

Helm Chart Values für Longhorn

```
preUpgradeChecker:                                     ### Muss für das deployen über ArgoCD  
verwendet werden  
  jobEnabled: false  
  
defaultSettings:  
  storageMinimalAvailablePercentage: "10"  
  defaultDataPath: "/mnt/longhorn-storage"  
  systemManagedComponentsNodeSelector: "longhorn-node:true"  
  taintToleration: "longhorn-node=true:NoSchedule"  
  createDefaultDiskLabeledNodes: true  
  
persistence:  
  defaultClassReplicaCount: 2  
  defaultDataLocality: "best-effort"  
  defaultNodeSelector:  
    enabled: true  
    selector: "storage"  
  
longhornManager:  
  tolerations:  
    - key: "longhorn-node"  
      operator: "Equal"  
      value: "true"  
      effect: "NoSchedule"  
  nodeSelector:  
    longhorn-node: "true"  
  
csi:  
  # Die zentralen Controller-Komponenten können wir auf die Storage-Nodes  
legen.  
  attacher:  
    tolerations:  
      - key: "longhorn-node"  
        operator: "Equal"  
        value: "true"  
        effect: "NoSchedule"  
    nodeSelector:  
      longhorn-node: "true"  
  provisioner:  
    tolerations:  
      - key: "longhorn-node"  
        operator: "Equal"  
        value: "true"  
        effect: "NoSchedule"  
    nodeSelector:  
      longhorn-node: "true"  
  resizer:
```

```
tolerations:
- key: "longhorn-node"
  operator: "Equal"
  value: "true"
  effect: "NoSchedule"
nodeSelector:
  longhorn-node: "true"
snapshotter:
tolerations:
- key: "longhorn-node"
  operator: "Equal"
  value: "true"
  effect: "NoSchedule"
nodeSelector:
  longhorn-node: "true"

longhornUI:
  replicas: 1
tolerations:
- key: "longhorn-node"
  operator: "Equal"
  value: "true"
  effect: "NoSchedule"
nodeSelector:
  longhorn-node: "true"

service:
  ui:
    type: LoadBalancer

defaultSettings:
  storageMinimalAvailablePercentage: "10"
  defaultDataPath: "/mnt/longhorn-storage"
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persistence:
  defaultClassReplicaCount: 2
  defaultDataLocality: "best-effort"

#longhornManager:
# tolerations:
# - key: "longhorn-node"
#   operator: "Equal"
#   value: "true"
#   effect: "NoSchedule"
# nodeSelector:
#   longhorn-node: "true"

engine:
```

```
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  effect: "NoSchedule"
nodeSelector:
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  # Die zentralen Controller-Komponenten können wir auf die Storage-Nodes
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  attacher:
    tolerations:
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      longhorn-node: "true"
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      longhorn-node: "true"
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    tolerations:
      - key: "longhorn-node"
        operator: "Equal"
        value: "true"
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    nodeSelector:
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    tolerations:
      - key: "longhorn-node"
        operator: "Equal"
        value: "true"
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    nodeSelector:
      longhorn-node: "true"

longhornUI:
  replicas: 1
  tolerations:
    - key: "longhorn-node"
      operator: "Equal"
      value: "true"
      effect: "NoSchedule"
```

nodeSelector:
longhorn-node: "true"

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