Hardware

Hardware models define the data for a node's hardware. If it's a router or a switch, the type of file transfers it supports, and the name and location of its bootfile. Hardware can be linked through a template, which will link it to all nodes that use it.

The hardware models can be used to make distinctions. You could have one hardware model for a vendor type. Or you could define multiple models per vendor, each with specific entries to be able to differentiate template syntax on those values.



A lot of models are already available for you, these can be modified to your needs. If a certain model doesn't exist yet, you may add it yourself.

For each model you define at least, the:

- Vendor type
- Model name
- Hardware model
- Hardware type
- File transfer method

Each vendor type has a default file transfer method, this can be found along with the supported hardware.

Other entries can be used as logic/conditions in your templates.

Do note that once you define a hardware model, you cannot rename it or change its vendor type. This is because of all the templates that are already linked to this name. You also cannot delete a hardware model that has been linked to at least one template.

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