Rebuilding the Lustre-client rpms for a new kernel

If the lustre-client RPMs need to be rebuild against a different client kernel, follow this procedure.

Procedure

NOTE This procedure assumes you are using a RPM based distribution. For example RHEL or CentOS.

1. Install the following packages:
   - `kernel-devel`
   - `rpm-build`
   - `make`
   - `libtool`
   - `zlib-devel`
   - `libselinux-devel`
   - openssl-devel

   > ⚠ **kernel versions**
   >
   > If you are not currently booted into the kernel provided by `kernel-devel` package review the trouble-shooting section below.

2. Obtain the lustre-client .src.rpm (from the SRPMS section of the [download site](#)).
3. On the build node, run the command:

```
# rpmbuild --rebuild <lustre version>.src.rpm
```

NOTE The resulting RPMS may be named 'lustre-modules' rather than 'lustre-client-modules'

Building the Lustre file system client only

Follow the procedure above, substituting the code below for step 3.

```
# rpmbuild --rebuild --without servers <lustre version>.src.rpm
```

Trouble-shooting

Building against a different kernel.

To build against a different kernel to the one currently running, you need to provide the chosen kernel to `rpmbuild`. For example:

```
rpmbuild --define 'kversion 2.6.32-220.4.1.el6.x86_64' --define 'kdir /usr/src/kernels/2.6.32-220.4.1.el6.x86_64
/' --rebuild lustre-client-2.1.0-2.6.32_131.6.1.el6.x86_64_g9d71fe8.src.rpm
```