Foreman - Feature #4222

API support for looking up compute resource networks, clusters, volumes etc

01/30/2014 09:48 AM - James Netherton

Status:	Closed				
Priority:	Normal				
Assignee:	James Netherton				
Category:	API				
Target version:	1.5.0				
Difficulty:		Fixed in Releases	:		
Triaged:		Found in Release	Found in Releases:		
Bugzilla link:		Red Hat JIRA:	Red Hat JIRA:		
Pull request:					
Description					
It'd be useful to be a	ole to retrieve compute resource network	s, clusters, volumes inform	mation from the A	API.	
As per my comments	s here:				
https://groups.google	e.com/forum/#!topic/foreman-dev/VRx1Q0)svqcY			
I'm working to add re	levant hooks for this to work with Ovirt.				
Related issues:					
Related to Foreman - Feature #4581: Implement available_networks API for VMware		Closed	03/06/2014		
Related to Foreman - Bug #4592: Ovirt template ids needed to create a host vi		New	03/07/2014		
Related to Hammer CLI - Feature #4593: Expose compute resource networks, clus		Duplicate			

Associated revisions

Revision ea49a05e - 02/19/2014 03:28 PM - James Netherton

fixes #4222 Add capability to compute resource API to retrieve cluster, network, storage info on oVirt

History

#1 - 02/19/2014 03:27 PM - Dominic Cleal

- Category set to API
- Status changed from New to Ready For Testing
- Assignee set to James Netherton
- Target version set to 1.9.1
- translation missing: en.field_release set to 4

https://github.com/theforeman/foreman/pull/1212

#2 - 02/19/2014 03:31 PM - James Netherton

- Status changed from Ready For Testing to Closed
- % Done changed from 0 to 100

Applied in changeset ea49a05eef214deb87a11819535b368c78614bc9.

#3 - 03/06/2014 08:27 PM - Dominic Cleal

- Related to Feature #4581: Implement available_networks API for VMware added

#4 - 03/07/2014 04:57 PM - Dominic Cleal

- Related to Bug #4592: Ovirt template ids needed to create a host via hammer added

#5 - 03/07/2014 05:12 PM - Dominic Cleal

- Related to Feature #4593: Expose compute resource networks, clusters, volumes etc in hammer added