



U Y U N I

Uyuni 2023.02

Common Workflows

April 12 2023



# Table of Contents

Common workflows overview	1
1. Configuration Management	2
1.1. Use case .....	2
1.2. Outcome.....	2
1.3. Preparation..	2
1.4. Step-by-step workflow instructions.....	2
1.5. Example .....	4
1.5.1. SLS State for Keeping Clients Updated .....	4
1.6. Related topics.....	4
2. Content Lifecycle Management	6
2.1. Use case .....	6
2.2. Outcome.....	6
2.3. Preparations .....	6
2.4. Step-by-step workflow instructions.....	6
2.5. Related topics .....	10
3. Service Pack Upgrade via Web UI	11
4. Onboarding	14
4.1. Use case .....	14
4.2. Outcome.....	14
4.3. Preparation..	14
4.4. Step-by-step workflow instructions.....	14
4.5. Related topics .....	18
5. GNU Free Documentation License	19

---

# Common workflows overview

**Updated:** 2023-04-12

The Uyuni Common Workflows Guide covers most commonly used workflows you need to install, manage, and configure your clients with Uyuni.

Each workflow in this book has a clear goal, and provides detailed steps to achieve that goal.

It is designed to help you better understand both routine and advanced tasks, by explaining what you are achieving in each step, and the various options available to you along the way.

Each routine will be described as Workflow.

# Chapter 1. Configuration Management

You can use configuration files and channels to manage configuration for your clients, rather than configuring each client manually. This workflow shows you how to use the Uyuni Web UI to create a centrally managed configuration file, assign it to a Salt client, and apply the configuration.

## 1.1. Use case

If you are managing a lot of clients, you probably do not want to manually apply configuration settings to each of them in turn. Configuration channels are used to organize configuration files. You can subscribe clients to configuration channels, and deploy configuration files as required.

## 1.2. Outcome

When you have completed this workflow, you will have a configuration channel containing a configuration file, have assigned clients to the channel, and applied the configuration successfully.

## 1.3. Preparation

Before you start, you should already have:

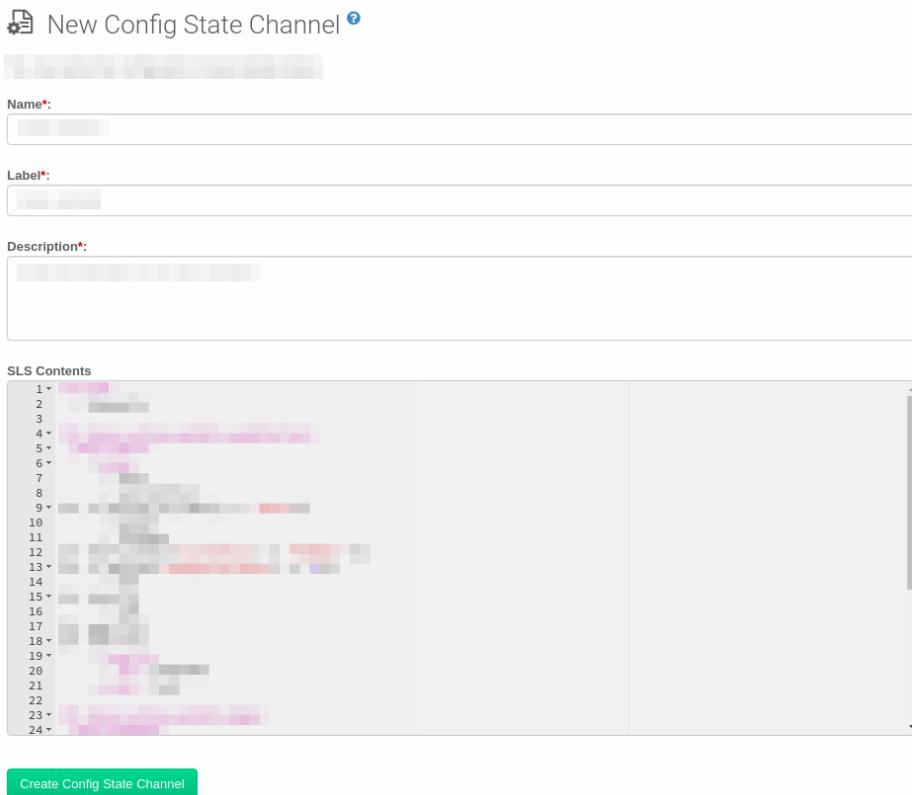
- Uyuni Server installed, that you can access using the Web UI.
- At least one Salt client registered to your server.
- Appropriate subscriptions from <http://scc.suse.com> for the products you are using.

This workflow uses a centrally managed configuration file and a Salt state. You can also use locally managed configuration files, traditional clients, and different methods, to get more flexibility in how you manage configuration in your environment. For more information about the different ways to manage configuration, see **Client-configuration > Configuration-management**.

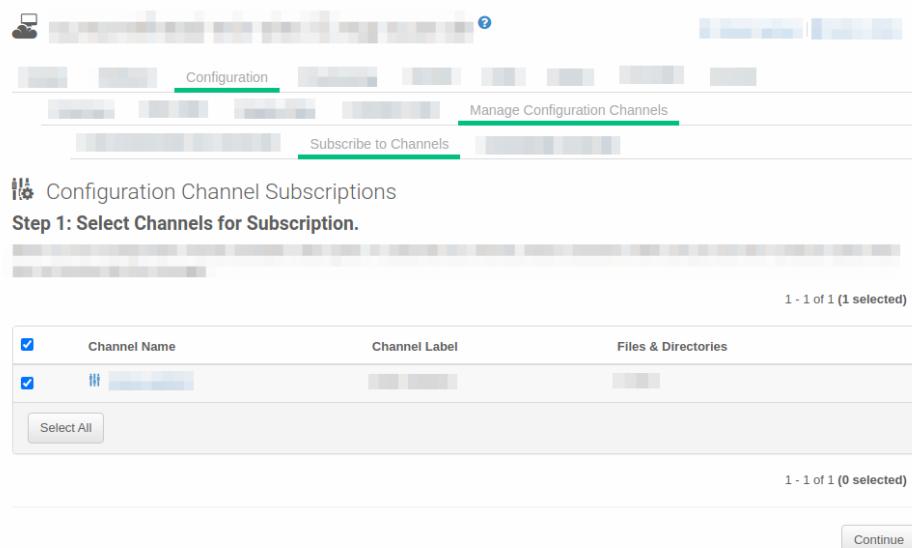
## 1.4. Step-by-step workflow instructions

*Procedure: Create a new configuration channel and file*

1. In the Uyuni Web UI, navigate to **Configuration > Channels** and click **Create State Channel**.
2. Type a name, label, and description for your configuration file, and type the contents of your configuration file. An example that you can copy is at the end of this section. Click **Create Config State Channel**.

A screenshot of a web-based configuration interface titled "New Config State Channel". It includes fields for "Name\*", "Label\*", and "Description\*". Below these is a large text area labeled "SLS Contents" containing a snippet of SLS (Salt State Language) code. At the bottom is a green "Create Config State Channel" button.

3. Procedure: Assign clients to the configuration channel
4. In the Uyuni Web UI, navigate to **Systems > Systems List** and select the client you want to assign to your configuration channel.
5. Navigate to the **Configuration** tab. In the guimenu:**Configuration Overview** section, click **Subscribe to channels**.
6. Check the configuration channel you created earlier, and click **Continue**.

A screenshot of the "Configuration Channel Subscriptions" dialog. It shows a "Manage Configuration Channels" section with a "Subscribe to Channels" button. Below is a table for selecting channels, showing one item selected. A "Select All" button is available. At the bottom right is a "Continue" button.

Channel Name	Channel Label	Files & Directories
<input checked="" type="checkbox"/> [REDACTED]	[REDACTED]	[REDACTED]

7. If you have more than one configuration channel, you can rank them in order of importance, or click **Update Channel Rankings** to finish.

*Procedure: Apply the configuration to your client*

1. In the Uyuni Web UI, navigate to **Systems > Systems List** and select the client you want to assign to your configuration channel.
2. Navigate to the **Configuration** tab. In the guimenu:**Configuration Actions** section, click **Deploy all managed config files**.

## 1.5. Example

### 1.5.1. SLS State for Keeping Clients Updated

```

include:
  - channels

int_keep_system_up2date_updatestack:
  pkg.latest:
    - pkgs:
      - salt
      - salt-minion
{%- if grains.os_family == 'Suse'%}
  - zypper
  - libzypp
{%- elif grains['os_family'] == 'RedHat' %}
{%- if grains['osmajorrelease'] >= 8 %}
  - dnf
{%- else %}
  - yum
{%- endif %}
{%- endif %}
  - require:
    - sls: channels
    - order: last

int_keep_system_up2date_pkgs:
  pkg.uptodate:
    - require:
      - sls: channels
      - pkg: int_keep_system_up2date_updatestack
      - order: last

int_reboot_if_needed:
  cmd.run:
    - name: shutdown -r +5
{%- if grains['os_family'] == 'RedHat' and grains['osmajorrelease'] >= 8 %}
  - onlyif: 'dnf -q needs-restarting -r; [ $? -eq 1 ]'
{%- elif grains['os_family'] == 'RedHat' and grains['osmajorrelease'] <= 7 %}
  - onlyif: 'needs-restarting -r; [ $? -eq 1 ]'
{%- elif grains['os_family'] == 'Debian' %}
  - onlyif:
    - test -e /var/run/reboot-required
{%- else %}
  - onlyif: 'zypper ps -s; [ $? -eq 102 ]'
{%- endif %}

```

## 1.6. Related topics

- For more information about configuration management, see **Client-configuration > Configuration-management**.

- For more information about SLS files, see: [https://docs.saltproject.io/en/latest/topics/tutorials/start\\_states.html](https://docs.saltproject.io/en/latest/topics/tutorials/start_states.html).

# Chapter 2. Content Lifecycle Management

If you are managing a lot of clients and you need to apply customized packages to them, you can use content lifecycle management (CLM) to manage your packages. CLM allows you to customize and test packages before updating production clients. It is also useful if you need to apply updates during a limited maintenance window.

## 2.1. Use case

Content lifecycle management allows you to select software channels as sources, adjust them as required for your environment, and thoroughly test them before installing onto your production clients. You can use CLM to manage your software channels from development, through testing, and rolling the changes out to your clients.

## 2.2. Outcome

When you have completed this workflow, you will have a content lifecycle project set up. You will have created a basic CLM project, and promoted it through its lifecycle.

## 2.3. Preparations

Before you start, you should already have:

- Uyuni Server installed, which you can access using the Web UI.
- Client machine with an operating system installed, which you can access across the network that your Uyuni Server is on, using SSH.
- Appropriate subscriptions from <http://scc.suse.com> for the products you are using.

## 2.4. Step-by-step workflow instructions

*Procedure: Create a new CLM project*

1. In the Uyuni Web UI, navigate to **Content Lifecycle > Projects**, and click **Create Project**. Type a name, label, and description for your project, and click **Create**.

## 2.4. Step-by-step workflow instructions

Content Lifecycle Project - [REDACTED] Delete

Project Properties [Edit Properties](#)

Name: [REDACTED]  
Label: [REDACTED]  
Description: [REDACTED]

Versions history: Version 1: (draft - not built) - Check the changes below

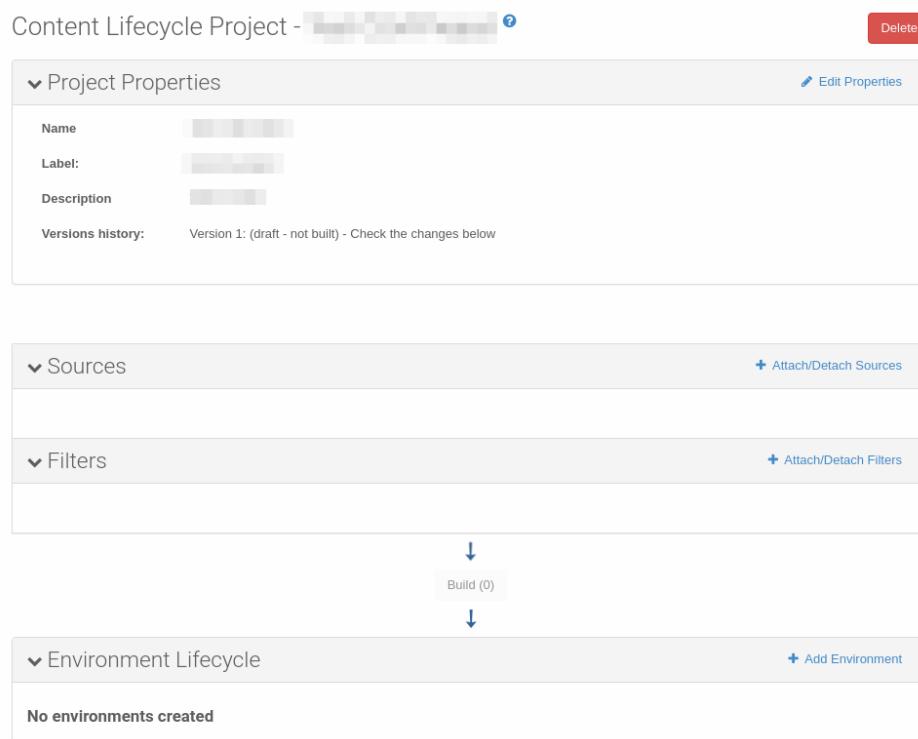
Sources [+ Attach/Detach Sources](#)

Filters [+ Attach/Detach Filters](#)

Build (0)

Environment Lifecycle [+ Add Environment](#)

No environments created



2. In the **Sources** section, click **Attach/Detach Sources**. Select the source type, and select a base channel for your project. The available child channels for the selected base channel are displayed, including information on whether the channel is mandatory or recommended. Check the child channels you require, and click **Save** to return to the project page.

Sources

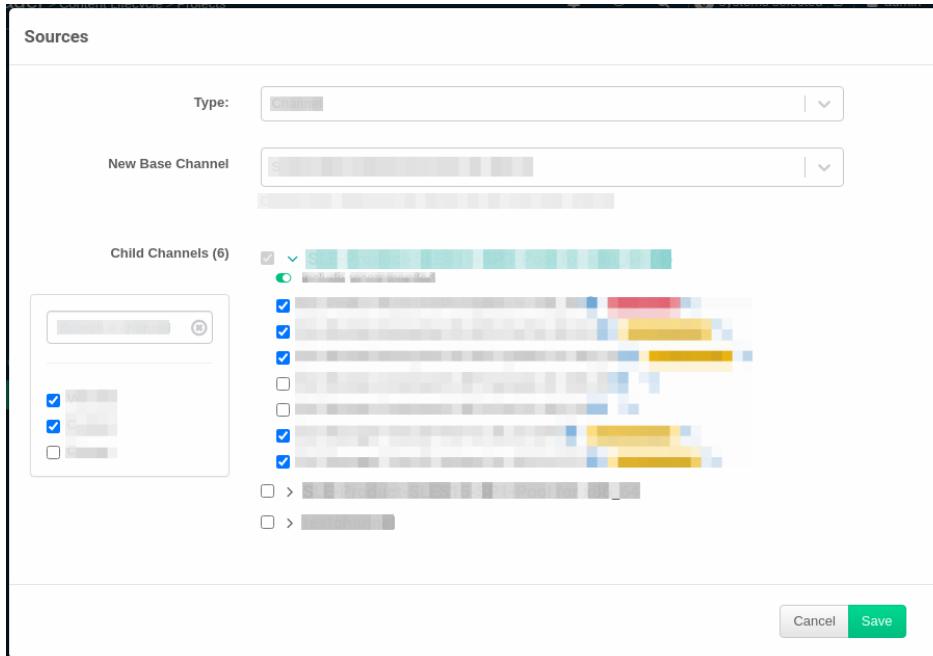
Type: [REDACTED]

New Base Channel: [REDACTED]

Child Channels (6)

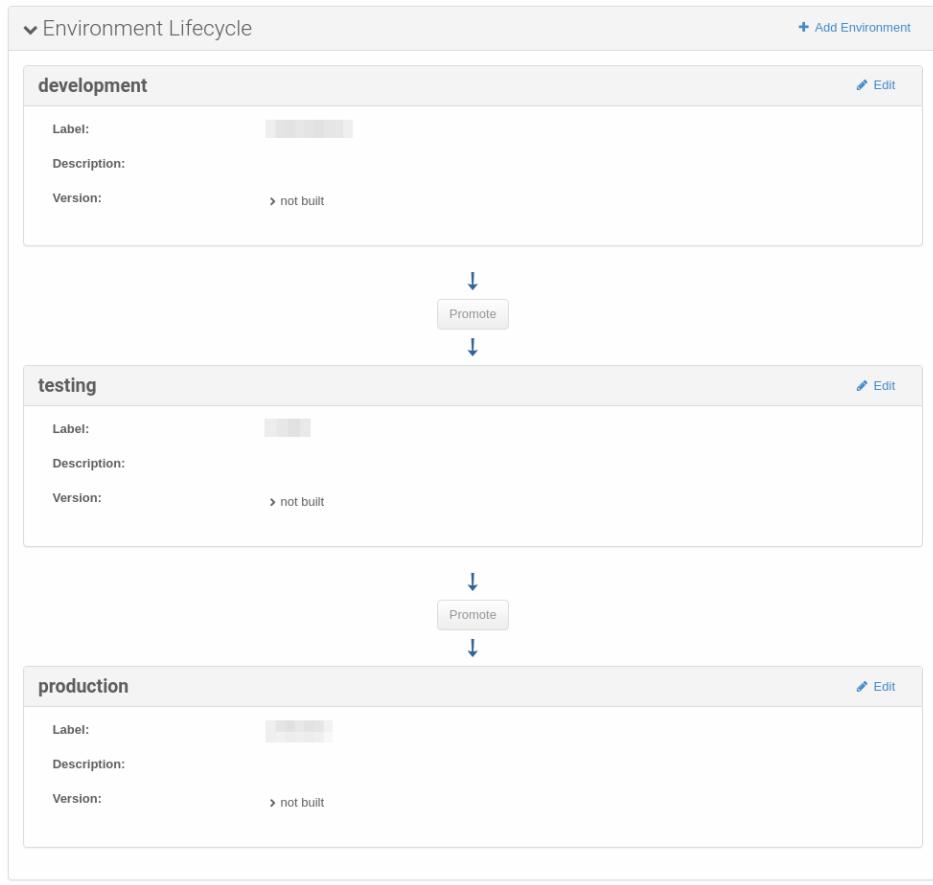
Channel Name	Status
[REDACTED]	Selected
[REDACTED]	Selected
[REDACTED]	Selected
[REDACTED]	Not Selected
[REDACTED]	Not Selected
[REDACTED]	Not Selected

Cancel **Save**

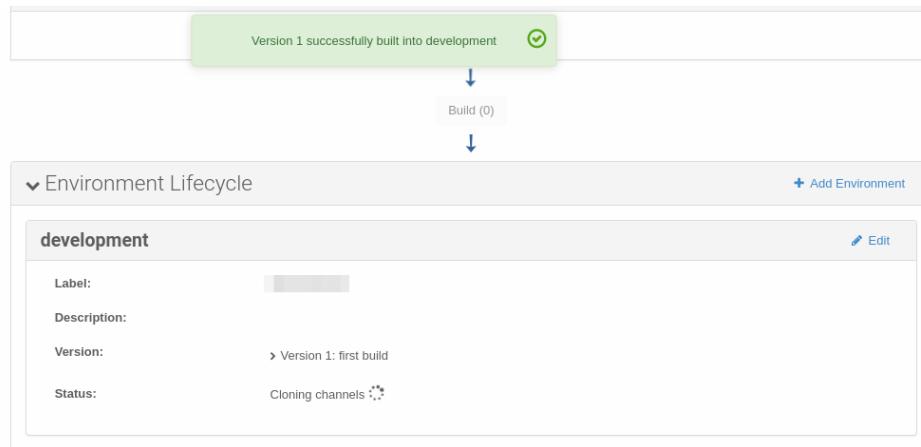


3. Leave the **Filters** section blank for now, we will not be using them in this example. You can add filters later on if you need to.
4. In the **Environment Lifecycle** section, create three environments: **production**, **testing**, and **development**. Click **Add Environment** and complete the name and label for each. For the

**production** environment, leave the **Insert before** field blank. For the **testing** environment, in the **Insert before** field, select **production**. For the **development** environment, in the **Insert before field, select testing``**.



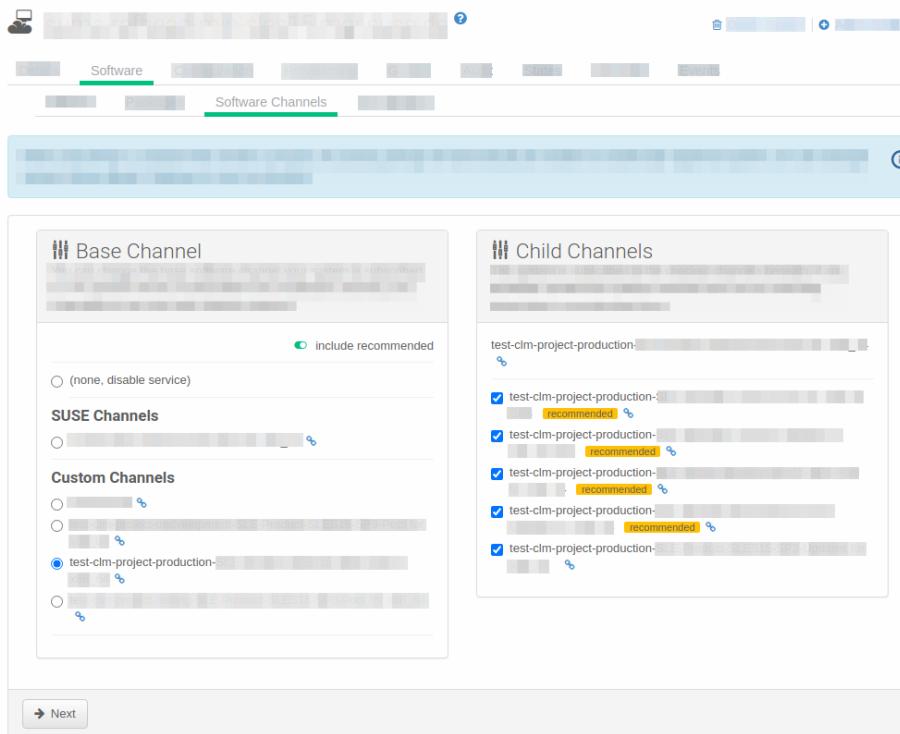
5. Click **Build** to build version 1 of your project:



#### Procedure: Assign clients

1. Navigate to **Systems > System List**, select the client to assign, and go to the **Software > Software Channels** tab.
2. In the **Base Channel** section, select the CLM project and environment you want to assign the client to. For example, if you want this client to receive updates from your CLM only when packages

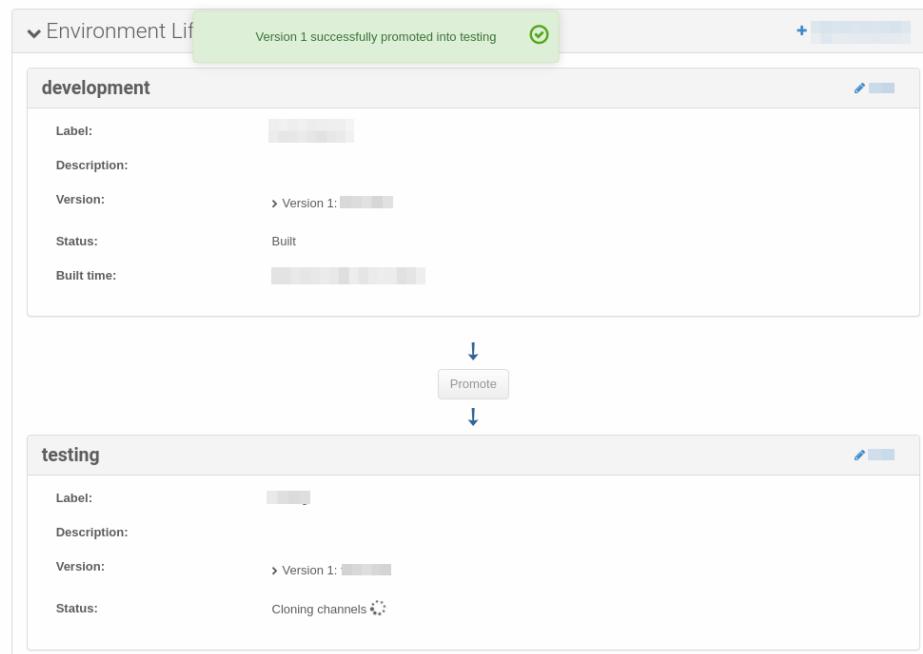
are in the **production** environment, assign the base channel **<CLM\_Project\_Name>-production-<Channel\_Name>**. Alternatively, you could use this client as a way to test if your CLM packages are working as expected before you promote them to **development**, so you assign the base channel **<CLM\_Project\_Name>-testing-<Channel\_Name>**.



- Click **Next** to assign the client.

#### *Procedure: Promote Environments*

- In the Uyuni Web UI, navigate to **Content Lifecycle > Projects**, and select the project you want to work with.
- In the **Environment Lifecycle** section, locate the environment to promote to its successor, and click **Promote**. You can monitor build progress in the **Environment Lifecycle** section.



## 2.5. Related topics

- For more information about CLM, including information about how to use filters, see [Administration > Content-lifecycle](#).
- For CLM examples, see [Administration > Content-lifecycle-examples](#).

# Chapter 3. Service Pack Upgrade via Web UI

If you want to migrate the registered SUSE Linux Enterprise client's service pack (SP) to a newer version, it can be done either on the command line or via Web UI.

This document describes and illustrates in detail the migration using the Web UI.



- SP versions used are not reflective of the actual latest versions available. They are used for illustration purposes only.

## *Procedure: Migrating service pack to a newer version using Web UI*

1. Log in to Uyuni Web UI and navigate to **Admin > Products** and search for "SUSE Linux Enterprise Server 15 SP4 x86\_64 (BETA)"
2. Select the recommended channels.

3. Click **Add Products**.

4. Navigate to **Systems > registered client > Software > SP Migration**. You will see two targets, SP3 and SP4.

5. Select **SUSE Linux Enterprise Server 15 SP4 x86\_64 (BETA)**. This will expand further as shown below.

6. Select **Target Base Channel** as **SLE-Product-SLES15-SP4-Pool for x86\_64** and keep **Allow Vendor Change** unchecked.
7. Click **Schedule Migration** and it will highlight message **It is better to do a dry run first so continuing with dry run first.**
8. Click **Dry-run** and check the status of the simulation in **Events > History**. You should see a return code **0** meaning successful.
9. Now you may click **Schedule Migration** to actually migrate the server. Following message will get highlighted on top of the screen in Uyuni Web UI.

10. When the migration is complete, check the status in **Events > History**.
11. On the client side also you can verify it by running:

```
cat /etc/os-release
```

12. The output will look similar to:

```
NAME="SLES"
VERSION="15-SP4"
VERSION_ID="15.4"
PRETTY_NAME="SUSE Linux Enterprise Server 15 SP4"
ID="sles"
ID_LIKE="suse"
ANSI_COLOR="0;32"
CPE_NAME="cpe:/o:suse:sles:15:sp4"
DOCUMENTATION_URL="https://documentation.suse.com/"
```

13. On the Uyuni Web UI side, you can verify the successfully completed migration by going to **Systems > registered client > Detail.**

The screenshot shows the 'System Status' section with a green checkmark indicating 'System is up to date'. Below it are two main sections: 'System Info' and 'System Events'. The 'System Info' section contains fields like Hostname, IP Address, IPv6 Address, Minion Id, Virtualization, UUID, Kernel, SUSE Manager System ID, Activation Key, and Installed Products. The 'Installed Products' section lists 'SUSE Linux Enterprise Server 15 SP4 x86\_64 (BETA)', 'Basesystem Module 15 SP4 x86\_64', and 'Server Applications Module 15 SP4 x86\_64'. The 'System Events' section shows the system was checked in today at 1:27 AM, registered today at 1:08 AM, and last booted 39 minutes ago. It also includes a 'System Properties' section with fields for System Type, Contact Method, Auto Patch Update, Maintenance Schedule, System Name, Description, and Location. At the bottom, there's a 'Subscribed Channels' section listing 'Base Channel' and 'Child Channels'.

System Info	
Hostname:	sles15sp4a.example.com
IP Address:	192.168.254.140
IPv6 Address:	fe80::20c:29ff:fe3fcfd6
Minion Id:	sles15sp4a.example.com
Virtualization:	VMware
UUID:	83264d5697e789543dcce24f28c3fc6
Kernel:	5.3.18-24.95-default
SUSE Manager System ID:	10000010016
Activation Key:	1-sles15sp2
Installed Products:	SUSE Linux Enterprise Server 15 SP4 x86_64 (BETA) Basesystem Module 15 SP4 x86_64 Server Applications Module 15 SP4 x86_64 SUSE Manager Client Tools for SLE 15 x86_64

System Events	
Checked In:	Today at 1:27 AM
Registered:	Today at 1:08 AM
Last Booted:	39 minutes ago (Schedule System Reboot)

System Properties (Edit These Properties)	
System Type:	[Salt]
Contact Method:	Default
Auto Patch Update:	No
Maintenance Schedule:	(none)
System Name:	sles15sp4a.example.com
Description:	
Location:	(none)

Subscribed Channels (Alter Channel Subscriptions)	
<b>Base Channel</b>	<ul style="list-style-type: none"><li>SLE-Product-SLES15-SP4-Pool for x86_64</li></ul>
<b>Child Channels</b>	<ul style="list-style-type: none"><li>SLE-Module-Basesystem15-SP4-Pool for x86_64 SP4</li><li>SLE-Manager-Tools15-Updates for x86_64 SP4</li><li>SLE-Module-Basesystem15-SP4-Pool for x64_64</li><li>SLE-Module-Basesystem15-SP4-Updates for x64_64</li><li>SLE-Module-Server-Applications15-SP4-Pool for x86_64</li></ul>

## Chapter 4. Onboarding

Uyuni is all about managing client systems. So one of the first things you need to do is onboard some clients. This workflow shows you how to set up your Uyuni Server to manage a new client, set up the software channels you need, and bootstrap the client using an activation key.

### 4.1. Use case

This workflow shows you how to onboard a client to your Uyuni Server.

The client must be running a supported Linux operating system. For a list of supported client systems, see **Installation-and-upgrade > Client-requirements**.

This is one of the first tasks you need to do when you set up Uyuni for the first time, and you will probably have to do it many more times as you use the product.

### 4.2. Outcome

When you have completed this workflow, your client is onboarded, and it can be seen in the systems list of the Uyuni Web UI. You can then use Uyuni to manage the client.

### 4.3. Preparation

Before you start, you should already have:

- Uyuni Server installed, that you can access using the Web UI.
- Client machine with an operating system installed, which you can access across the network that your Uyuni Server is on, using SSH.
- Appropriate subscriptions from <http://scc.suse.com> for the products you are using.

This workflow uses a SUSE Linux Enterprise Server 15 SP2 operating system. You can use other Linux operating systems, but some of the steps might be different. For more information on onboarding other clients, see **Client-configuration > Registration-methods**.

### 4.4. Step-by-step workflow instructions

*Procedure: Configure a fully qualified domain name (FQDN) on your client*

1. On the client, at the command prompt, show the current hostname:

```
hostname -f
```

This command will probably return an error, or show something like **localhost**.

2. Set a new hostname. Your new hostname should have a subdomain name and thus include at least two periods. In this example, we are using **client1.suma.example**

```
hostnamectl set-hostname client1.suma.example
```

3. Check that your change was successful:

```
hostnamectl
```

4. Open YaST and navigate to **Network Services > Hostnames**. Edit the hostname to match the one you just set, and click **OK**.
5. In YaST, navigate to **System > Network Settings** and go to the **Hostname/DNS** tab. In the **Static hostname** field, type your new hostmame.
6. Check that the change was successful:

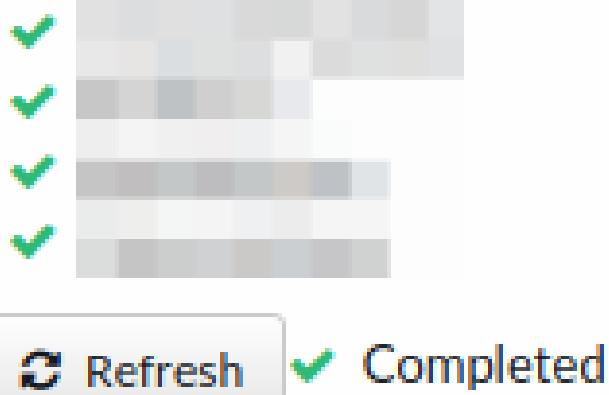
```
hostname -f
```

This command should return your new FQDN.

*Procedure: Prepare software channels on the Uyuni Server*

1. In the Uyuni Web UI, navigate to **Admin > Setup Wizard**.
2. In the **Organization Credentials** tab, ensure you have entered your SUSE Customer Center credentials, and are correctly authenticated.
3. In the **Products** tab, ensure that the product catalog is fully updated:

## Refresh the product catalog from SUSE Customer Center



4. Use the product search bar to find the channels you need for your client operating system. Check the channels you want to install, and click [Add products](#):

The screenshot shows a product management interface. At the top, there are buttons for 'Clear' and '+ Add products'. Below that is a search bar and a 'Filter by architecture' dropdown. To the right is a '25 items per page' dropdown. The main area displays a table with several rows. The first row has columns for 'Product Description' (blurred), 'Arch' (blurred), and 'Channels' (yellow bar). Subsequent rows show more blurred data with a similar structure. A checkbox labeled 'include recommended' is checked at the top of the list.

5. Wait for the product channels to fully synchronize. Depending on the products you have chosen, this could take a long time.

*Procedure: Create an activation key*

1. In the Uyuni Web UI, navigate to **Systems > Activation Keys**, and click **Create Key**.
2. Give your activation key a name, and select the base channel that matches the client you want to onboard. This should be the product you just enabled:

The screenshot shows the 'Create Activation Key' form. It has a header with a magnifying glass icon and a question mark. Below it is a section titled 'Activation Key Details'. There are four main input fields: 'Description' (with a placeholder blurred), 'Key' (containing '1-' and a blurred input field), 'Usage' (a blurred input field), and 'Base Channel' (a blurred dropdown menu). The entire form is set against a light gray background.

3. Check the child channels to include, and any add-on system types you want clients registered with this key to have. Click **Create Activation Key**.

*Procedure: Bootstrap the client*

1. In the Uyuni Web UI, navigate to **Systems > Bootstrapping**.
2. Type the hostname and provide authentication credentials for the client you want to onboard, and select the activation key. Click **Bootstrap**:

Bootstrap Minions

Host: client1.suma.example

SSH Port: 22

User: root

Authentication Method:  Password

Password:

Activation Key: 1-sled15-sp2

Proxy: None

Disable SSH strict host key checking during bootstrap process

Manage system completely via SSH (will not install an agent)

**Bootstrap** **Clear fields**

3. Navigate to **Systems > System List** to manage your new client.

## 4.5. Related topics

- For more information about supported clients and client features, see **Client-configuration > Supported-features**.
- For more information about different onboarding methods, and instructions for clients running various operating systems, see **Client-configuration > Registration-methods**.
- For more information about general client concepts, see **Client-configuration > Channels**.

# Chapter 5. GNU Free Documentation License

Copyright © 2000, 2001, 2002 Free Software Foundation, Inc. 51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA. Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

## 0. PREAMBLE

The purpose of this License is to make a manual, textbook, or other functional and useful document "free" in the sense of freedom: to assure everyone the effective freedom to copy and redistribute it, with or without modifying it, either commercially or noncommercially. Secondarily, this License preserves for the author and publisher a way to get credit for their work, while not being considered responsible for modifications made by others.

This License is a kind of "copyleft", which means that derivative works of the document must themselves be free in the same sense. It complements the GNU General Public License, which is a copyleft license designed for free software.

We have designed this License in order to use it for manuals for free software, because free software needs free documentation: a free program should come with manuals providing the same freedoms that the software does. But this License is not limited to software manuals; it can be used for any textual work, regardless of subject matter or whether it is published as a printed book. We recommend this License principally for works whose purpose is instruction or reference.

## 1. APPLICABILITY AND DEFINITIONS

This License applies to any manual or other work, in any medium, that contains a notice placed by the copyright holder saying it can be distributed under the terms of this License. Such a notice grants a worldwide, royalty-free license, unlimited in duration, to use that work under the conditions stated herein. The "Document", below, refers to any such manual or work. Any member of the public is a licensee, and is addressed as "you". You accept the license if you copy, modify or distribute the work in a way requiring permission under copyright law.

A "Modified Version" of the Document means any work containing the Document or a portion of it, either copied verbatim, or with modifications and/or translated into another language.

A "Secondary Section" is a named appendix or a front-matter section of the Document that deals exclusively with the relationship of the publishers or authors of the Document to the Document's overall subject (or to related matters) and contains nothing that could fall directly within that overall subject. (Thus, if the Document is in part a textbook of mathematics, a Secondary Section may not explain any mathematics.) The relationship could be a matter of historical connection with the subject or with related matters, or of legal, commercial, philosophical, ethical or political position regarding them.

The "Invariant Sections" are certain Secondary Sections whose titles are designated, as being those of Invariant Sections, in the notice that says that the Document is released under this License. If a section does not fit the above definition of Secondary then it is not allowed to be designated as Invariant. The Document may contain zero Invariant Sections. If the Document does not identify any Invariant Sections

---

then there are none.

The "Cover Texts" are certain short passages of text that are listed, as Front-Cover Texts or Back-Cover Texts, in the notice that says that the Document is released under this License. A Front-Cover Text may be at most 5 words, and a Back-Cover Text may be at most 25 words.

A "Transparent" copy of the Document means a machine-readable copy, represented in a format whose specification is available to the general public, that is suitable for revising the document straightforwardly with generic text editors or (for images composed of pixels) generic paint programs or (for drawings) some widely available drawing editor, and that is suitable for input to text formatters or for automatic translation to a variety of formats suitable for input to text formatters. A copy made in an otherwise Transparent file format whose markup, or absence of markup, has been arranged to thwart or discourage subsequent modification by readers is not Transparent. An image format is not Transparent if used for any substantial amount of text. A copy that is not "Transparent" is called "Opaque".

Examples of suitable formats for Transparent copies include plain ASCII without markup, Texinfo input format, LaTeX input format, SGML or XML using a publicly available DTD, and standard-conforming simple HTML, PostScript or PDF designed for human modification. Examples of transparent image formats include PNG, XCF and JPG. Opaque formats include proprietary formats that can be read and edited only by proprietary word processors, SGML or XML for which the DTD and/or processing tools are not generally available, and the machine-generated HTML, PostScript or PDF produced by some word processors for output purposes only.

The "Title Page" means, for a printed book, the title page itself, plus such following pages as are needed to hold, legibly, the material this License requires to appear in the title page. For works in formats which do not have any title page as such, "Title Page" means the text near the most prominent appearance of the work's title, preceding the beginning of the body of the text.

A section "Entitled XYZ" means a named subunit of the Document whose title either is precisely XYZ or contains XYZ in parentheses following text that translates XYZ in another language. (Here XYZ stands for a specific section name mentioned below, such as "Acknowledgements", "Dedications", "Endorsements", or "History".) To "Preserve the Title" of such a section when you modify the Document means that it remains a section "Entitled XYZ" according to this definition.

The Document may include Warranty Disclaimers next to the notice which states that this License applies to the Document. These Warranty Disclaimers are considered to be included by reference in this License, but only as regards disclaiming warranties: any other implication that these Warranty Disclaimers may have is void and has no effect on the meaning of this License.

## 2. VERBATIM COPYING

You may copy and distribute the Document in any medium, either commercially or noncommercially, provided that this License, the copyright notices, and the license notice saying this License applies to the Document are reproduced in all copies, and that you add no other conditions whatsoever to those of this License. You may not use technical measures to obstruct or control the reading or further copying of the copies you make or distribute. However, you may accept compensation in exchange for copies. If you distribute a large enough number of copies you must also follow the conditions in section 3.

---

You may also lend copies, under the same conditions stated above, and you may publicly display copies.

### 3. COPYING IN QUANTITY

If you publish printed copies (or copies in media that commonly have printed covers) of the Document, numbering more than 100, and the Document's license notice requires Cover Texts, you must enclose the copies in covers that carry, clearly and legibly, all these Cover Texts: Front-Cover Texts on the front cover, and Back-Cover Texts on the back cover. Both covers must also clearly and legibly identify you as the publisher of these copies. The front cover must present the full title with all words of the title equally prominent and visible. You may add other material on the covers in addition. Copying with changes limited to the covers, as long as they preserve the title of the Document and satisfy these conditions, can be treated as verbatim copying in other respects.

If the required texts for either cover are too voluminous to fit legibly, you should put the first ones listed (as many as fit reasonably) on the actual cover, and continue the rest onto adjacent pages.

If you publish or distribute Opaque copies of the Document numbering more than 100, you must either include a machine-readable Transparent copy along with each Opaque copy, or state in or with each Opaque copy a computer-network location from which the general network-using public has access to download using public-standard network protocols a complete Transparent copy of the Document, free of added material. If you use the latter option, you must take reasonably prudent steps, when you begin distribution of Opaque copies in quantity, to ensure that this Transparent copy will remain thus accessible at the stated location until at least one year after the last time you distribute an Opaque copy (directly or through your agents or retailers) of that edition to the public.

It is requested, but not required, that you contact the authors of the Document well before redistributing any large number of copies, to give them a chance to provide you with an updated version of the Document.

### 4. MODIFICATIONS

You may copy and distribute a Modified Version of the Document under the conditions of sections 2 and 3 above, provided that you release the Modified Version under precisely this License, with the Modified Version filling the role of the Document, thus licensing distribution and modification of the Modified Version to whoever possesses a copy of it. In addition, you must do these things in the Modified Version:

- A. Use in the Title Page (and on the covers, if any) a title distinct from that of the Document, and from those of previous versions (which should, if there were any, be listed in the History section of the Document). You may use the same title as a previous version if the original publisher of that version gives permission.
- B. List on the Title Page, as authors, one or more persons or entities responsible for authorship of the modifications in the Modified Version, together with at least five of the principal authors of the Document (all of its principal authors, if it has fewer than five), unless they release you from this requirement.
- C. State on the Title page the name of the publisher of the Modified Version, as the publisher.

- 
- D. Preserve all the copyright notices of the Document.
  - E. Add an appropriate copyright notice for your modifications adjacent to the other copyright notices.
  - F. Include, immediately after the copyright notices, a license notice giving the public permission to use the Modified Version under the terms of this License, in the form shown in the Addendum below.
  - G. Preserve in that license notice the full lists of Invariant Sections and required Cover Texts given in the Document's license notice.
  - H. Include an unaltered copy of this License.
  - I. Preserve the section Entitled "History", Preserve its Title, and add to it an item stating at least the title, year, new authors, and publisher of the Modified Version as given on the Title Page. If there is no section Entitled "History" in the Document, create one stating the title, year, authors, and publisher of the Document as given on its Title Page, then add an item describing the Modified Version as stated in the previous sentence.
  - J. Preserve the network location, if any, given in the Document for public access to a Transparent copy of the Document, and likewise the network locations given in the Document for previous versions it was based on. These may be placed in the "History" section. You may omit a network location for a work that was published at least four years before the Document itself, or if the original publisher of the version it refers to gives permission.
  - K. For any section Entitled "Acknowledgements" or "Dedications", Preserve the Title of the section, and preserve in the section all the substance and tone of each of the contributor acknowledgements and/or dedications given therein.
  - L. Preserve all the Invariant Sections of the Document, unaltered in their text and in their titles. Section numbers or the equivalent are not considered part of the section titles.
  - M. Delete any section Entitled "Endorsements". Such a section may not be included in the Modified Version.
  - N. Do not retitle any existing section to be Entitled "Endorsements" or to conflict in title with any Invariant Section.
  - O. Preserve any Warranty Disclaimers.

If the Modified Version includes new front-matter sections or appendices that qualify as Secondary Sections and contain no material copied from the Document, you may at your option designate some or all of these sections as invariant. To do this, add their titles to the list of Invariant Sections in the Modified Version's license notice. These titles must be distinct from any other section titles.

You may add a section Entitled "Endorsements", provided it contains nothing but endorsements of your Modified Version by various parties—for example, statements of peer review or that the text has been approved by an organization as the authoritative definition of a standard.

You may add a passage of up to five words as a Front-Cover Text, and a passage of up to 25 words as a Back-Cover Text, to the end of the list of Cover Texts in the Modified Version. Only one passage of Front-Cover Text and one of Back-Cover Text may be added by (or through arrangements made by) any one entity. If the Document already includes a cover text for the same cover, previously added by you or by arrangement made by the same entity you are acting on behalf of, you may not add another; but you may replace the old one, on explicit permission from the previous publisher that added the old one.

---

The author(s) and publisher(s) of the Document do not by this License give permission to use their names for publicity for or to assert or imply endorsement of any Modified Version.

## 5. COMBINING DOCUMENTS

You may combine the Document with other documents released under this License, under the terms defined in section 4 above for modified versions, provided that you include in the combination all of the Invariant Sections of all of the original documents, unmodified, and list them all as Invariant Sections of your combined work in its license notice, and that you preserve all their Warranty Disclaimers.

The combined work need only contain one copy of this License, and multiple identical Invariant Sections may be replaced with a single copy. If there are multiple Invariant Sections with the same name but different contents, make the title of each such section unique by adding at the end of it, in parentheses, the name of the original author or publisher of that section if known, or else a unique number. Make the same adjustment to the section titles in the list of Invariant Sections in the license notice of the combined work.

In the combination, you must combine any sections Entitled "History" in the various original documents, forming one section Entitled "History"; likewise combine any sections Entitled "Acknowledgements", and any sections Entitled "Dedications". You must delete all sections Entitled "Endorsements".

## 6. COLLECTIONS OF DOCUMENTS

You may make a collection consisting of the Document and other documents released under this License, and replace the individual copies of this License in the various documents with a single copy that is included in the collection, provided that you follow the rules of this License for verbatim copying of each of the documents in all other respects.

You may extract a single document from such a collection, and distribute it individually under this License, provided you insert a copy of this License into the extracted document, and follow this License in all other respects regarding verbatim copying of that document.

## 7. AGGREGATION WITH INDEPENDENT WORKS

A compilation of the Document or its derivatives with other separate and independent documents or works, in or on a volume of a storage or distribution medium, is called an "aggregate" if the copyright resulting from the compilation is not used to limit the legal rights of the compilation's users beyond what the individual works permit. When the Document is included in an aggregate, this License does not apply to the other works in the aggregate which are not themselves derivative works of the Document.

If the Cover Text requirement of section 3 is applicable to these copies of the Document, then if the Document is less than one half of the entire aggregate, the Document's Cover Texts may be placed on covers that bracket the Document within the aggregate, or the electronic equivalent of covers if the Document is in electronic form. Otherwise they must appear on printed covers that bracket the whole aggregate.

## 8. TRANSLATION

Translation is considered a kind of modification, so you may distribute translations of the Document under the terms of section 4. Replacing Invariant Sections with translations requires special permission from their copyright holders, but you may include translations of some or all Invariant Sections in addition to the original versions of these Invariant Sections. You may include a translation of this License, and all the license notices in the Document, and any Warranty Disclaimers, provided that you also include the original English version of this License and the original versions of those notices and disclaimers. In case of a disagreement between the translation and the original version of this License or a notice or disclaimer, the original version will prevail.

If a section in the Document is Entitled "Acknowledgements", "Dedications", or "History", the requirement (section 4) to Preserve its Title (section 1) will typically require changing the actual title.

## 9. TERMINATION

You may not copy, modify, sublicense, or distribute the Document except as expressly provided for under this License. Any other attempt to copy, modify, sublicense or distribute the Document is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

## 10. FUTURE REVISIONS OF THIS LICENSE

The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. See <http://www.gnu.org/copyleft/>.

Each version of the License is given a distinguishing version number. If the Document specifies that a particular numbered version of this License "or any later version" applies to it, you have the option of following the terms and conditions either of that specified version or of any later version that has been published (not as a draft) by the Free Software Foundation. If the Document does not specify a version number of this License, you may choose any version ever published (not as a draft) by the Free Software Foundation.

## ADDENDUM: How to use this License for your documents

Copyright (c) YEAR YOUR NAME.

Permission is granted to copy, distribute and/or modify this document  
under the terms of the GNU Free Documentation License, Version 1.2  
or any later version published by the Free Software Foundation;  
with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts.  
A copy of the license is included in the section entitled{ldquo}GNU  
Free Documentation License{rdquo}.

If you have Invariant Sections, Front-Cover Texts and Back-Cover Texts, replace the " with...Texts." line with this:

with the Invariant Sections being LIST THEIR TITLES, with the

Front-Cover Texts being LIST, and with the Back-Cover Texts being LIST.

If you have Invariant Sections without Cover Texts, or some other combination of the three, merge those two alternatives to suit the situation.

If your document contains nontrivial examples of program code, we recommend releasing these examples in parallel under your choice of free software license, such as the GNU General Public License, to permit their use in free software.