

Helm Chart Values für Longhorn

Damit die Longhorn Komponenten lediglich auf bestimmten Nodes ausgerollt werden muss das Chart Values angepasst werden und bestimmte Rollen und Taints gesetzt werden.

Rollen und Taints

Chart Values

```
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"
  systemManagedComponentsNodeSelector: "longhorn-node:true"

persistence:
```

```
defaultClassReplicaCount: 2
defaultDataLocality: "best-effort"

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

engine:
  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"
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    nodeSelector:
      longhorn-node: "true"
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        value: "true"
        effect: "NoSchedule"
    nodeSelector:
      longhorn-node: "true"
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    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"
```

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