

LinuxNode

Linux system node type

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1. Overview

LinuxNode: *Linux system node type*

2. Design

Super Type Node

Role	Concrete. (Objects can be created.)
Instance Names	Unique
Notification	false
Template Directory	
Data View	Children, proximity: 1
Logger Name	LinuxNode

3. Constraints

3.1. Allowed Child Dependencies

- BuilderBuildstamp1
- DefaultAllowMultiplePackageMatches1
- DefaultDeploymentType1
- DefaultFailIfPackageNotReplaced1
- DefaultPackageName1
- DefaultPackageProximity1
- DefaultPackageType1
- Deployment
- DeploymentFilterBeginToken1
- DeploymentFilterEndToken1
- DeploymentFilterFile1
- DispatchBaseType1
- DispatchChangeDependencies1
- DispatchExecutionStrategy1
- DispatchOptions1
- DispatchResourceName1
- DispatchResourceType1
- DispatchSortOrder1

- DispatchThreadCount1
- NodeSetting
- rpm

1: These types have a *Singleton* constraint. Only one instance may be added as a resource.

3.2. Allowed Property Values

Property	Allowed Values	Default	Enforced
os-family	<ul style="list-style-type: none"> • unix 		false
os-name	<ul style="list-style-type: none"> • Linux 		false

4. Attributes

4.1. Defaults for Imported Attributes

Name	Default
defaultDeploymentType	Deployment
dispatchBaseType	(?:deployment service mediator)
dispatchChangeDependencies	false
dispatchExecutionStrategy	localdispatch
dispatchOptions	
dispatchResourceName	.*
dispatchResourceType	[^\.]*
dispatchSortOrder	ascending
threadCount	1

5. Commands

View the available commands in the [User Reference](#).