Template change

using Service-types/tasks

Changing a template from a node in a service-task or service -type should be treated as a port blue-print update where: Ignore all Ma and Lo port types, including subnet assignments. These are kept All physical ports not in the new blueprint can be deleted, unless subnets or topo exists Those must be removed manually

exists	ASSIGN	NODE	node	TEMPLATE	value	change the node's default Template and ports. Keep obsolete ports with topo or subnets.
Keeps Ma and Lo ports if exists						
new?	ASSIGN	NODE	node	TEMPLATE_FORCE	value	change the node's default Template and ports. Remove obsolete ports regardless
Ma and Lo are kept only if subnet adrr is assigned						

Stack changes ## To change stack configs, the port numbers change from slot `<none>` to something, usually `1/` But also back again. All port properties including topo are maintained, so we keep the interface-id and just change the slot-id and port-name Basically, it is a slot move. So find the ports first

exists	LOCATE	PORTS	node	FAST_ETHERNET	value	portlist	value format= `slot[/module]/port[-port]`. Use '*' for any slot, module or port
exists				GIGABIT_ETHERNET			
exists				TENGIGABIT_ETHERNET			
or							
new	LOCATE	PORTS	node	SLOT_ID	value	portlist	value format = slot[/module], Use '/' to indicate slot/module is blank
problem: portlist includes ports of any kind, allowing incompatible assignments							
better?	LOCATE	SLOT	node	SLOT_ID	value	slot	This can be resolved by creating the alias type 'slot'
then move							
new	ASSIGN	PORTS	portlist	SLOT_ID	value	value format = slot[/module], Use '/' to indicate slot/module is blank	
better?	ASSIGN	SLOT	slot	SLOT_ID	value	in case the alias-type 'slot' is introduced	
or							
new	ASSIGN	PORTS	portlist	PORT_NAME	value	value format = slot[/module]/port[-port]	
Existing ports are deleted. Any topo on or subnets on deleted ports will be removed Trunk/ port move. To move a port, say with topo, to a new position based on a port-template location, use this sequence: locate the port to move							
exits	LOCATE	PORT	node	PORT_NAME	value	port	locate a port by its internal name
then locate the port destination							

exists	LOCATE	PORT	node	PORT_TEMPLATE	value	port	locate a port by its port-template
and finally move							
new	ASSIGN	PORT	port	PORT_NAME_OF		port	change the port location to that of the second port

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From:
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Last update: **2024/07/03 12:31**