

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, CentOS, Rocky, Alma, etc.

1. Install the following packages:
 - `kernel-devel`
 - `rpm-build`
 - `make`
 - `libtool`
 - `zlib-devel`
 - `libselinux-devel`
 - `openssl-devel`
 - `redhat-rpm-config`
 - `flex`
 - `bison`
 - `libnl3-devel`



kernel versions

If you are not currently booted into the kernel provided by `kernel-devel` package, please review the [Trouble-shooting section](#) below.

2. Download the `lustre-VERSION.src.rpm` (from the `lustre-VERSION/DISTRO/client/SRPMS` section of the [download site](#) if you don't already have a specific version you want to build).
3. On the build node, run the command:

```
# rpmbuild --rebuild --without servers lustre-VERSION.src.rpm
```

NOTE The resulting RPMS may be named `'lustre-client-modules-*` and `'kmod-lustre-client-*`, or `'lustre-modules'` and `'kmod-lustre-*` depending on build options used.

Trouble-shooting

Building against a different kernel.

To build against a different installed kernel to the one currently running on the build node, you need to specify the kernel version and source directory to `rpmbuild`. For example:

```
rpmbuild --define 'kversion 4.18.0-425.13.1.el8_7.x86_64' --define 'kdir /usr/src/kernels/4.18.0-425.13.1.el8_7.x86_64/' --rebuild lustre-client-VERSION.src.rpm
```