

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
```