Quick Start Guide - Public Cloud

SUSE Manager 4.0

March 20, 2020

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Introduction

Publication Date: 2020-03-20

This guide shows you the fastest way to get SUSE Manager up and running in a public cloud. It has been tested on Amazon Web Services, Microsoft Azure, and Google Cloud Engine.

For more information on using SUSE Manager, see the official SUSE Manager documentation at https://documentation.suse.com/suma.

Setting Up

Public clouds provide SUSE Manager under a Bring Your Own Subscription (BYOS) model. This means that you must register instances with the SUSE Customer Center. For more information about registering SUSE Manager with SUSE Customer Center, see **[Installation › General-requirements ›]**.

Depending on the public cloud framework you are using, you can locate the SUSE Manager images by searching for the keywords `suse`, `manager`, or `BYOS`.

Table 1. SUSE Manager Image Names

Provider	Image Name
Amazon EC2	
Google Compute Engine	
Microsoft Azure	

Select a public cloud instance type with at least:

- 32 GB RAM
- 8 cores

```
For more information about hardware requirements, see xref:installation:hardware-
requirements.adoc[].
```

When running SUSE Manager on public clouds, make sure you apply security measures to limit access to the right persons. A world-accessible SUSE Manager would give access to your infrastructure to anyone"

To access the SUSE Manager Web UI, configure the network access controls to allow HTTPS.

Amazon EC2:

```
TBD
```

Google Compute Engine:

```
TBD
```

Microsoft Azure:

```
TBD
```

We recommend that the repositories and the database for SUSE Manager are stored on a separate storage volume (see see **[Installation › Pubcloud-requirements ›]** for details). ``

Installation

Public Cloud providers pre-install SUSE Manager, so you do not need to perform any installation steps. However, SUSE Manager Server needs to be registered with SUSE Customer Center to receive updates before you can sign in. For detailed instructions on registering SUSE Manager to SUSE Customer Center, see **[Installation › Server-setup ›]**.

When you have registered, all SUSE Linux Enterprise modules will be activated. You will also need to activate the Public Cloud module:

```
# SUSEConnect -p sle-module-public-cloud/15.1/x86_64
```

For more information on activating public clouds, see **[Installation › Pubcloud-setup ›]**.

A SUSE Manager administrator account is created by default. You need this account to access configuration settings in the public cloud provider interface. The username and password varies depending on your provider.

Table 2. Default Administrator Account Details

Provider	Default Username	Default Password
Amazon EC2	`admin`	`<instance-ID>`
Google Compute Engine	`admin`	`<instance-ID>`
Microsoft Azure	`admin`	`<instance-name>-suma`

When you have logged in to the administrator account for the first time, change the default password to protect your account.

Add the required software products to your client, and schedule a repository synchronization.

If you are using Ubuntu or Red Hat Enterprise Linux clients, you will need to set up custom repositories and channels. For more information, see **[Client-configuration › Non-suse-clients ›]**.

Register Clients

When you have your SUSE Manager Server set up, you are ready to start registering clients.

Procedure: Registering Clients with the Web UI

1. In the SUSE Manager Web UI, navigate to **Systems** › **Bootstrapping**. In the SUSE Manager Web UI, navigate to **Systems** › **Bootstrapping**, then fill in the `Host`, `SSH Port`, `User` and `Password` fields.

Make sure you use stable FQDNs for the `Host` field, or SUSE Manager will not be able to find your host when your Public Cloud gives you a different short-lived FQDNS.

Also, please note public cloud images usually do not allow SSH login with user and password but only SSH certificate login. If you want to use the bootstrap from the UI, you will need to enable SSH login with user and password: <describe the required steps>

SUSE Manager will support bootstrapping from the UI with SSH certificates in a future release.

Alternatively, you can use a bootstrap script: bla bla blah

When the bootstrap process has completed, your client will be listed at **Systems** › **System List**.

- If you want more control over the process, have to register many clients, or are registering traditional clients, we recommend that you create a bootstrap script. For more information, see [**Client-configuration** › **Registration-bootstrap** ›].
- For Salt clients and even more control over the process, executing single commands on the command line can be useful. For more information, see [**Client-configuration** › **Registration-cli** ›].

Activation Keys

Activation keys are used with traditional and Salt clients to ensure that your clients have the correct software entitlements, are connecting to the appropriate channels, and are subscribed to the relevant groups. Each activation key is bound to an organization, which you can set when you create the key.

Procedure: Creating an Activation Key

1. In the SUSE Manager Web UI, as an administrator, navigate to **Systems** › **Activation Keys**.
2. Click the **`[Create Key]`** button.
3. On the `Activation Key Details` page, in the `Description` field, enter a name for the activation key.
4. In the `Key` field, enter the distribution and service pack associated with the key. For example, `SLES12-SP4` for SUSE Linux Enterprise Server 12 SP4.

> Do not use commas in the `Key` field for any SUSE products. However, you **must** use commas for Red Hat Products. For more information, see [**Reference › Systems ›**].

5. In the `Base Channels` drop-down box, select the appropriate base software channel, and allow the relevant child channels to populate. For more information, see reference:admin/setup-wizard.pdf and [**Administration › Custom-channels ›**].
6. Select the child channels you need (for example, the mandatory SUSE Manager tools and updates channels).
7. We recommend you leave the `Contact Method` set to `Default`.
8. We recommend you leave the `Universal Default` setting unchecked.
9. Click **`[Create Activation Key]`** to create the activation key.
10. Check the `Configuration File Deployment` check box to enable configuration management for this key, and click **`[Update Activation Key]`** to save this change.

> The `Configuration File Deployment` check box does not appear until after you have created the activation key. Ensure you go back and check the box if you need to enable configuration management.

For more on activation keys, see [**Client-configuration › Clients-and-activation-keys ›**].

System Set Manager

System Set Manager (SSM) is used to administrate groups of systems, rather than performing actions on one system at a time. It works for both Salt and traditional clients.

For a complete list of the tasks that you can perform with the SSM, see [**Reference › Systems ›**].

You need to select which systems or system group you want to work with before you can use SSM to perform operations.

You can access SSM in three different ways:

- Navigate to **Systems › System List**, select systems you want to work with, and navigate to **Systems › System Set Manager**.
- Navigate to **Systems › System Groups**, and click **`[Use in SSM]`** for the system group you want to work with.
- Navigate to **Systems › System Groups**, select the group you want to work with, and click **`[Work with Group]`**.

For more on SSM, see [**Client-configuration › Using-ssm ›**].

Content Lifecycle Management

Content lifecycle management allows you to customize repositories and test packages before updating production clients. This is especially useful if you need to apply updates during a limited maintenance window.

This is achieved through a series of environments that your software channels can move through on their lifecycle. Most environment lifecycles include at least test and production environments, but you can have as many environments as you require.

When you have created your project, defined environments, and attached sources and filters, you can build the project for the first time. For more information about content lifecycle management, see [**Administration** › **Content-lifecycle** ›].

When your project is built successfully, you will need to add the new channel to an activation key. For more information about custom channels, see [**Administration** › **Custom-channels** ›].

Procedure: Creating a Content Lifecycle Project

Go to **Content Lifecycle** › **Projects**, create a project and assign it a label and a name. Then use **`[Attach/Detach Sources]`** to attach a base channel and child channels, and finally save.

You can now **`[Attach/Detach Filters]`** to fine tune what packages will be included in the resulting channel. A number of filters are available: name, date, synopsis, reboot required or not, etc.

At this point you can define your environments by clicking **`[Add Environment]`** in the `Environment Lifecycle` dialog. Test and Production are usually the bare minimum most customers will have but you may need more. Continue creating environments until you have all the environments for your lifecycle completed.

The final step is building the project, which will take a little while.

For more information about content lifecycle management, including worked examples , see [**Administration** › **Content-lifecycle** ›].