser |
|  | # in python does not support them. |
|  | #cow\_whitelist=bud-frogs,bunny,cheese,daemon,default,dragon,elephant-in-snake,elephant,eyes,\ |
|  | # hellokitty,kitty,luke-koala,meow,milk,moofasa,moose,ren,sheep,small,stegosaurus,\ |
|  | # stimpy,supermilker,three-eyes,turkey,turtle,tux,udder,vader-koala,vader,www |
|  |  |
|  | # don't like colors either? |
|  | # set to 1 if you don't want colors, or export ANSIBLE\_NOCOLOR=1 |
|  | #nocolor = 1 |
|  |  |
|  | # if set to a persistent type (not 'memory', for example 'redis') fact values |
|  | # from previous runs in Ansible will be stored. This may be useful when |
|  | # wanting to use, for example, IP information from one group of servers |
|  | # without having to talk to them in the same playbook run to get their |
|  | # current IP information. |
|  | #fact\_caching = memory |
|  |  |
|  | #This option tells Ansible where to cache facts. The value is plugin dependent. |
|  | #For the jsonfile plugin, it should be a path to a local directory. |
|  | #For the redis plugin, the value is a host:port:database triplet: fact\_caching\_connection = localhost:6379:0 |
|  |  |
|  | #fact\_caching\_connection=/tmp |
|  |  |
|  |  |
|  |  |
|  | # retry files |
|  | # When a playbook fails a .retry file can be created that will be placed in ~/ |
|  | # You can enable this feature by setting retry\_files\_enabled to True |
|  | # and you can change the location of the files by setting retry\_files\_save\_path |
|  |  |
|  | #retry\_files\_enabled = False |
|  | #retry\_files\_save\_path = ~/.ansible-retry |
|  |  |
|  | # squash actions |
|  | # Ansible can optimise actions that call modules with list parameters |
|  | # when looping. Instead of calling the module once per with\_ item, the |
|  | # module is called once with all items at once. Currently this only works |
|  | # under limited circumstances, and only with parameters named 'name'. |
|  | #squash\_actions = apk,apt,dnf,homebrew,pacman,pkgng,yum,zypper |
|  |  |
|  | # prevents logging of task data, off by default |
|  | #no\_log = False |
|  |  |
|  | # prevents logging of tasks, but only on the targets, data is still logged on the master/controller |
|  | #no\_target\_syslog = False |
|  |  |
|  | # controls whether Ansible will raise an error or warning if a task has no |
|  | # choice but to create world readable temporary files to execute a module on |
|  | # the remote machine. This option is False by default for security. Users may |
|  | # turn this on to have behaviour more like Ansible prior to 2.1.x. See |
|  | # https://docs.ansible.com/ansible/become.html#becoming-an-unprivileged-user |
|  | # for more secure ways to fix this than enabling this option. |
|  | #allow\_world\_readable\_tmpfiles = False |
|  |  |
|  | # controls the compression level of variables sent to |
|  | # worker processes. At the default of 0, no compression |
|  | # is used. This value must be an integer from 0 to 9. |
|  | #var\_compression\_level = 9 |
|  |  |
|  | # controls what compression method is used for new-style ansible modules when |
|  | # they are sent to the remote system. The compression types depend on having |
|  | # support compiled into both the controller's python and the client's python. |
|  | # The names should match with the python Zipfile compression types: |
|  | # \* ZIP\_STORED (no compression. available everywhere) |
|  | # \* ZIP\_DEFLATED (uses zlib, the default) |
|  | # These values may be set per host via the ansible\_module\_compression inventory |
|  | # variable |
|  | #module\_compression = 'ZIP\_DEFLATED' |
|  |  |
|  | # This controls the cutoff point (in bytes) on --diff for files |
|  | # set to 0 for unlimited (RAM may suffer!). |
|  | #max\_diff\_size = 1048576 |
|  |  |
|  | # This controls how ansible handles multiple --tags and --skip-tags arguments |
|  | # on the CLI. If this is True then multiple arguments are merged together. If |
|  | # it is False, then the last specified argument is used and the others are ignored. |
|  | # This option will be removed in 2.8. |
|  | #merge\_multiple\_cli\_flags = True |
|  |  |
|  | # Controls showing custom stats at the end, off by default |
|  | #show\_custom\_stats = True |
|  |  |
|  | # Controls which files to ignore when using a directory as inventory with |
|  | # possibly multiple sources (both static and dynamic) |
|  | #inventory\_ignore\_extensions = ~, .orig, .bak, .ini, .cfg, .retry, .pyc, .pyo |
|  |  |
|  | # This family of modules use an alternative execution path optimized for network appliances |
|  | # only update this setting if you know how this works, otherwise it can break module execution |
|  | #network\_group\_modules=eos, nxos, ios, iosxr, junos, vyos |
|  |  |
|  | # When enabled, this option allows lookups (via variables like {{lookup('foo')}} or when used as |
|  | # a loop with `with\_foo`) to return data that is not marked "unsafe". This means the data may contain |
|  | # jinja2 templating language which will be run through the templating engine. |
|  | # ENABLING THIS COULD BE A SECURITY RISK |
|  | #allow\_unsafe\_lookups = False |
|  |  |
|  | # set default errors for all plays |
|  | #any\_errors\_fatal = False |
|  |  |
|  | [inventory] |
|  | # enable inventory plugins, default: 'host\_list', 'script', 'auto', 'yaml', 'ini', 'toml' |
|  | #enable\_plugins = host\_list, virtualbox, yaml, constructed |
|  |  |
|  | # ignore these extensions when parsing a directory as inventory source |
|  | #ignore\_extensions = .pyc, .pyo, .swp, .bak, ~, .rpm, .md, .txt, ~, .orig, .ini, .cfg, .retry |
|  |  |
|  | # ignore files matching these patterns when parsing a directory as inventory source |
|  | #ignore\_patterns= |
|  |  |
|  | # If 'true' unparsed inventory sources become fatal errors, they are warnings otherwise. |
|  | #unparsed\_is\_failed=False |
|  |  |
|  | [privilege\_escalation] |
|  | #become=True |
|  | #become\_method=sudo |
|  | #become\_user=root |
|  | #become\_ask\_pass=False |
|  |  |
|  | [paramiko\_connection] |
|  |  |
|  | # uncomment this line to cause the paramiko connection plugin to not record new host |
|  | # keys encountered. Increases performance on new host additions. Setting works independently of the |
|  | # host key checking setting above. |
|  | #record\_host\_keys=False |
|  |  |
|  | # by default, Ansible requests a pseudo-terminal for commands executed under sudo. Uncomment this |
|  | # line to disable this behaviour. |
|  | #pty=False |
|  |  |
|  | # paramiko will default to looking for SSH keys initially when trying to |
|  | # authenticate to remote devices. This is a problem for some network devices |
|  | # that close the connection after a key failure. Uncomment this line to |
|  | # disable the Paramiko look for keys function |
|  | #look\_for\_keys = False |
|  |  |
|  | # When using persistent connections with Paramiko, the connection runs in a |
|  | # background process. If the host doesn't already have a valid SSH key, by |
|  | # default Ansible will prompt to add the host key. This will cause connections |
|  | # running in background processes to fail. Uncomment this line to have |
|  | # Paramiko automatically add host keys. |
|  | #host\_key\_auto\_add = True |
|  |  |
|  | [ssh\_connection] |
|  |  |
|  | # ssh arguments to use |
|  | # Leaving off ControlPersist will result in poor performance, so use |
|  | # paramiko on older platforms rather than removing it, -C controls compression use |
|  | #ssh\_args = -C -o ControlMaster=auto -o ControlPersist=60s |
|  |  |
|  | # The base directory for the ControlPath sockets. |
|  | # This is the "%(directory)s" in the control\_path option |
|  | # |
|  | # Example: |
|  | # control\_path\_dir = /tmp/.ansible/cp |
|  | #control\_path\_dir = ~/.ansible/cp |
|  |  |
|  | # The path to use for the ControlPath sockets. This defaults to a hashed string of the hostname, |
|  | # port and username (empty string in the config). The hash mitigates a common problem users |
|  | # found with long hostnames and the conventional %(directory)s/ansible-ssh-%%h-%%p-%%r format. |
|  | # In those cases, a "too long for Unix domain socket" ssh error would occur. |
|  | # |
|  | # Example: |
|  | # control\_path = %(directory)s/%%h-%%r |
|  | #control\_path = |
|  |  |
|  | # Enabling pipelining reduces the number of SSH operations required to |
|  | # execute a module on the remote server. This can result in a significant |
|  | # performance improvement when enabled, however when using "sudo:" you must |
|  | # first disable 'requiretty' in /etc/sudoers |
|  | # |
|  | # By default, this option is disabled to preserve compatibility with |
|  | # sudoers configurations that have requiretty (the default on many distros). |
|  | # |
|  | #pipelining = False |
|  |  |
|  | # Control the mechanism for transferring files (old) |
|  | # \* smart = try sftp and then try scp [default] |
|  | # \* True = use scp only |
|  | # \* False = use sftp only |
|  | #scp\_if\_ssh = smart |
|  |  |
|  | # Control the mechanism for transferring files (new) |
|  | # If set, this will override the scp\_if\_ssh option |
|  | # \* sftp = use sftp to transfer files |
|  | # \* scp = use scp to transfer files |
|  | # \* piped = use 'dd' over SSH to transfer files |
|  | # \* smart = try sftp, scp, and piped, in that order [default] |
|  | #transfer\_method = smart |
|  |  |
|  | # if False, sftp will not use batch mode to transfer files. This may cause some |
|  | # types of file transfer failures impossible to catch however, and should |
|  | # only be disabled if your sftp version has problems with batch mode |
|  | #sftp\_batch\_mode = False |
|  |  |
|  | # The -tt argument is passed to ssh when pipelining is not enabled because sudo |
|  | # requires a tty by default. |
|  | #usetty = True |
|  |  |
|  | # Number of times to retry an SSH connection to a host, in case of UNREACHABLE. |
|  | # For each retry attempt, there is an exponential backoff, |
|  | # so after the first attempt there is 1s wait, then 2s, 4s etc. up to 30s (max). |
|  | #retries = 3 |
|  |  |
|  | [persistent\_connection] |
|  |  |
|  | # Configures the persistent connection timeout value in seconds. This value is |
|  | # how long the persistent connection will remain idle before it is destroyed. |
|  | # If the connection doesn't receive a request before the timeout value |
|  | # expires, the connection is shutdown. The default value is 30 seconds. |
|  | #connect\_timeout = 30 |
|  |  |
|  | # The command timeout value defines the amount of time to wait for a command |
|  | # or RPC call before timing out. The value for the command timeout must |
|  | # be less than the value of the persistent connection idle timeout (connect\_timeout) |
|  | # The default value is 30 second. |
|  | #command\_timeout = 30 |
|  |  |
|  | [accelerate] |
|  | #accelerate\_port = 5099 |
|  | #accelerate\_timeout = 30 |
|  | #accelerate\_connect\_timeout = 5.0 |
|  |  |
|  | # The daemon timeout is measured in minutes. This time is measured |
|  | # from the last activity to the accelerate daemon. |
|  | #accelerate\_daemon\_timeout = 30 |
|  |  |
|  | # If set to yes, accelerate\_multi\_key will allow multiple |
|  | # private keys to be uploaded to it, though each user must |
|  | # have access to the system via SSH to add a new key. The default |
|  | # is "no". |
|  | #accelerate\_multi\_key = yes |
|  |  |
|  | [selinux] |
|  | # file systems that require special treatment when dealing with security context |
|  | # the default behaviour that copies the existing context or uses the user default |
|  | # needs to be changed to use the file system dependent context. |
|  | #special\_context\_filesystems=nfs,vboxsf,fuse,ramfs,9p,vfat |
|  |  |
|  | # Set this to yes to allow libvirt\_lxc connections to work without SELinux. |
|  | #libvirt\_lxc\_noseclabel = yes |
|  |  |
|  | [colors] |
|  | #highlight = white |
|  | #verbose = blue |
|  | #warn = bright purple |
|  | #error = red |
|  | #debug = dark gray |
|  | #deprecate = purple |
|  | #skip = cyan |
|  | #unreachable = red |
|  | #ok = green |
|  | #changed = yellow |
|  | #diff\_add = green |
|  | #diff\_remove = red |
|  | #diff\_lines = cyan |
|  |  |
|  |  |
|  | [diff] |
|  | # Always print diff when running ( same as always running with -D/--diff ) |
|  | # always = no |
|  |  |
|  | # Set how many context lines to show in diff |
|  | # context = 3 |