

Exercise 02 — Preparing the Nodes

Ansible for Proxmox VE · Module 02

credativ GmbH

~15 min · in ~/ansible-proxmox · after exercise 01

Objective: bring three freshly installed nodes to the state a cluster needs, and prove that running it a second time changes nothing.

i Where to look

Everything here was on the slides; the handout for this module is the reference. [Handlers](#) · [apt](#) · [deb822_repository](#) · [file](#) · [Proxmox package repositories](#)

1 — Fill in the playbook

playbooks/10-node-prep.yml is a skeleton: the task names, the order and the handler are already there, and every body is an `ansible.builtin.debug` with a `TODO`. Replace the four that say `TODO`:

Task	Module
Update apt cache (the handler)	<code>apt, update_cache: true</code>
Disable the enterprise repositories	<code>file, state: absent, over a loop</code>
Enable the no-subscription repository	<code>deb822_repository</code>
Install the admin tools	<code>apt</code>

Uncomment the two `notify:` lines while you are there, and look the modules up rather than guessing:

```
ansible-doc ansible.builtin.deb822_repository # uris, suites, components,
signed_by
ansible-doc -s ansible.builtin.apt           # every option as a snippet
```

`suites` should be the release the node reports, not the string `trixie`. The fact is `ansible_distribution_release`.

Done when: task 2 gets past all four without an error.

2 — See what it would do

```
ansible-playbook playbooks/10-node-prep.yml --check --diff
```

Done when: tasks report changed, nothing fails, and the diff shows you the repository file before it is written anywhere.

3 — Run it, then run it again

```
ansible-playbook playbooks/10-node-prep.yml
ansible-playbook playbooks/10-node-prep.yml
```

Done when:

```
# first run
pve01 : ok=8  changed=4  unreachable=0  failed=0
# second run
pve01 : ok=7  changed=0  unreachable=0  failed=0
```

changed=0 is the point of the exercise. One task fewer on the second run is worth a second of thought: which one, and why?

4 — Two tasks that do not change anything

The playbook ends with a resolution check and a time check. Neither configures anything. Read those two tasks and answer for yourself why `changed_when: false` is on one of them, and what `--check` would do without `check_mode: false` on the other.

Done when: you can say what would break if both lines were removed.

If you finish early

- Add `htop` to `pve_packages` in `inventory/group_vars/pve.yml` and re-run. How many tasks report changed?
- `ansible pve01 -m ansible.builtin.command -a 'pvecm status'` still fails. That is module 03.
- Break it on purpose: `ansible pve03 -m ansible.builtin.command -a 'hostname bogus'`, then re-run with `--limit pve03`. Which task notices, and which does not? Set the hostname back afterwards.

Solutions

Solutions are discussed live with the trainer.