Composing a customized RHEL system image

Creating customized system images with Image Builder on Red Hat Enterprise Linux 8
Creating customized system images with Image Builder on Red Hat Enterprise Linux 8
Legal Notice

Abstract

Image Builder is a tool for creating deployment-ready customized system images: installation disks, virtual machines, cloud vendor-specific images, and others. Image Builder enables you to create these images faster compared to manual procedures, because it abstracts away the specifics of each output type. Learn how to set up Image Builder and create images with it.
## Table of Contents

**PROVIDING FEEDBACK ON RED HAT DOCUMENTATION** .................................................. 3

**CHAPTER 1. IMAGE BUILDER DESCRIPTION** ................................................................. 4  
1.1. INTRODUCTION TO IMAGE BUILDER ................................................................. 4  
1.2. IMAGE BUILDER TERMINOLOGY .............................................................. 4  
1.3. IMAGE BUILDER OUTPUT FORMATS ......................................................... 4  
1.4. IMAGE BUILDER SYSTEM REQUIREMENTS ............................................... 5

**CHAPTER 2. INSTALLING IMAGE BUILDER** ............................................................... 6  
2.1. INSTALLING IMAGE BUILDER IN A VIRTUAL MACHINE ............................... 6

**CHAPTER 3. CREATING SYSTEM IMAGES WITH IMAGE BUILDER COMMAND-LINE INTERFACE** ................................. 7  
3.1. IMAGE BUILDER COMMAND-LINE INTERFACE ........................................... 7  
3.2. CREATING AN IMAGE BUILDER BLUEPRINT WITH COMMAND-LINE INTERFACE .......................... 7  
3.3. EDITING AN IMAGE BUILDER BLUEPRINT WITH COMMAND-LINE INTERFACE ................................................. 8  
3.4. CREATING A SYSTEM IMAGE WITH IMAGE BUILDER IN THE COMMAND-LINE INTERFACE ................................................. 9  
3.5. BASIC IMAGE BUILDER COMMAND-LINE COMMANDS .............................. 10  
3.6. IMAGE BUILDER BLUEPRINT FORMAT .................................................. 11  
3.7. SUPPORTED IMAGE CUSTOMIZATIONS .................................................. 12

**CHAPTER 4. CREATING SYSTEM IMAGES WITH IMAGE BUILDER WEB CONSOLE INTERFACE** .......................................... 15  
4.1. ACCESSING IMAGE BUILDER GUI IN THE RHEL 8 WEB CONSOLE ................ 15  
4.2. CREATING AN IMAGE BUILDER BLUEPRINT IN THE WEB CONSOLE INTERFACE ................................................. 15  
4.3. EDITING AN IMAGE BUILDER BLUEPRINT IN THE WEB CONSOLE INTERFACE ................................................. 16  
4.4. ADDING USERS AND GROUPS TO AN IMAGE BUILDER BLUEPRINT IN THE WEB CONSOLE INTERFACE ................................................. 18  
4.5. CREATING A SYSTEM IMAGE WITH IMAGE BUILDER IN THE WEB CONSOLE INTERFACE ................................................. 20  
4.6. ADDING A SOURCE TO A BLUEPRINT .................................................. 21  
    Prerequisites ......................................................................................... 21  
    Procedure ......................................................................................... 21  
4.7. CREATING A USER ACCOUNT FOR A BLUEPRINT ...................................... 22  
    Prerequisites ......................................................................................... 22  
    Procedure ......................................................................................... 22  
4.8. CREATING A USER ACCOUNT WITH SSH KEY ......................................... 24  
    Prerequisites ......................................................................................... 24  
    Procedure ......................................................................................... 24  
    Additional resources ........................................................................... 26

**CHAPTER 5. DEPLOYING CLOUD IMAGES WITH IMAGE BUILDER** ...................................... 27  
5.1. PREPARING FOR UPLOADING AWS AMI IMAGES ...................................... 27  
5.2. UPLOADING AN AMI IMAGE TO AWS .................................................. 28  
5.3. PREPARING FOR UPLOADING AZURE VHD IMAGES .................................. 29  
    Additional resources ........................................................................... 31  
5.4. UPLOADING VHD IMAGES TO AZURE .................................................. 31  
5.5. UPLOADING VMDK IMAGES TO VSPHERE ........................................... 32  
5.6. UPLOADING QCOW2 IMAGE TO OPENSTACK ........................................ 34
PROVIDING FEEDBACK ON RED HAT DOCUMENTATION

We appreciate your input on our documentation. Please let us know how we could make it better. To do so:

- For simple comments on specific passages, make sure you are viewing the documentation in the Multi-page HTML format. Highlight the part of text that you want to comment on. Then, click the Add Feedback pop-up that appears below the highlighted text, and follow the displayed instructions.

- For submitting more complex feedback, create a Bugzilla ticket:
  1. Go to the Bugzilla website.
  2. As the Component, use Documentation.
  3. Fill in the Description field with your suggestion for improvement. Include a link to the relevant part(s) of documentation.
  4. Click Submit Bug.
CHAPTER 1. IMAGE BUILDER DESCRIPTION

1.1. INTRODUCTION TO IMAGE BUILDER

You can use Image Builder to create customized system images of Red Hat Enterprise Linux, including system images prepared for deployment on cloud platforms. Image Builder automatically handles details of setup for each output type and is thus easier to use and faster to work with than manual methods of image creation. You can access Image Builder functionality through a command-line interface in the composer-cli tool, or a graphical user interface in the RHEL 8 web console.

Image Builder runs as a system service lorax-composer. You can interact with this service through two interfaces:

- CLI tool composer-cli for running commands in the terminal. Prefer this method.
- GUI plugin for the RHEL 8 web console.

1.2. IMAGE BUILDER TERMINOLOGY

Blueprint

Blueprints define customized system images by listing packages and customizations that will be part of the system. Blueprints can be edited and they are versioned. When a system image is created from a blueprint, the image is associated with the blueprint in the Image Builder interface of the RHEL 8 web console. Blueprints are presented to the user as plain text in the Tom’s Obvious, Minimal Language (TOML) format.

Compose

Composes are individual builds of a system image, based on a particular version of a particular blueprint. Compose as a term refers to the system image, the logs from its creation, inputs, metadata, and the process itself.

Customization

Customizations are specifications for the system, which are not packages. This includes users, groups, and SSH keys.

1.3. IMAGE BUILDER OUTPUT FORMATS

Image Builder can create images in multiple output formats shown in the following table.

Table 1.1. Image Builder output formats

<table>
<thead>
<tr>
<th>Description</th>
<th>CLI name</th>
<th>file extension</th>
</tr>
</thead>
<tbody>
<tr>
<td>QEMU QCOW2 Image</td>
<td>qcow2</td>
<td>.qcow2</td>
</tr>
<tr>
<td>Ext4 File System Image</td>
<td>ext4-filesystem</td>
<td>.img</td>
</tr>
<tr>
<td>Raw Partitioned Disk Image</td>
<td>partitioned-disk</td>
<td>.img</td>
</tr>
<tr>
<td>Live Bootable ISO</td>
<td>live-iso</td>
<td>.iso</td>
</tr>
</tbody>
</table>
1.4. IMAGE BUILDER SYSTEM REQUIREMENTS

The lorax tool underlying Image Builder performs a number of potentially insecure and unsafe actions while creating the system images. For this reason, use a virtual machine to run Image Builder.

The environment where Image Builder runs, for example the virtual machine, must meet requirements listed in the following table.

Table 1.2. Image Builder system requirements

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Minimal Required Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>System type</td>
<td>A dedicated virtual machine</td>
</tr>
<tr>
<td>Processor</td>
<td>2 cores</td>
</tr>
<tr>
<td>Memory</td>
<td>4 GiB</td>
</tr>
<tr>
<td>Disk space</td>
<td>20 GiB</td>
</tr>
<tr>
<td>Access privileges</td>
<td>Administrator level (root)</td>
</tr>
<tr>
<td>Network</td>
<td>Connectivity to Internet</td>
</tr>
</tbody>
</table>

NOTE

There is no support for creating images on virtual machine directly installed on UEFI systems.
CHAPTER 2. INSTALLING IMAGE BUILDER

Before using Image Builder, you must install Image Builder in a virtual machine.

2.1. INSTALLING IMAGE BUILDER IN A VIRTUAL MACHINE

To install Image Builder on a dedicated virtual machine, follow these steps:

Prerequisites

- Connect to the virtual machine.
- The virtual machine for Image Builder must be installed, subscribed, and running.

Procedure

1. Install the Image Builder and other necessary packages on the virtual machine:

   - lorax-composer
   - composer-cli
   - cockpit-composer
   - bash-completion

   # yum install lorax-composer composer-cli cockpit-composer bash-completion

   The web console is installed as a dependency of the cockpit-composer package.

2. Enable Image Builder to start after each reboot:

   # systemctl enable lorax-composer.socket
   # systemctl enable cockpit.socket

   The lorax-composer and cockpit services start automatically on first access.

3. Configure the system firewall to allow access to the web console:

   # firewall-cmd --add-service=cockpit && firewall-cmd --add-service=cockpit --permanent

4. Load the shell configuration script so that the autocomplete feature for the composer-cli command starts working immediately without reboot:

   $ source /etc/bash_completion.d/composer-cli
CHAPTER 3. CREATING SYSTEM IMAGES WITH IMAGE BUILDER COMMAND-LINE INTERFACE

Image Builder is a tool for creating custom system images. To control Image Builder and create your custom system images, use the command-line interface which is currently the preferred method to use Image Builder.

3.1. IMAGE BUILDER COMMAND-LINE INTERFACE

Image Builder command-line interface is currently the preferred method to use Image Builder. It offers more functionality than the Web console interface. To use this interface, run the `composer-cli` command with suitable options and subcommands.

The workflow for the command-line interface can be summarized as follows:

1. Export (save) the blueprint definition to a plain text file
2. Edit this file in a text editor
3. Import (push) the blueprint text file back into Image Builder
4. Run a compose to build an image from the blueprint
5. Export the image file to download it

Apart from the basic subcommands to achieve this procedure, the `composer-cli` command offers many subcommands to examine the state of configured blueprints and composes.

To run the `composer-cli` command, user must be in the `weldr` or `root` groups.

3.2. CREATING AN IMAGE BUILDER BLUEPRINT WITH COMMAND-LINE INTERFACE

This procedure describes how to create a new Image Builder blueprint using the command-line interface.

Procedure

1. Create a plain text file with the following contents:
   
   ```
   name = "BLUEPRINT-NAME"
   description = "LONG FORM DESCRIPTION TEXT"
   version = "0.0.1"
   modules = []
   groups = []
   ```

   Replace `BLUEPRINT-NAME` and `LONG FORM DESCRIPTION TEXT` with a name and description for your blueprint.

   Replace `0.0.1` with a version number according to the *Semantic Versioning* scheme.

2. For every package that you want to be included in the blueprint, add the following lines to the file:
Replace \textit{package-name} with name of the package, such as \textit{httpd}, \textit{gdb-doc}, or \textit{coreutils}.

Replace \textit{package-version} with a version to use. This field supports \texttt{dnf} version specifications:

- For a specific version, use the exact version number such as \texttt{8.30}.
- For latest available version, use the asterisk \texttt{*}.
- For a latest minor version, use format such as \texttt{8..}.

3. Blueprints can be customized in a number of ways. For this example, Simultaneous Multi Threading (SMT) can be disabled by performing the steps below. For additional customizations available, please see the Image Customizations section.

4. Save the file as \texttt{BLUEPRINT-NAME.toml} and close the text editor.

5. Push (import) the blueprint:

\begin{verbatim}
# composer-cli blueprints push BLUEPRINT-NAME.toml
\end{verbatim}

Replace \texttt{BLUEPRINT-NAME} with the value you used in previous steps.

6. To verify that the blueprint has been pushed and exists, list the existing blueprints:

\begin{verbatim}
# composer-cli blueprints list
\end{verbatim}

7. Check whether the components and versions listed in the blueprint and their dependencies are valid:

\begin{verbatim}
# composer-cli blueprints depsolve BLUEPRINT-NAME
\end{verbatim}

3.3. EDITING AN IMAGE BUILDER BLUEPRINT WITH COMMAND-LINE INTERFACE

This procedure describes how to edit an existing Image Builder blueprint in the command-line interface.

\textbf{Procedure}

1. Save (export) the blueprint to a local text file:

\begin{verbatim}
# composer-cli blueprints save BLUEPRINT-NAME
\end{verbatim}

2. Edit the \texttt{BLUEPRINT-NAME.toml} file with a text editor of your choice and make your changes.

3. Before finishing with the edits, make sure the file is a valid blueprint:
3.4. CREATING A SYSTEM IMAGE WITH IMAGE BUILDER IN THE COMMAND-LINE INTERFACE

This procedure shows how to build a custom image using the Image Builder command-line interface.

**Prerequisites**

- You have a blueprint prepared for the image.

**Procedure**

1. Start the compose:

   ```
   # composer-cli compose start BLUEPRINT-NAME IMAGE-TYPE
   ```
Replace \( BLUEPRINT-NAME \) with name of the blueprint, and \( IMAGE-TYPE \) with the type of image. For possible values, see output of the `composer-cli compose types` command.

The compose process starts in the background and the UUID of the compose is shown.

2. Wait until the compose is finished. Please, notice that this may take several minutes.
   To check the status of the compose:
   
   ```bash
   # composer-cli compose status
   ```

   A finished compose shows a status value `FINISHED`. Identify the compose in the list by its UUID.

3. Once the compose is finished, download the resulting image file:

   ```bash
   # composer-cli compose image \( UUID \)
   ```

   Replace \( UUID \) with the UUID value shown in the previous steps.

   Alternatively, you can access the image file directly under the path `/var/lib/lorax/composer/results/\( UUID \)`.

   You can also download the logs using the `composer-cli compose logs \( UUID \)` command, or the metadata using the `composer-cli compose metadata \( UUID \)` command.

### 3.5. BASIC IMAGE BUILDER COMMAND-LINE COMMANDS

The Image Builder command-line interface offers the following subcommands.

**Blueprint manipulation**

- List all available blueprints
  
  ```bash
  # composer-cli blueprints list
  ```

- Show a blueprint contents in the TOML format
  
  ```bash
  # composer-cli blueprints show \( BLUEPRINT-NAME \)
  ```

- Save (export) blueprint contents in the TOML format into a file
  
  ```bash
  # composer-cli blueprints save \( BLUEPRINT-NAME \)
  ```

- Remove a blueprint
  
  ```bash
  # composer-cli blueprints delete \( BLUEPRINT-NAME \)
  ```

- Push (import) a blueprint file in the TOML format into Image Builder
  
  ```bash
  # composer-cli blueprints push \( BLUEPRINT-NAME \)
  ```

- Composing images from blueprints

---

10

Red Hat Enterprise Linux 8 Composing a customized RHEL system image
Start a compose

```bash
# composer-cli compose start BLUEPRINT COMPOSE-TYPE
```

Replace `BLUEPRINT` with name of the blueprint to build and `COMPOSE-TYPE` with the output image type.

List all composes

```bash
# composer-cli compose list
```

List all composes and their status

```bash
# composer-cli compose status
```

Cancel a running compose

```bash
# composer-cli compose cancel COMPOSE-UUID
```

Delete a finished compose

```bash
# composer-cli compose delete COMPOSE-UUID
```

Show detailed information about a compose

```bash
# composer-cli compose info COMPOSE-UUID
```

Download image file of a compose

```bash
# composer-cli compose image COMPOSE-UUID
```

Related information

- The `composer-cli(1)` manual page provides a full list of the available subcommands and options:
  ```bash
  $ man composer-cli
  ```
- The `composer-cli` command provides help on the subcommands and options:
  ```bash
  # composer-cli help
  ```

### 3.6. IMAGE BUILDER BLUEPRINT FORMAT

Image Builder blueprints are presented to user as plain text in the Tom’s Obvious, Minimal Language (TOML) format.

The elements of a typical blueprint file include:

The blueprint metadata

-
name = "BLUEPRINT-NAME"
description = "LONG FORM DESCRIPTION TEXT"
version = "VERSION"
modules = []
groups = []

Replace BLUEPRINT-NAME and LONG FORM DESCRIPTION TEXT with a name and description for your blueprint.

Replace VERSION with a version number according to the Semantic Versioning scheme.

This part is present only once for the whole blueprint file.

The entry modules describe the package names and matching version glob to be installed into the image.

The entry group describe a group of packages to be installed into the image.

Packages to include in the image

[[packages]]
name = "package-name"
version = "package-version"

Replace package-name with name of the package, such as httpd, gdb-doc, or coreutils.

Replace package-version with a version to use. This field supports dnf version specifications:

- For a specific version, use the exact version number such as 8.30.
- For latest available version, use the asterisk *.
- For a latest minor version, use format such as 8..

Repeat this block for every package to include.

3.7. SUPPORTED IMAGE CUSTOMIZATIONS

A number of image customizations are supported at this time within blueprints. In order to make use of these options, they must be initially configured in the blueprint and imported (pushed) to Image Builder.

NOTE

These customizations are not currently supported within the accompanying cockpit-composer GUI.

Set the image hostname

[[customizations]]
hostname = "baseimage"

User specifications for the resulting system image
![User specifications for the resulting system image](image)

```plaintext
[[customizations.user]]
name = "USER-NAME"
description = "USER-DESCRIPTION"
password = "PASSWORD-HASH"
key = "ssh-rsa (...) key-name"
home = "/home/USER-NAME/"
shell = "/usr/bin/bash"
groups = ["users", "wheel"]
uid = NUMBER
gid = NUMBER
```

**IMPORTANT**

To generate the hash, you must install **python3** on your system. The following command will install the **python3** package.

```bash
# yum install python3
```

Replace **PASSWORD-HASH** with the actual password hash. To generate the hash, use a command such as this:

```bash
$ python3 -c 'import crypt,getpass;pw=getpass.getpass();print(crypt.crypt(pw) if (pw==getpass.getpass("Confirm: ")) else exit())'
```

Replace **ssh-rsa (...) key-name** with the actual public key.

Replace the other placeholders with suitable values.

Leave out any of the lines as needed, only the user name is required.

Repeat this block for every user to include.

**Group specifications for the resulting system image**

```plaintext
[[customizations.group]]
name = "GROUP-NAME"
gid = NUMBER
```

Repeat this block for every group to include.

**Set an existing users ssh key**

```plaintext
[[customizations.sshkey]]
user = "root"
KEY = "PUBLIC SSH KEY"
```

**NOTE**

This option is only applicable for existing users. To create a user and set an ssh key, use the **User specifications for the resulting system image** customization.
Append a kernel boot parameter option to the defaults

[customizations.kernel]
append = "KERNEL OPTION"
CHAPTER 4. CREATING SYSTEM IMAGES WITH IMAGE BUILDER WEB CONSOLE INTERFACE

Image Builder is a tool for creating custom system images. To control Image Builder and create your custom system images, you can use the web console interface. Note that the command-line interface is the currently preferred alternative, because it offers more features.

4.1. ACCESSING IMAGE BUILDER GUI IN THE RHEL 8 WEB CONSOLE

The cockpit-composer plugin for the RHEL 8 web console enables users to manage Image Builder blueprints and composes with a graphical interface. Note that the preferred method for controlling Image Builder is at the moment using the command-line interface.

Prerequisites

- You must have root access to the system.

Procedure

1. Open https://localhost:9090/ in a web browser on the system where Image Builder is installed. For more information how to remotely access Image Builder, see managing systems using the RHEL 8 web console.

2. Log into the web console with credentials for an user account with sufficient privileges on the system.

3. To display the Image Builder controls, click the Image Builder icon, which is in the upper-left corner of the window. The Image Builder view opens, listing existing blueprints.

Related information

- Chapter 3, Creating system images with Image Builder command-line interface

4.2. CREATING AN IMAGE BUILDER BLUEPRINT IN THE WEB CONSOLE INTERFACE

To describe the customized system image, create a blueprint first.

Prerequisites

- You have opened the Image Builder interface of the RHEL 8 web console in a browser.

Procedure

1. Click Create Blueprint in the top right corner. A pop-up appears with fields for the blueprint name and description.

2. Fill in the name of the blueprint, its description, then click Create. The screen changes to blueprint editing mode.

3. Add components that you want to include in the system image:

   1. On the left, enter all or part of the component name in the Available Components field.
1. On the left, enter all or part of the component name in the **Available Components** field and press **Enter**.
   The search is added to the list of filters under the text entry field, and the list of components below is reduced to those that match the search.

   If the list of components is too long, add further search terms in the same way.

2. The list of components is paged. To move to other result pages, use the arrows and entry field above the component list.

3. Click on name of the component you intend to use to display its details. The right pane fills with details of the components, such as its version and dependencies.

4. Select the version you want to use in the **Component Options** box, with the **Version Release** dropdown.

5. Click **Add** in the top left.

6. If you added a component by mistake, remove it by clicking the … button at the far right of its entry in the right pane, and select **Remove** in the menu.

   **NOTE**

   If you do not intend to select version for some components, you can skip the component details screen and version selection by clicking the + buttons on the right side of the component list.

4. To save the blueprint, click **Commit** in the top right. A dialog with a summary of the changes pops up. Click **Commit**.
   A small pop-up on the right informs you of the saving progress and then the result.

5. To exit the editing screen, click **Back to Blueprints** in the top left. The Image Builder view opens, listing existing blueprints.

### 4.3. EDITING AN IMAGE BUILDER BLUEPRINT IN THE WEB CONSOLE INTERFACE

To change the specifications for a custom system image, edit the corresponding blueprint.

**Prerequisites**

- You have opened the Image Builder interface of the RHEL 8 web console in a browser.
- A blueprint exists.

**Procedure**

1. Locate the blueprint that you want to edit by entering its name or a part of it into the search box at top left, and press **Enter**.
   The search is added to the list of filters under the text entry field, and the list of blueprints below is reduced to those that match the search.

   If the list of blueprints is too long, add further search terms in the same way.

2. On the right side of the blueprint, press the **Edit Blueprint** button that belongs to the blueprint.
The view changes to the blueprint editing screen.

3. Remove unwanted components by clicking their button at the far right of its entry in the right pane, and select Remove in the menu.

4. Change version of existing components:
   a. On the Blueprint Components search field, enter component name or a part of it into the field under the heading Blueprint Components and press Enter.
      The search is added to the list of filters under the text entry field, and the list of components below is reduced to these that match the search.
      If the list of components is too long, add further search terms in the same way.
   b. Click the button at the far right of the component entry, and select View in the menu.
      A component details screen opens in the right pane.
   c. Select the desired version in the Version Release drop-down menu and click Apply Change in top right.
      The change is saved and the right pane returns to listing the blueprint components.

5. Add new components:
   a. On the left, enter component name or a part of it into the field under the heading Available Components and press Enter.
      The search is added to the list of filters under the text entry field, and the list of components below is reduced to these that match the search.
      If the list of components is too long, add further search terms in the same way.
   b. The list of components is paged. To move to other result pages, use the arrows and entry field above the component list.
   c. Click on name of the component you intend to use to display its details. The right pane fills with details of the components, such as its version and dependencies.
   d. Select the version you want to use in the Component Options box, with the Version Release drop-down menu.
   e. Click Add in the top right.
   f. If you added a component by mistake, remove it by clicking the button at the far right of its entry in the right pane, and select Remove in the menu.

   **NOTE**
   If you do not intend to select version for some components, you can skip the component details screen and version selection by clicking the + buttons on the right side of the component list.

1. Commit a new version of the blueprint with your changes:
   a. Click the Commit button in top right.
      A pop-up window with a summary of your changes appears.
   b. Review your changes and confirm them by clicking Commit.
A small pop-up on the right informs you of the saving progress and then result. A new version of the blueprint is created.

c. In the top left, click **Back to Blueprints** to exit the editing screen. The Image Builder view opens, listing existing blueprints.

### 4.4. Adding Users and Groups to an Image Builder Blueprint in the Web Console Interface

Adding customizations such as users and groups to blueprints in the web console interface is currently not possible. To work around this limitation, use the Terminal tab in web console to use the command-line interface (CLI) workflow.

**Prerequisites**

- A blueprint must exist.
- A CLI text editor such as **vim**, **nano**, or **emacs** must be installed. To install them:

```
# yum install editor-name
```

**Procedure**

1. Find out the name of the blueprint: Open the Image Builder (**Image builder**) tab on the left in the RHEL 8 web console to see the name of the blueprint.

2. Navigate to the CLI in web console: Open the system administration tab on the left, then select the last item **Terminal** from the list on the left.

3. Enter the super-user (root) mode:

```
$ sudo bash
```

Provide your credentials when asked. Note that the terminal does not reuse your credentials you entered when logging into the web console.

A new shell with root privileges starts in your home directory.

4. Export the blueprint to a file:

```
# composer-cli blueprints save BLUEPRINT-NAME
```

5. Edit the file `BLUEPRINT-NAME.toml` with a CLI text editor of your choice and add the users and groups.

**IMPORTANT**

RHEL 8 web console does not have any built-in feature to edit text files on the system, so the use of a CLI text editor is required for this step.

a. For every user to be added, add this block to the file:

```
[[customizations.user]]
```


name = "USER-NAME"
description = "USER-DESCRIPTION"
password = "PASSWORD-HASH"
key = "ssh-rsa (...) key-name"
home = "~/home/USER-NAME/"
shell = "/usr/bin/bash"
groups = ["users", "wheel"]
uid = NUMBER
gid = NUMBER

Replace PASSWORD-HASH with the actual password hash. To generate the hash, use a command such as this:

```bash
$ python3 -c 'import crypt, getpass; pw = getpass.getpass(); print(crypt.crypt(pw) if (pw == getpass.getpass("Confirm: ")) else exit())'
```

Replace ssh-rsa (...) key-name with the actual public key.

Replace the other placeholders with suitable values.

Leave out any of the lines as needed, only the user name is required.

b. For every user group to be added, add this block to the file:

```toml
[[customizations.group]]
name = "GROUP-NAME"
gid = NUMBER
```

c. Increase the version number.

d. Save the file and close the editor.

6. Import the blueprint back into Image Builder:

```bash
# composer-cli blueprints push BLUEPRINT-NAME.toml
```

Note that you must supply the file name including the .toml extension, while in other commands you use only the name of the blueprint.

7. To verify that the contents uploaded to Image Builder match your edits, list the contents of blueprint:

```bash
# composer-cli blueprints show BLUEPRINT-NAME
```

Check if the version matches what you put in the file and if your customizations are present.

**IMPORTANT**

The Image Builder plugin for RHEL 8 web console does not show any information that could be used to verify that the changes have been applied, unless you edited also the packages included in the blueprint.

8. Exit the privileged shell:
9. Open the Image Builder (Image builder) tab on the left and refresh the page, in all browsers and all tabs where it was opened. This prevents state cached in the loaded page from accidentally reverting your changes.

Additional information

- Section 3.6, “Image Builder blueprint format”
- Section 3.3, “Editing an Image Builder blueprint with command-line interface”

4.5. CREATING A SYSTEM IMAGE WITH IMAGE BUILDER IN THE WEB CONSOLE INTERFACE

The following steps below describe creating a system image.

Prerequisites

- You have opened the Image Builder interface of the RHEL 8 web console in a browser.
- A blueprint exists.

Procedure

1. Locate the blueprint that you want to build an image by entering its name or a part of it into the search box at top left, and press Enter. The search is added to the list of filters under the text entry field, and the list of blueprints below is reduced to these that match the search.

   If the list of blueprints is too long, add further search terms in the same way.

2. On the right side of the blueprint, press the Create Image button that belongs to the blueprint. A pop-up window appears.

3. Select the image type and architecture and press Create. A small pop-up in the top right informs you that the image creation has been added to the queue.

4. Click the name of the blueprint. A screen with details of the blueprint opens.

5. Click the Images tab to switch to it. The image that is being created is listed with the status In Progress.

   **NOTE**

   Image creation takes a longer time, measured in minutes. There is no indication of progress while the image is created.

   To abort image creation, press its Stop button on the right.
6. Once the image is successfully created, the **Stop** button is replaced by a **Download** button. Click this button to download the image to your system.

### 4.6. ADDING A SOURCE TO A BLUEPRINT

The sources defined in Image Builder provide the contents that you can add to blueprints. These sources are global and therefore available to all blueprints. The System sources are repositories that are set up locally on your computer and cannot be removed from Image Builder. You can add additional custom sources and thus be able to access other contents than the System sources available on your system.

The following steps describe how to add a Source to your local system.

#### Prerequisites

- You have opened the Image Builder interface of the RHEL 8 web console in a browser.

#### Procedure

1. Click the **Manage Sources** button in the top right corner.

   ![Image Builder interface](image)

   A pop-up window appears with the available sources, their names and descriptions.
2. On the right side of the pop-up window, click the **Add Source** button.

3. Add the desired **Source name**, the **Source path**, and the **Source Type**. The **Security** field is optional.

4. Click **Add Source**. The screen shows the available sources window and list the source you have added.

As a result, the new System source is available and ready to be used or edited.

**4.7. CREATING A USER ACCOUNT FOR A BLUEPRINT**

The images created by Image Builder have the root account locked and no other accounts included. Such configuration is provided in order to ensure that you cannot accidentally build and deploy an image without a password. Image Builder enables you to create a user account with password for a blueprint so that you can log in to the image created from the blueprint.

**Prerequisites**

- You have opened the Image Builder interface of the RHEL 8 web console in a browser.
- You have an existing blueprint.

**Procedure**

1. Locate the blueprint that you want to create a user account for by entering its name or a part of it into the search box at the top left, and press **Enter**.
The search is added to the list of filters under the text entry field, and the list of blueprints below is reduced to those that match the search.

2. Click on the blueprint name to display the blueprint details.

3. Click **Create User Account**
   This will open a window with fields for user account creation.

4. Fill in the details. Notice that when you insert the name, the **User name** field autocompletes, suggesting a username.

5. Once you have inserted all the desired details, click **Create**.

6. The created user account appears showing all the information you have inserted.
To create further user accounts for the blueprint, repeat the process.

### 4.8. CREATING A USER ACCOUNT WITH SSH KEY

The images created by Image Builder have the root account locked and no other accounts included. Such configuration is provided in order to ensure that images are secure, by not having a default password. Image Builder enables you to create a user account with SSH key for a blueprint so that you can authenticate to the image that created from the blueprint. To do so, first, create a blueprint. Then, you will create a user account with a password and an SSH key. The following example shows how to create a Server administrator user with an SSH key configured.

#### Prerequisites

- You have created an SSH key that will be paired with the created user later on in the process.
- You have opened the Image Builder interface of the RHEL 8 web console in a browser.
- You have an existing blueprint

#### Procedure

1. Locate the blueprint that you want to create a user account for by entering its name or a part of it into the search box at the top left, and press **Enter**.
   
   The search is added to the list of filters under the text entry field, and the list of blueprints below is reduced to those that match the search.

2. Click on the blueprint name to display the blueprint details.
3. Click Create User Account
This will open a window with fields for user account creation

4. Fill in the details. Notice that when you insert the name, the User name field autocompletes, suggesting a username.
If you want to provide administrators rights to the user account you are creating, check the Role field.

Paste the content of your public SSH key file.

5. Once you have inserted all the desired details, click Create.

6. The new user account will appear in the user list, showing all the information you have inserted.
1. To create further user accounts for the blueprint,

**Additional resources**

- For more details on SSH key, see the [Using SSH Keys](#).
5.1. PREPARING FOR UPLOADING AWS AMI IMAGES

This describes steps to configure a system for uploading AWS AMI images.

**Prerequisites**

- You must have an Access Key ID configured in the AWS IAM account manager.
- You must have a writable S3 bucket prepared.

**Procedure**

1. Install Python 3 and the `pip` tool:

```
# yum install python3
# yum install python3-pip
```

2. Install the AWS command-line tools with `pip`:

```
# pip3 install awscli
```

3. Configure the AWS command-line client according to your AWS access details:

```
$ aws configure
AWS Access Key ID [None]:
AWS Secret Access Key [None]:
Default region name [None]:
Default output format [None]:
```

4. Configure the AWS command-line client to use your bucket:

```
$ BUCKET=bucketname
$ aws s3 mb s3://$BUCKET
```

Replace `bucketname` with the actual bucket name.

5. Create a `vmimport` S3 Role in IAM and grant it permissions to access S3, if you have not already done so in the past:

```
```
5.2. UPLOADING AN AMI IMAGE TO AWS

This section describes how to upload an AMI image to AWS.

Prerequisites

- Your system must be set up for uploading AWS images.
- You must have an AWS image created by Image Builder. Use the `ami` output type in CLI or `Amazon Machine Image Disk (.ami)` in GUI when creating the image.

Procedure

1. Push the image to S3:

```bash
$AMI=8db1b463-91ee-4fd9-8065-938924398428-disk.ami
$ aws s3 cp $AMI s3://$BUCKET
Completed 24.2 MiB/4.4 GiB (2.5 MiB/s) with 1 file(s) remaining ...
```

2. After the upload to S3 ends, import the image as a snapshot into EC2:

```bash
$ printf '{ "Description": "my-image", "Format": "raw", "UserBucket": { "S3Bucket": "%s", "S3Key": "%s" } }' $BUCKET $AMI > containers.json
$ aws ec2 import-snapshot --disk-container file://containers.json
```

Replace `my-image` with the name of the image.

To track progress of the import, run:

```bash
$ aws ec2 describe-import-snapshot-tasks --filters Name=task-state,Values=active
```

3. Create an image from the uploaded snapshot by selecting the snapshot in the EC2 console, right clicking on it and selecting Create Image:
4. Select the **Virtualization type of Hardware-assisted virtualization** in the image you create:

5. Now you can run an instance using whatever mechanism you like (CLI or AWS Console) from the snapshot. Use your private key via SSH to access the resulting EC2 instance. Log in as **ec2-user**.

### 5.3. PREPARING FOR UPLOADING AZURE VHD IMAGES

This describes steps to upload an VHD image to Azure.
Prerequisites

- You must have a usable Azure resource group and storage account.

Procedure

1. Install python2:

   ```
   # yum install python2
   ```

   **NOTE**

   The `python2` package must be installed because since the AZ CLI depends specifically on python 2.7.

2. Import the Microsoft repository key:

   ```
   # rpm --import https://packages.microsoft.com/keys/microsoft.asc
   ```

3. Create a local azure-cli repository information:

   ```
   # sh -c 'echo -e "[azure-cli]\nname=Azure CLI\nbaseurl=https://packages.microsoft.com/yumrepos/azure-cli\nenabled=1\ngpgcheck=1\ngpgkey=https://packages.microsoft.com/keys/microsoft.asc" > /etc/yum.repos.d/azure-cli.repo'
   ```

4. Install the Azure CLI:

   ```
   # yumdownloader azure-cli
   # rpm -ivh --nodeps azure-cli-2.0.64-1.el7.x86_64.rpm
   ```

   **NOTE**

   The downloaded version of the Azure CLI package may vary depending on the current downloaded version.

5. Run the Azure CLI:

   ```
   $ az login
   ```

   The terminal shows the message 'Note, we have launched a browser for you to login. For old experience with device code, use "az login --use-device-code" and opens a browser where you can login.

   **NOTE**

   If you are running a remote (SSH) session, the link will not open in the browser. In this case, you can use the link provided and thus be able to login and authenticate your remote session. To sign in, use a web browser to open the page `https://microsoft.com/devicelogin` and enter the code `XXXXXXXXX` to authenticate.
6. List the keys for the storage account in Azure:

```
$ GROUP=resource-group-name
$ ACCOUNT=storage-account-name
$ az storage account keys list --resource-group $GROUP --account-name $ACCOUNT
```

Replace `resource-group-name` with name of the Azure resource group and `storage-account-name` with name of the Azure storage account.

**NOTE**

You can list the available resources using the command:

```
$ az resource list
```

7. Make note of value `key1` in the output of the previous command, and assign it to an environment variable:

```
$ KEY1=value
```

8. Create a storage container:

```
$ CONTAINER=storage-account-name
$ az storage container create --account-name $ACCOUNT \
--account-key $KEY1 --name $CONTAINER
```

Replace `storage-account-name` with name of the storage account.

**Additional resources**

- [Azure CLI](#)

### 5.4. UPLOADING VHD IMAGES TO AZURE

This describes steps to upload an VHD image to Azure.

**Prerequisites**

- Your system must be set up for uploading Azure VHD images.

- You must have an Azure VHD image created by Image Builder. Use the `vhd` output type in CLI or [Azure Disk Image (.vhd)](#) in GUI when creating the image.

**Procedure**

1. Push the image to Azure and create an instance from it:

```
$ VHD=25ccb8dd-3872-477f-9e3d-c2970cd4bbaf-disk.vhd
$ az storage blob upload --account-name $ACCOUNT --container-name $CONTAINER --file $VHD --name $VHD --type page
...
```

2. Once the upload to the Azure BLOB completes, create an Azure image from it:
$ az image create --resource-group $GROUP --name $VHD --os-type linux --location eastus
  --source https://$ACCOUNT.blob.core.windows.net/$CONTAINER/$VHD
  - Running ...

3. Create an instance either with the Azure portal, or a command similar to the following:

$ az vm create --resource-group $GROUP --location eastus --name $VHD --image $VHD --
  admin-username azure-user --generate-ssh-keys
  - Running ...

4. Use your private key via SSH to access the resulting instance. Log in as **azure-user**.

### 5.5. UPLOADING VMDK IMAGES TO VSPHERE

Image Builder can generate images suitable for uploading to a VMware ESXi or vSphere system. This
describes steps to upload an VMDK image to VMware vSphere.

**NOTE**

Because VMWare deployments typically does not have cloud-init configured to inject
user credentials to virtual machines, we must perform that task ourselves on the
blueprint.

**Prerequisites**

- You must have an VMDK image created by Image Builder. Use the **vmdk** output type in CLI or **VMware Virtual Machine Disk (.vmdk)** in GUI when creating the image.

**Procedure**

1. Upload the image into vSphere via HTTP. Click on **Upload Files** in the vCenter:
2. When you create a VM, on the **Device Configuration**, delete the default **New Hard Disk** and use the drop-down to select an **Existing Hard Disk** disk image:

![New Virtual Machine window](image1)

3. Make sure you use an **IDE** device as the **Virtual Device Node** for the disk you create. The default value **SCSI** results in an unbootable virtual machine.

![New Virtual Machine window](image2)
5.6. UPLOADING QCOW2 IMAGE TO OPENSTACK

Image Builder can generate images suitable for uploading to OpenStack cloud deployments, and starting instances there. This describes steps to upload an QCOW2 image to OpenStack.

Prerequisites

- You must have an OpenStack-specific image created by Image Builder. Use the `openstack` output type in CLI or `OpenStack Image (.qcow2)` in GUI when creating the image.

WARNING

Image Builder also offers a generic QCOW2 image type output format as `qcow2` or `QEMU QCOW2 Image (.qcow2)`. Do not mistake it with the OpenStack image type which is also in the QCOW2 format, but contains further changes specific to OpenStack.

Procedure

1. Upload the image to OpenStack and start an instance from it. Use the `Images` interface to do this:
2. Start an instance with that image:
3. You can run the instance using any mechanism (CLI or OpenStack web UI) from the snapshot. Use your private key via SSH to access the resulting instance. Log in as `cloud-user`. 