# Foreman - Refactor #92

## "unattended" setting value counter intuitive

11/26/2009 03:10 PM - Martin Englund

Status:	Resolved	
Priority:	Normal	
Assignee:	Paul Kelly	
Category:	Unattended installations	
Target version:		
Difficulty:		Fixed in Releases:
Triaged:		Found in Releases:
Bugzilla link:		Red Hat JIRA:
Pull request:		
Description		
You have to set		
:unattended: true		
if you want to disable the unattended installs, which makes the following code look awkward:		
# do not show these fields if unattended mode is disabled		
unless \$settings[:unattended]		
· · ·		
end		

### History

### #1 - 12/04/2009 02:16 PM - Ohad Levy

I agree, any recommendations ? how does build sounds?

#### #2 - 03/09/2010 06:21 AM - Ohad Levy

- Assignee changed from Ohad Levy to Paul Kelly

### #3 - 03/12/2010 11:54 AM - Paul Kelly

- Status changed from New to Resolved

The whole SETTINGS thing was a bit clunky so I have introduced a facility to read the settings yaml file and then dynamically create a module with class methods matching the names. This means that:-:tftppath: /tftp maps to Foreman.tftp and I have added a query function for booleans so that :failed\_email\_report\_notification: maps to both Foreman.failed\_email\_report\_notification Foreman.failed email report notification? NOTE that you should not try and assign to the query interface, (Foreman.setting?=value,) but should Foreman.setting=value I also added support for cascading settings so that :manage: - nodes : true # This will always be true if you want anything to work - build : false # indicates whether we should also manage the build lifecycle? maps to Foreman.manage\_nodes? Foreman.manage\_build?

This implementation requires that if you wish to use a setting you are required to declare it in the settings.yaml file. This is a good idea anyway as this is also documentation. If you want to use a default value in the code, unless you override this in the settings file, then set the value to false in settings.yam. The code then go

var = Foreman.setting || "hardcoded\_default"

I have also updated the settings file to show the defaults from the program. (Where I can, and there is one.)

The code can be found at refactor/92 @ my github along with a replacement of all SETTINGS entries throughout the codebase.