
Ansible Tower User Guide

Release Ansible Tower 3.6.1

Red Hat, Inc.

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CONTENTS

1	Overview	2
1.1	Real-time Playbook Output and Exploration	2
1.2	“Push Button” Automation	2
1.3	Enhanced and Simplified Role-Based Access Control and Auditing	2
1.4	Cloud & Autoscaling Flexibility	3
1.5	The Ideal RESTful API	3
1.6	Backup and Restore	3
1.7	Ansible Galaxy Integration	3
1.8	Inventory Support for OpenStack	3
1.9	Remote Command Execution	4
1.10	System Tracking	4
1.11	Integrated Notifications	4
1.12	Satellite and CloudForms Integration	4
1.13	Run-time Job Customization	5
1.14	Red Hat Insights Integration	5
1.15	Enhanced Tower User Interface	5
1.16	Custom Virtual Environments	5
1.17	Authentication Enhancements	5
1.18	Cluster Management	5
1.19	Container Platform Support	6
1.20	Workflow Enhancements	6
1.21	Job Distribution	6
1.22	Support for deployment in a FIPS-enabled environment	6
1.23	Limit the number of hosts per organization	6
1.24	Inventory Plugins	7
1.25	Secret Management System	7
2	Tower Licensing, Updates, and Support	8
2.1	Support	8
2.2	Trial / Evaluation	8
2.3	Subscription Types	8
2.4	Node Counting in Licenses	9
2.5	Tower Component Licenses	9
3	Logging In	10
4	Import a License	11
4.1	Adding a Tower License Manually	13
5	The Tower User Interface	15

5.1	Activity Streams	15
5.2	Views	17
5.3	Resources and Access	21
5.4	Tower Administration Menu	21
6	Search	23
6.1	Searching Tips	23
6.2	Sort	25
7	Organizations	27
7.1	Creating a New Organization	28
7.2	Work with Users	30
7.3	Work with Permissions	31
7.4	Work with Notifications	37
7.5	Organization Summary	38
8	Users	39
8.1	Create a User	39
8.2	User Types - Quick View	41
8.3	Users - Organizations	42
8.4	Users - Teams	42
8.5	Users - Permissions	43
8.6	Users - Tokens	46
9	Teams	48
9.1	Create a Team	48
10	Credentials	54
10.1	Understanding How Credentials Work	54
10.2	Getting Started with Credentials	54
10.3	Add a New Credential	56
10.4	Credential Types	57
11	Custom Credential Types	72
11.1	Backwards-Compatible API Considerations	72
11.2	Getting Started with Credential Types	73
11.3	Create a New Credential Type	74
12	Secret Management System	79
12.1	Configure and link secret lookups	79
13	Applications	86
13.1	Getting Started with Applications	86
13.2	Create a new application	87
14	Projects	91
14.1	Add a new project	93
14.2	Work with Permissions	98
14.3	Work with Notifications	102
14.4	Work with Job Templates	103
14.5	Work with Schedules	103
14.6	Ansible Galaxy Support	104
14.7	Collections Support	105
15	Inventories	107
15.1	Smart Inventories	109

15.2	Inventory Plugins	110
15.3	Add a new inventory	111
15.4	Running Ad Hoc Commands	135
16	Job Templates	139
16.1	Create a Job Template	140
16.2	Add Permissions	146
16.3	Work with Notifications	151
16.4	View Completed Jobs	152
16.5	Scheduling	152
16.6	Surveys	153
16.7	Launch a Job Template	156
16.8	Copy a Job Template	159
16.9	Scan Job Templates	159
16.10	Fact Caching	163
16.11	Utilizing Cloud Credentials	164
16.12	Provisioning Callbacks	167
16.13	Extra Variables	169
17	Job Slicing	171
17.1	Job slice considerations	171
17.2	Job slice execution behavior	172
17.3	Search job slices	173
18	Workflows	174
18.1	Workflow scenarios and considerations	174
18.2	Extra Variables	176
18.3	Workflow States	178
18.4	Role-Based Access Controls	178
19	Workflow Job Templates	179
19.1	Create a Workflow Template	180
19.2	Work with Permissions	183
19.3	Work with Notifications	184
19.4	View Completed Jobs	185
19.5	Work with Schedules	187
19.6	Surveys	187
19.7	Workflow Visualizer	190
19.8	Launch a Workflow Template	203
19.9	Copy a Workflow Template	204
19.10	Extra Variables	206
20	Instance Groups	207
20.1	Create an instance group	207
21	Jobs	212
21.1	Job Details - Inventory Sync	214
21.2	Job Details - SCM	216
21.3	Job Details - Playbook Run	217
21.4	Ansible Tower Capacity Determination and Job Impact	222
21.5	Job branch overriding	225
22	Notifications	230
22.1	Notification Hierarchy	230
22.2	Workflow	231

22.3	Create a Notification Template	231
22.4	Notification Types	232
22.5	Create custom notifications	240
22.6	Enable and Disable Notifications	245
22.7	Configure the <code>towerhost</code> hostname	246
22.8	Notifications API	246
23	Schedules	248
23.1	Add a new schedule	249
24	Setting up an Insights Project	251
24.1	Create Insights Credential	251
24.2	Create an Insights Project	253
24.3	Create Insights Inventory	254
24.4	Create a Scan Project	255
24.5	Create a Scan Job Template	256
24.6	Remediate Insights Inventory	259
25	Best Practices	263
25.1	Use Source Control	263
25.2	Ansible file and directory structure	263
25.3	Use Dynamic Inventory Sources	263
25.4	Variable Management for Inventory	264
25.5	Autoscaling	264
25.6	Larger Host Counts	264
25.7	Continuous integration / Continuous Deployment	264
25.8	LDAP authentication performance tips	264
26	Security	265
26.1	Playbook Access and Information Sharing	265
26.2	Role-Based Access Controls	268
26.3	Function of roles: editing and creating	276
27	Index	279
28	Copyright © 2019 Red Hat, Inc.	280
	Index	281

Thank you for your interest in Red Hat Ansible Tower. Ansible Tower is a commercial offering that helps teams manage complex multi-tier deployments by adding control, knowledge, and delegation to Ansible-powered environments.

The *Ansible Tower User Guide* discusses all of the functionality available in Ansible Tower and assumes moderate familiarity with Ansible, including concepts such as **Playbooks**, **Variables**, and **Tags**. For more information on these and other Ansible concepts, please see the Ansible documentation at <http://docs.ansible.com/>. This document has been updated to include information for the latest release of Ansible Tower 3.6.1.

We Need Feedback!

If you spot a typo in this documentation, or if you have thought of a way to make this manual better, we would love to hear from you! Please send an email to: docs@ansible.com

If you have a suggestion, try to be as specific as possible when describing it. If you have found an error, please include the manual's title, chapter number/section number, and some of the surrounding text so we can find it easily. We may not be able to respond to every message sent to us, but you can be sure that we will be reading them all!

Ansible Tower Version 3.6.1; November 25, 2019; <https://access.redhat.com/>

OVERVIEW

Thank you for your interest in Ansible Tower. Tower is a graphically-enabled framework accessible via a web interface and a REST API endpoint for Ansible, the open source IT orchestration engine. Whether sharing operations tasks with your team or integrating with Ansible through the Tower REST API, Tower provides many powerful tools to make your automation life easier.

1.1 Real-time Playbook Output and Exploration

Watch playbooks run in real time, seeing each host as they check in. Easily go back and explore the results for specific tasks and hosts in great detail. Search for specific plays or hosts and see just those results, or quickly zero in on errors that need to be corrected.

1.2 “Push Button” Automation

Access your favorite projects and re-trigger execution from the web interface with a minimum of clicking. Tower will ask for input variables, prompt for your credentials, kick off and monitor the job, and display results and host history over time.

1.3 Enhanced and Simplified Role-Based Access Control and Auditing

Ansible Tower allows for the granting of permissions to perform a specific task (such as to view, create, or modify a file) to different teams or explicit users through role-based access control (RBAC).

Keep some projects private, while allowing some users to edit inventory and others to run playbooks against only certain systems—either in check (dry run) or live mode. You can also allow certain users to use credentials without exposing the credentials to them. Regardless of what you do, Tower records the history of operations and who made them—including objects edited and jobs launched.

Based on user feedback, Ansible Tower both expands and simplifies its role-based access control. No longer is job template visibility configured via a combination of permissions on inventory, projects, and credentials. If you want to give any user or team permissions to use a job template, just assign permissions directly on the job template. Similarly, credentials are now full objects in Tower’s RBAC system, and can be assigned to multiple users and/or teams for use.

A new ‘Auditor’ type has been introduced in Tower as well, who can see all aspects of the systems automation, but has no permission to run or change automation, for those that need a system-level auditor. (This may also be useful for a service account that scrapes automation information from Tower’s API.) Refer to *Role-Based Access Controls* for more information.

Subsequent releases of Ansible Tower provides more granular permissions, making it easier to delegate inside your organizations and remove automation bottlenecks.

1.4 Cloud & Autoscaling Flexibility

Tower features a powerful provisioning callback feature that allows nodes to request configuration on demand. While optional, this is an ideal solution for a cloud auto-scaling scenario, integrating with provisioning servers like Cobbler, or when dealing with managed systems with unpredictable uptimes. Requiring no management software to be installed on remote nodes, the callback solution can be triggered via a simple call to ‘curl’ or ‘wget’, and is easily embeddable in init scripts, kickstarts, or preseeds. Access is controlled such that only machines in inventory can request configuration.

1.5 The Ideal RESTful API

The Tower REST API is the ideal RESTful API for a systems management application, with all resources fully discoverable, paginated, searchable, and well modeled. A styled API browser allows API exploration from the API root at `http://<Tower server name>/api/`, showing off every resource and relation. Everything that can be done in the user interface can be done in the API - and more.

1.6 Backup and Restore

The ability to backup and restore your system(s) has been integrated into the Tower setup playbook, making it easy for you to backup and replicate your Tower instance as needed.

1.7 Ansible Galaxy Integration

When it comes to describing your automation, everyone repeats the DRY mantra—“Don’t Repeat Yourself.” Using centralized copies of Ansible roles, such as in Ansible Galaxy, allows you to bring that philosophy to your playbooks. By including an Ansible Galaxy requirements.yml file in your project directory, Tower automatically fetches the roles your playbook needs from Galaxy, GitHub, or your local source control. Refer to *Ansible Galaxy Support* for more information.

1.8 Inventory Support for OpenStack

Ansible is committed to making OpenStack simple for everyone to use. As part of that, dynamic inventory support has been added for OpenStack. This allows you to easily target any of the virtual machines or images that you’re running in your OpenStack cloud.

1.9 Remote Command Execution

Often times, you just need to do a simple task on a few hosts, whether it's add a single user, update a single security vulnerability, or restart a misbehaving service. Beginning with version 2.2.0, Tower includes remote command execution—any task that you can describe as a single Ansible play can be run on a host or group of hosts in your inventory, allowing you to get managing your systems quickly and easily. Plus, it is all backed by Tower's RBAC engine and detailed audit logging, removing any questions regarding who has done what to what machines.

1.10 System Tracking

System tracking (historical facts) feature was deprecated starting with Ansible Tower 3.2. However, you can collect facts by using the fact caching feature. Refer to *Fact Caching* for more detail.

1.11 Integrated Notifications

Ansible Tower allows you to easily keep track of the status of your automation. You can configure stackable notifications for job templates, projects, or entire organizations, and configure different notifications for job start, job success, job failure, and job approval (for workflow nodes). The following notification sources are supported:

- Email
- Grafana
- HipChat
- IRC
- Mattermost
- PagerDuty
- Rocket.Chat
- Slack
- Twilio
- Webhook (post to an arbitrary webhook, for integration into other tools)

Additionally, you can *customize notification messages* for each of the above notification types.

1.12 Satellite and CloudForms Integration

Ansible Tower 3.0 also adds dynamic inventory sources for Red Hat Satellite 6 and Red Hat CloudForms.

1.13 Run-time Job Customization

Bringing the flexibility of the command line to Tower, you can now prompt for any of the following:

- inventory
- credential
- job tags
- limits

1.14 Red Hat Insights Integration

Ansible Tower 3.1 supports integration with Red Hat Insights, which allows Insights playbooks to be used as a Tower Project.

1.15 Enhanced Tower User Interface

In Ansible Tower 3.3, the layout of the user interface was reorganized to improve navigational elements. With more information displayed at-a-glance, it is more intuitive to find and use the automation you need. Compact and expanded viewing modes show and hide information as needed, and various built-in attributes make it easy to sort.

1.16 Custom Virtual Environments

Custom Ansible environment support allows you to have different Ansible environments and specify custom paths for different teams and jobs.

1.17 Authentication Enhancements

Ansible Tower 3.3 enhanced LDAP and SAML support and introduced token-based authentication. Enhanced LDAP and SAML support allows you to integrate your enterprise account information in a more flexible manner. Token-based Authentication allows for easily authentication of third-party tools and services with Tower via integrated OAuth 2 token support.

1.18 Cluster Management

Run-time management of cluster groups allows for easily configurable scaling.

1.19 Container Platform Support

Tower is available as a containerized pod service for Red Hat OpenShift Container Platform that can be scaled up and down easily as needed.

1.20 Workflow Enhancements

In order to better model your complex provisioning, deployment, and orchestration workflows, Ansible Tower expanded workflows in a number of ways:

- **Inventory overrides for Workflows.** You can now override an inventory across a workflow at workflow definition time, or even at launch time. Define your application deployment workflow, and then easily re-use them in multiple environments.
- **Convergence nodes for Workflows.** When modeling complex processes, you sometimes need to wait for multiple steps to finish before proceeding. Now Ansible Tower workflows can easily replicate this; workflow steps can now wait for any number of prior workflow steps to complete properly before proceeding.
- **Workflow Nesting.** Re-use individual workflows as components of a larger workflow. Examples include combining provisioning and application deployment workflows into a single master workflow.
- **Workflow Pause and Approval.** You can build workflows containing approval nodes that require user intervention. This makes it possible to pause workflows in between playbooks so that a user can give approval (or denial) for continuing on to the next step in the workflow.

1.21 Job Distribution

As automation moves enterprise-wide, the need to automate at scale grows. Now with Ansible Tower 3.4, we offer the ability to take a fact gathering or configuration job running across thousands of machines and slice it into individual job slices that can be distributed across your Ansible Tower cluster for increased reliability, faster job completion, and better cluster utilization. If you need to change a parameter across 15,000 switches at scale, or gather information across your multi-thousand-node RHEL estate, you can now do so easily.

1.22 Support for deployment in a FIPS-enabled environment

If you require running your environment in restricted modes such as FIPS, Ansible Tower now deploys and runs in such environments.

1.23 Limit the number of hosts per organization

Lots of large organizations have Tower instances shared among many organizations. They do not want any one organization to be able to use all the licensed hosts, this feature allows superusers to set a specified upper limit on how many licensed hosts may be allocated to each organization. The Tower algorithm factors changes in the limit for an organization and the number of total hosts across all organizations. Any inventory updates will fail if an inventory sync brings an organization out of compliance with the policy. Additionally, superusers are able to ‘over-allocate’ their licenses, with a warning.

1.24 Inventory Plugins

Added the use of inventory plugins for inventory updates running in Ansible version 2.8 and higher, for various sources.

1.25 Secret Management System

With a secret management system, external credentials are stored and supplied for use in Tower so you don't have to provide them to Tower directly.

TOWER LICENSING, UPDATES, AND SUPPORT

Red Hat Ansible Tower (“**Ansible Tower**”) is a software product provided as part of an annual Red Hat Ansible Automation Platform subscription entered into between you and Red Hat, Inc. (“**Red Hat**”).

Ansible is an open source software project and is licensed under the GNU General Public License version 3, as detailed in the Ansible source code: <https://github.com/ansible/ansible/blob/devel/COPYING>

2.1 Support

Red Hat offers support to paid Red Hat Ansible Automation Platform customers.

If you or your company has purchased a subscription for Ansible Automation Platform, you can contact the support team at <https://access.redhat.com>. To better understand the levels of support which match your Ansible Automation Platform subscription, refer to *Subscription Types*. For details of what is covered under an Ansible Automation Platform subscription, please see the Scopes of Support at: <https://access.redhat.com/support/policy/updates/ansible-tower#scope-of-coverage-4> and <https://access.redhat.com/support/policy/updates/ansible-engine>.

2.2 Trial / Evaluation

While a license is required for Ansible Tower to run, there is no fee for a trial license.

- Trial licenses for Red Hat Ansible Automation are available at: <http://ansible.com/license>
- Support is not included in a trial license or during an evaluation of the Tower Software.

2.3 Subscription Types

Red Hat Ansible Automation Platform is provided at various levels of support and number of machines as an annual Subscription.

- **Standard**
 - Manage any size environment
 - Enterprise 8x5 support and SLA
 - Maintenance and upgrades included
 - Review the SLA at: <https://access.redhat.com/support/offerings/production/sla>
 - Review the Red Hat Support Severity Level Definitions at: <https://access.redhat.com/support/policy/severity>

- **Premium**

- Manage any size environment, including mission-critical environments
- Premium 24x7 support and SLA
- Maintenance and upgrades included
- Review the SLA at: <https://access.redhat.com/support/offerings/production/sla>
- Review the Red Hat Support Severity Level Definitions at: <https://access.redhat.com/support/policy/severity>

All Subscription levels include regular updates and releases of Ansible Tower, Ansible, and any other components of the Platform.

For more information, contact Ansible via the Red Hat Customer portal at <https://access.redhat.com/> or at <http://www.ansible.com/contact-us/>.

2.4 Node Counting in Licenses

The Tower license defines the number of Managed Nodes that can be managed as part of a Red Hat Ansible Automation Platform subscription. A typical license will say ‘License Count: 500’, which sets the maximum number of Managed Nodes at 500.

For more information on managed node requirements for licensing, please see <https://access.redhat.com/articles/3331481>.

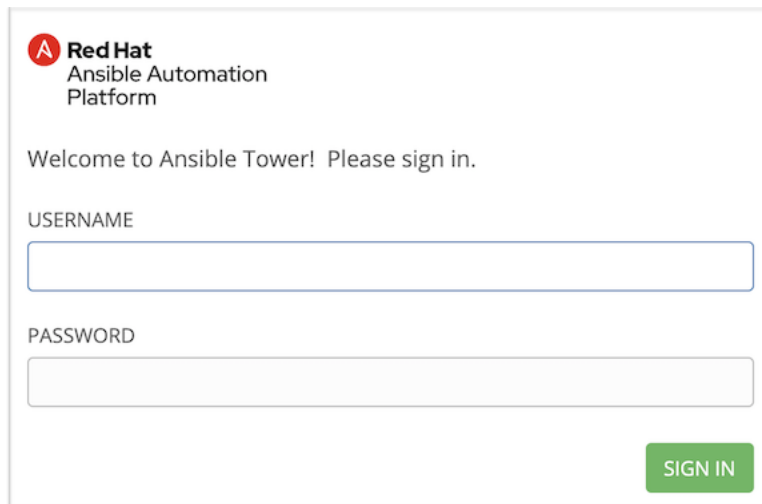
2.5 Tower Component Licenses

To view the license information for the components included within Ansible Tower, refer to `/usr/share/doc/ansible-tower-<version>/README` where `<version>` refers to the version of Ansible Tower you have installed.

To view a specific license, refer to `/usr/share/doc/ansible-tower-<version>/*.txt`, where `*` is replaced by the license file name to which you are referring.

LOGGING IN


To log in to Tower, browse to the Tower interface at: `http://<Tower server name>/`



The screenshot shows the login interface for Red Hat Ansible Automation Platform. At the top left is the Red Hat logo and the text "Red Hat Ansible Automation Platform". Below this is a welcome message: "Welcome to Ansible Tower! Please sign in." There are two input fields: "USERNAME" and "PASSWORD". The "PASSWORD" field is currently filled with a greyed-out placeholder. A green "SIGN IN" button is located at the bottom right of the form.

Log in using a valid Tower username and password.

The default username and password set during installation are *admin* and *password*, but the Tower administrator may have changed these settings during installation. If the default settings have not been changed, you can do so by

accessing the Users () icon from the left navigation bar.

IMPORT A LICENSE

Tower requires a valid subscription to run. If you do not already have one, request one from the initial screen when you launch Tower. If you have issues with your subscription, contact Red Hat via the Red Hat Customer portal at <https://access.redhat.com/>.

Note: To successfully add your license, you must be logged on as the Superuser. Otherwise, the operation will fail.

TOWER LICENSE

Welcome to Ansible Tower! Please complete the steps below to acquire a license.

- 1 Please click the button below to visit Ansible's website to get a Tower license key.
REQUEST LICENSE
- 2 Choose your license file, agree to the End User License Agreement, and click submit.
BROWSE No file selected.

*** LICENSE**
Upload a license file

OR

USERNAME
PASSWORD
GET LICENSES

*** END USER LICENSE AGREEMENT**

ANSIBLE TOWER BY RED HAT END USER LICENSE AGREEMENT

This end user license agreement ("EULA") governs the use of the Ansible Tower software and any related updates, upgrades, versions, appearance, structure and organization (the "Ansible Tower Software"), regardless of the delivery mechanism.

I agree to the End User License Agreement

TRACKING AND ANALYTICS

By default, Tower collects and transmits analytics data on Tower usage to Red Hat. There are two categories of data collected by Tower. For more information, see [this Tower documentation page](#). Uncheck the following boxes to disable this feature.

- User analytics:** This data is used to enhance future releases of the Tower Software and help streamline customer experience and success.
- Automation analytics:** This data is used to enhance future releases of the Tower Software and to provide Automation Analytics to Tower subscribers.

SUBMIT

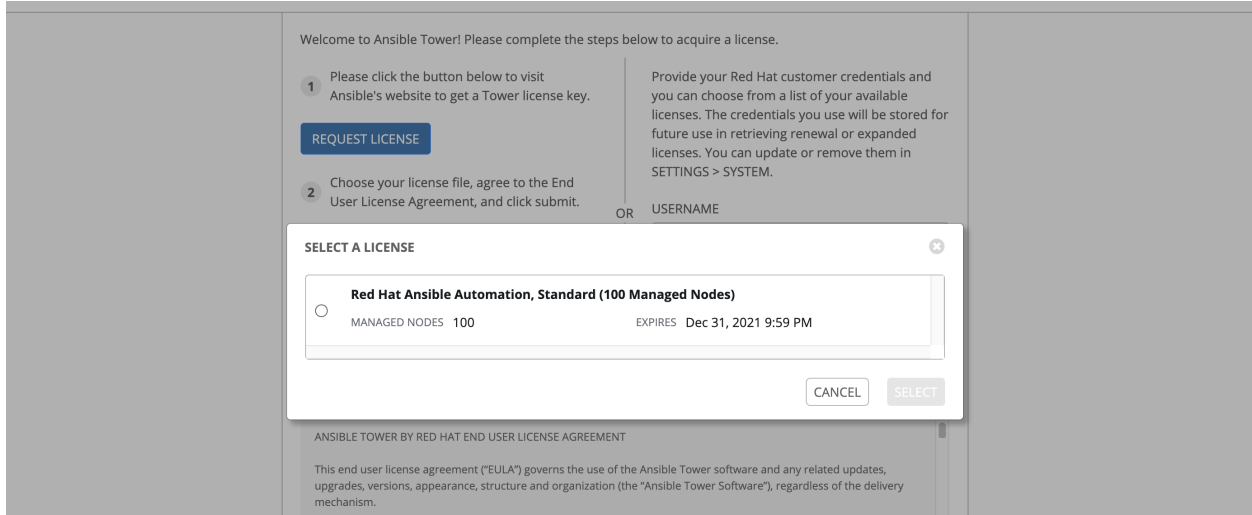
When Tower launches for the first time, the license screen automatically displays. Use your Red Hat credentials to retrieve and import your subscription, or import the license key you received from Red Hat:

1. Enter your Red Hat customer credentials on the right side of the screen. Alternatively, if you have a license file, click the **Browse** button and navigate to the location where the license file is saved to upload it. The uploaded license may be a plain text file or a JSON file, and must include properly formatted JSON code.

Note: The license import will work for Tower nodes with RHEL only. For non-RHEL (e.g. CentOS based Tower nodes), activate the license using the license file instead. When using Red Hat customer credentials, you must use your Red Hat username and password, not your Red Hat account email address and password.

2. If you entered your credential information, click **Get Licenses**.

Once your credential information (or license) is recognized, and you are on RHEL 7 and later, you will see a prompt with your Red Hat subscription(s). Choose the subscription you want to run (the example below has only one subscription). You can log in over time and retrieve new subscriptions if you have renewed.



Other non-RHEL subscribers, after uploading the license file, proceed by checking the **End User License Agreement**.

3. The bottom half of the license screen involves analytics data collection. This helps Red Hat improve the product by delivering you a much better user experience. For more information about data collection, refer to [Usability Analytics and Data Collection](#). This option is checked by default, but you may opt out of any of the following:

- **User analytics** collects data from the Tower User Interface.
- **Automation analytics** provides a high level analysis of your automation with Ansible Tower, which is used to help you identify trends and anomalous use of Tower. For opt-in of Automation Analytics to have any effect, your instance of Ansible Tower **must** be running on Red Hat Enterprise Linux. See instructions described in the [Automation Analytics](#) section.

Note: At this time, Automation Insights is not supported when Ansible Tower is running in the OpenShift Container Platform. You may change your analytics data collection preferences at any time, as described in the [Usability Analytics and Data Collection](#) section.

4. After you have specified your tracking and analytics preferences, click **Submit**.

Once your license has been accepted, Tower briefly displays the license screen and navigates you to the Dashboard of the Ansible Tower interface (which you can access by clicking on the Ansible Tower logo at the top left of the screen as well).

LICENSE

DETAILS

LICENSE ● Valid License

VERSION 3.6.0

LICENSE TYPE Enterprise

SUBSCRIPTION Red Hat Ansible Automation, Standard (100 Managed Nodes)

LICENSE KEY 74bc2742aac1800a076c46d18ad3df69edcfda2dcc608a9c3affca55e9f7419

EXPIRES ON 12/31/2021

TIME REMAINING 829 Days

HOSTS AVAILABLE 100

HOSTS USED 1

HOSTS REMAINING 99

If you are ready to upgrade, please contact us by clicking the button below

[UPGRADE](#)

LICENSE MANAGEMENT

Choose your license file, agree to the End User License Agreement, and click submit.

*** LICENSE**

Upload a license file

[BROWSE](#) No file selected.

OR

Provide your Red Hat customer credentials and you can choose from a list of your available licenses. The credentials you use will be stored for future use in retrieving renewal or expanded licenses. You can update or remove them in [SETTINGS > SYSTEM](#).

USERNAME

PASSWORD

[GET LICENSES](#)

*** END USER LICENSE AGREEMENT**

ANSIBLE TOWER BY RED HAT END USER LICENSE AGREEMENT

This end user license agreement ("EULA") governs the use of the Ansible Tower software and any related updates, upgrades, versions, appearance, structure and organization (the "Ansible Tower Software"), regardless of the delivery mechanism.

1. License Grant. Subject to the terms of this EULA, Red Hat, Inc. and its affiliates ("Red Hat") grant to you ("You") a non-transferable, non-exclusive, worldwide, non-sublicensable, limited, revocable license to use the Ansible Tower Software for the term of the associated Red Hat Software Subscription and in a quantity equal to the number of Red Hat

I agree to the End User License Agreement

[SUBMIT](#)



For later reference, you can return to the license screen by clicking the Settings () icon from the left navigation bar and select the **License** tab from the Settings screen.

4.1 Adding a Tower License Manually

If you are in a situation where uploading a file is not allowed due to a locked down environment, you can add the Ansible Tower license by hand using Tower's API.

Note: To successfully add your license, you must be logged on as the Superuser. Otherwise, the operation will fail. Use only the procedure described here for applying a license via the API. Do not put the license in a file, and manually placing it in the license directory of your Ansible Tower install. The ability to do so has been deprecated in version 3.1.0.

To add the license file manually:

1. In Tower's REST API, at the `/api/v2/config/` endpoint, scroll down to the POST text entry box.
2. Add your valid license, the one you received directly from Ansible, to the POST box using the following as an example:

```
{"eula_accepted" : "true",
  "subscription_name": "Enterprise Tower up to 100000 Nodes",
  "features": {},
  "instance_count": 100000,
  "trial": false,
  "contact_email": "maddux@hotdog.com",
  "company_name": "Dr. Maddux Golden",
  "license_type": "enterprise",
  "contact_name": "Dr. Maddux Golden",
```

(continues on next page)

(continued from previous page)

```
"license_date": 0000000000,  
"license_key":  
↪ "xxx111xx111xxx1x1x1x1x11x1xxxx1x1xx1x1x1x1xxx111xx1x1xx1x"  
}
```

3. When finished, click the **POST** button and review your license.

THE TOWER USER INTERFACE

The Tower User Interface offers a friendly graphical framework for your IT orchestration needs. The left navigation bar provides quick access to resources, such as **Projects**, **Inventories**, **Job Templates**, and **Jobs**.


Across the top-right side of the interface, you can access your user profile, the About page, view related documentation, and log out. Right below these options, you can view the activity stream for that user by clicking on the Activity Stream



button.



5.1 Activity Streams

Most screens in Tower have an Activity Stream () button. Clicking this brings up the **Activity Stream** for this object.


ACTIVITY STREAM | ALL ACTIVITY

SEARCH KEY All Activity ▼

TIME	INITIATED BY	EVENT	ACTIONS
11/4/2019 4:14:03 PM	system	associated workflow_job New Workflow Job Template to notification	
11/4/2019 4:14:03 PM	system	created notification	
11/4/2019 4:13:53 PM	system	created job Demo Job Template	
11/4/2019 4:13:53 PM	system	associated workflow_job New Workflow Job Template to notification	
11/4/2019 4:13:53 PM	system	created notification	
11/4/2019 4:13:52 PM	admin	created workflow_job New Workflow Job Template	
11/4/2019 4:13:48 PM	admin	associated two nodes on workflow New Workflow Job Template	
11/4/2019 4:13:48 PM	admin	associated two nodes on workflow New Workflow Job Template	
11/4/2019 4:13:48 PM	admin	disassociated two nodes on workflow New Workflow Job Template	
11/4/2019 4:13:48 PM	admin	disassociated two nodes on workflow New Workflow Job Template	
11/4/2019 4:13:48 PM	admin	associated two nodes on workflow New Workflow Job Template	
11/4/2019 4:13:48 PM	admin	associated two nodes on workflow New Workflow Job Template	
11/4/2019 4:13:48 PM	admin	updated workflow_job_template_node New Workflow Job Template	
11/4/2019 4:13:48 PM	admin	created workflow_approval_template New Workflow Job Template Failed approval	
11/4/2019 4:13:48 PM	admin	created workflow_job_template_node New Workflow Job Template	
11/4/2019 4:13:48 PM	admin	created workflow_job_template_node New Workflow Job Template	
11/4/2019 2:06:54 PM	system	associated workflow_job New Workflow Job Template to notification	
11/4/2019 2:06:54 PM	system	created notification	
11/4/2019 2:06:44 PM	system	created job Demo Job Template	
11/4/2019 2:06:44 PM	system	associated workflow_job New Workflow Job Template to notification	

1 2 3 4 5 6 7 8 9 10 > PAGE 1 OF 10

ITEMS 1 - 20 OF 186 VIEW PER PAGE 20

An Activity Stream shows all changes for a particular object. For each change, the Activity Stream shows the time of the event, the user that initiated the event, and the action. The information displayed varies depending on the type of event. Clicking on the Examine () button shows the event log for the change.

ACTIVITY STREAM

ACTIVITY STREAM | ALL ACTIVITY

SEARCH KEY All Activity ▼

TIME

11/4/2019 4:14:03 PM

11/4/2019 4:14:03 PM

11/4/2019 4:13:53 PM

11/4/2019 4:13:53 PM

11/4/2019 4:13:53 PM

11/4/2019 4:13:53 PM

system

created notification

EVENT 184

INITIATED BY system on 11/4/2019 4:13:53 PM

ACTION created job Demo Job Template

CHANGES

```

1 {
2   "allow_simultaneous": false,
3   "credentials": [
4     "Demo Credential (1)"
5   ],
6   "description": "",
7   "type": "job_template"
8 }

```

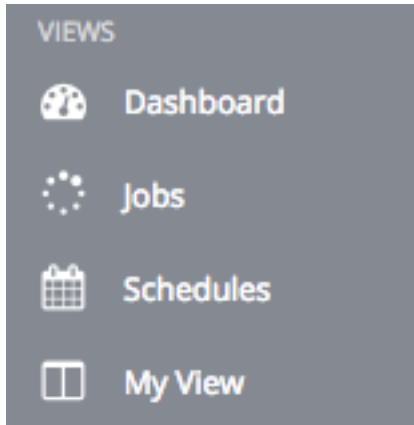
OK

The Activity Stream can be filtered by the initiating user (or the system, if it was system initiated), and by any related Tower object, such as a particular credential, job template, or schedule.

The Activity Stream on the main Dashboard shows the Activity Stream for the entire Tower instance. Most pages in Tower allow viewing an activity stream filtered for that specific object.

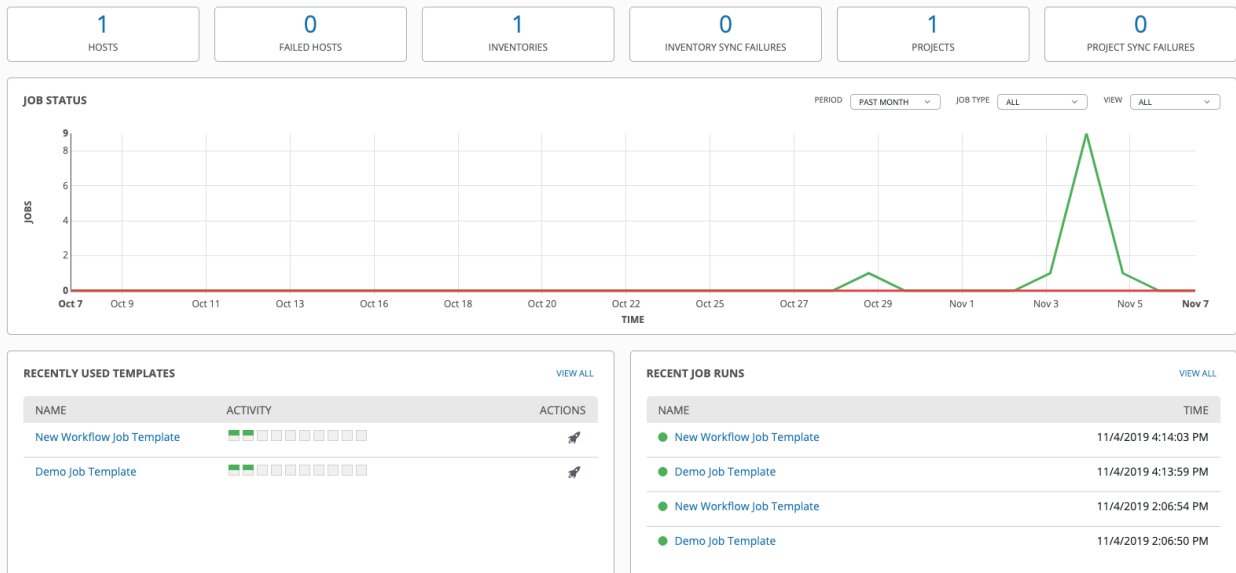
5.2 Views

The Tower User Interface provides several options for viewing information.



5.2.1 Dashboard view

The **Dashboard** view begins with a summary of your hosts, inventories, and projects. Each of these is linked to the corresponding objects in Tower for easy access.



On the main Tower Dashboard screen, a summary appears listing your current **Job Status**. Also available for review are summaries of **Recently Used Templates** and **Recent Job Runs**.



The **Job Status** graph displays the number of successful and failed jobs over a specified time period. You can choose to limit the job types that are viewed, and to change the time horizon of the graph.


The **Recently Used Templates** section of this display shows a summary of the most recently used templates. You can



also access this summary by clicking the Templates () icon from the left navigation bar.


The **Recent Job Runs** section displays which jobs were most recently run, their status, and time when they were run as well.

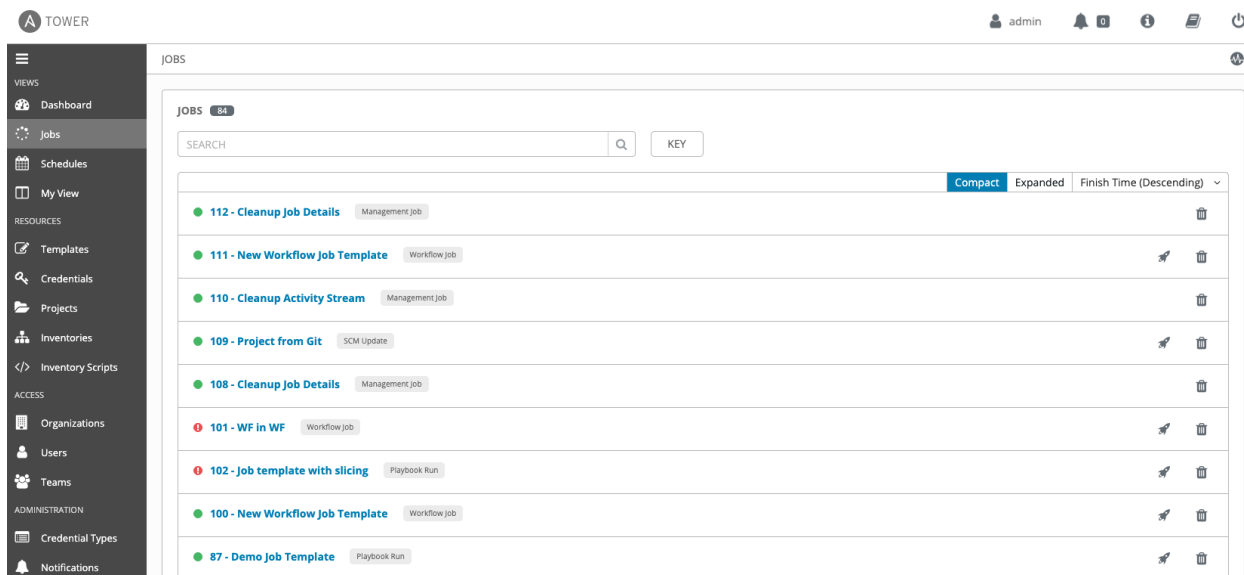


Note: Clicking on the Dashboard () icon from the left navigation bar or the Ansible Tower logo at any time returns you to the Dashboard.

5.2.2 Jobs view



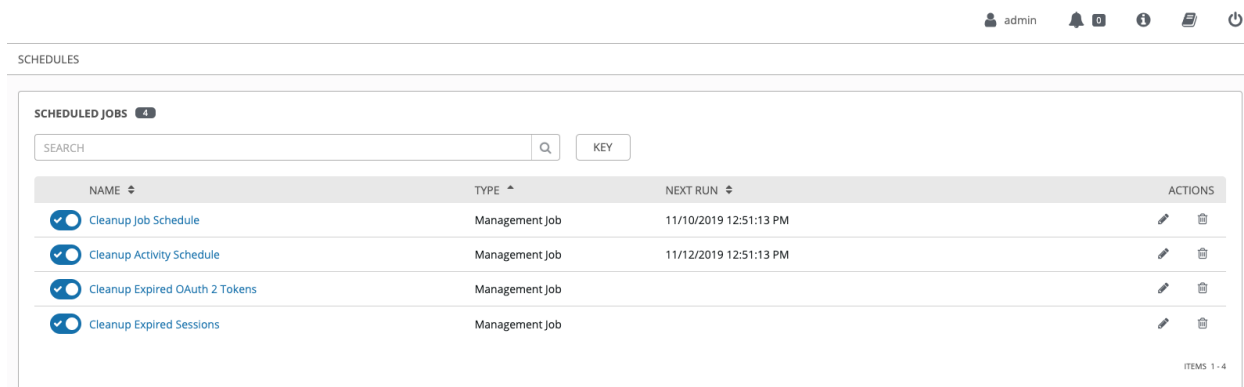
Access the **Jobs** view by clicking the Jobs () icon from the left navigation bar. This view shows all the jobs that have ran in Tower, including projects, templates, management jobs, SCM updates, playbook runs, etc.



5.2.3 Schedules view



Access the **Schedules** view by clicking the Schedules () icon from the left navigation bar. This view shows all the scheduled jobs that are configured.




5.2.4 My View

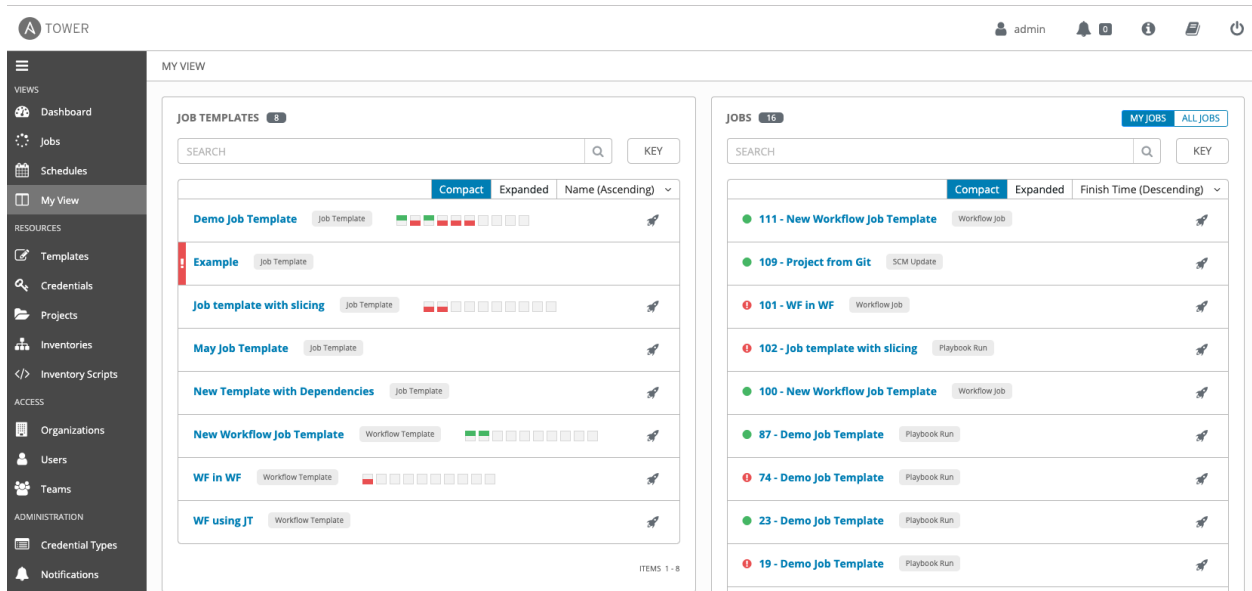



My View, is a user’s single-page view of jobs and job templates. It can be accessed by clicking the My View () icon from the left navigation bar or by navigating to `https://<Tower server name>/portal`.

My View is a simplified interface for users who need to run Ansible jobs, but that do not need an advanced knowledge of Ansible or Tower. My View could be used by, for instance, development teams, or even departmental users in non-technical fields.

My View offers Tower users a simplified, clean interface to the jobs that they are able to run, and the results of jobs that they have run in the past.

Pressing the  button beside a job in My View launches it, potentially asking some survey questions if the job is configured to do so.



My View displays two main sections—**Job Templates** and **Jobs**. The Job Templates panel shows the job templates that are available to be run. To launch a job template, click the  button. This launches the job, which can be viewed in the Jobs panel.

The Jobs pane shows the list of jobs that have run in the past. Sort for jobs specific to you by clicking the **My Jobs** button or review all jobs you have access to view by clicking the **All Jobs** button, above the search bar.

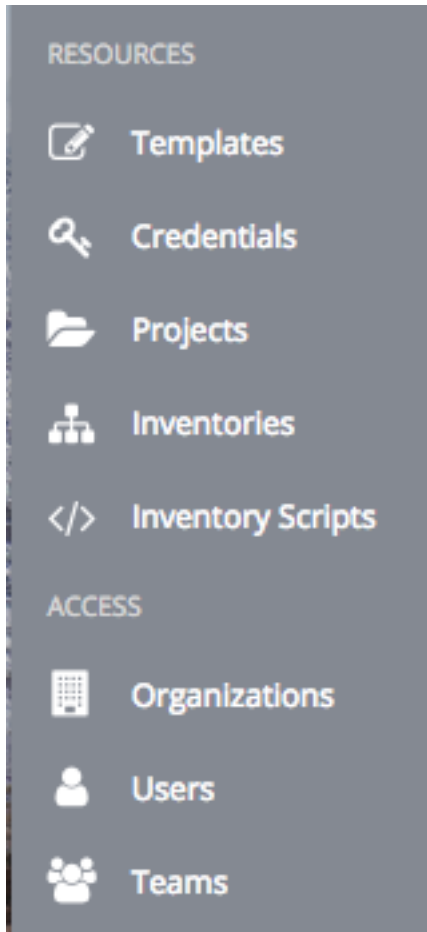
- **My Jobs:** View jobs that you (as the user) ran.
- **All Jobs:** View your team members’ completed jobs, viewable based on your RBAC permissions.

For each job, you can view and sort by any number of the job’s attributes shown. Clicking on the link for the job opens a new window with the **Job Details** for that job (refer to *Jobs* for more information).

Other portions of the interface are hidden from view until My View is exited.

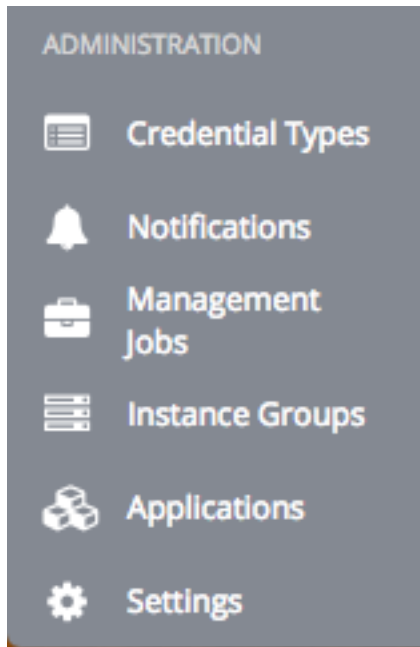
5.3 Resources and Access

The **Resources** and **Access** menus provide you access to the various components of Ansible Tower and allow you to configure who has permissions for which of those resources.




5.4 Tower Administration Menu


The **Administration** menu provides access to the various administrative options:

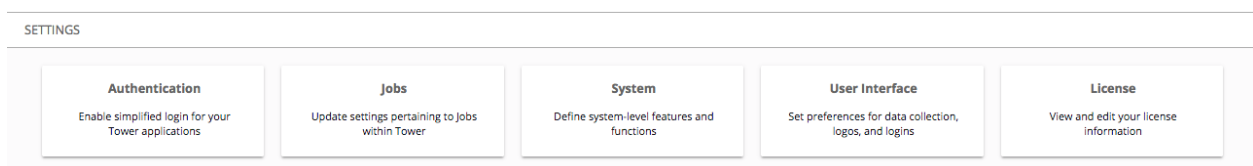


From here, you can create, view, and edit *custom credential types*, *notifications*, management jobs, *tokens and applications*, and configure Tower settings. Configuring Tower settings is accomplished through the **Settings** menu, which is described in further detail in the proceeding section.

5.4.1 Settings Menu

Starting with Ansible Tower 3.0, the Settings () menu offers access to administrative configuration options. Users of older versions of Ansible Tower (2.4.5 or older) can access most of these through the top-level navigational menu or from their “Setup” menu button.


To enter the Settings window for Ansible Tower, click the Settings  icon at the bottom of the left navigation bar. This page allows you to modify your Tower’s configuration, such as settings associated with authentication, jobs, system, user interface, and view or import your license.



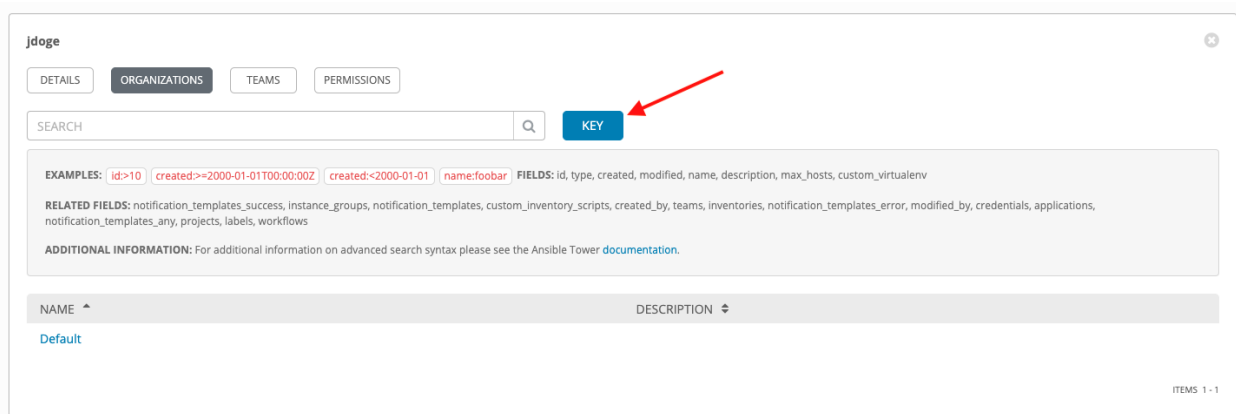
For more information on configuring these settings, refer to [Tower Configuration](#) section of the *Ansible Tower Administration Guide*.

SEARCH

Ansible Tower release 3.1 introduced the Tower Search, a powerful search tool that provides both search and filter capabilities that span across multiple functions.



Acceptable search criteria are provided in an expandable “cheat-sheet” accessible from the **Key** button.



jdodge

DETAILS ORGANIZATIONS TEAMS PERMISSIONS

SEARCH

EXAMPLES: `id>10` `created>=2000-01-01T00:00:00Z` `created<2000-01-01` `name:foobar` **FIELDS:** id, type, created, modified, name, description, max_hosts, custom_virtualenv

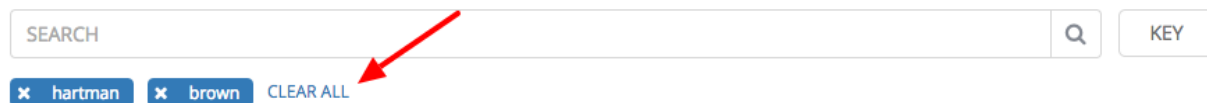
RELATED FIELDS: notification_templates_success, instance_groups, notification_templates, custom_inventory_scripts, created_by, teams, inventories, notification_templates_error, modified_by, credentials, applications, notification_templates_any, projects, labels, workflows

ADDITIONAL INFORMATION: For additional information on advanced search syntax please see the Ansible Tower [documentation](#).

NAME ^	DESCRIPTION ▾
Default	

ITEMS 1 - 1

Use the **Clear All** to clear the search criteria.



SEARCH

6.1 Searching Tips

These searching tips assume that you are not searching hosts. Most of this section still applies to hosts but with some subtle differences. A typical syntax of a search consists of a field (left-hand side) and a value (right-hand side). A colon is used to separate the field that you want to search from the value. If a search doesn't have a colon (see example 3) it is treated as a simple string search where `?search=foobar` is sent. Here are the examples of syntax used for searching:

1. `name:localhost` In this example, the string before the colon represents the field that you want to search on. If that string does not match something from **Fields** or **Related Fields** then it's treated the same way Example 3 is (string search). The string after the colon is the string that you want to search for within the name attribute.

2. `organization.name:Default` This example shows a Related Field Search. The period in the left-hand portion separates the model from the field in this case. Depending on how deep/complex the search is, you could have multiple periods in that left-hand portion.
3. `foobar` Simple string (key term) search that will find all instances of that term using an `icontains` search against the name and description fields. If a space is used between terms (e.g. `foo bar`), then any results that contain both terms will be returned. If the terms are wrapped in quotes (e.g. `"foo bar"`), Tower will search for the entire string with the terms appearing together. Specific name searches will search against the API name. For example, `Management job` in the user interface is `system_job` in the API.
4. `organization:Default` This example shows a Related Field search but without specifying a field to go along with the organization. This is supported by the API and is analogous to a simple string search but done against the organization (will do an `icontains` search against both the name and description).

6.1.1 Values for search fields

To find values for certain fields, refer to the API endpoint for extensive options and their valid values. For example, if you want to search against `/api/v2/jobs -> type` field, you can find the values by performing an **OPTIONS** request to `/api/v2/jobs` and look for entries in the API for `"type"`. Additionally, you can view the related searches by scrolling to the bottom of each screen. In the example for `/api/v2/jobs`, the related search shows:

```
"related_search_fields": [
  "modified_by__search",
  "project__search",
  "project_update__search",
  "credentials__search",
  "unified_job_template__search",
  "created_by__search",
  "inventory__search",
  "labels__search",
  "schedule__search",
  "webhook_credential__search",
  "job_template__search",
  "job_events__search",
  "dependent_jobs__search",
  "launch_config__search",
  "unifiedjob_ptr__search",
  "notifications__search",
  "unified_job_node__search",
  "instance_group__search",
  "hosts__search",
  "job_host_summaries__search"
```

The values for Fields come from the keys in a **GET** request. `url`, `related`, and `summary_fields` are not used. The values for Related Fields also come from the **OPTIONS** response, but from a different attribute. Related Fields is populated by taking all the values from `related_search_fields` and stripping off the `__search` from the end.

Any search that does not start with a value from Fields or a value from the Related Fields, will be treated as a generic string search. Searching for something like `localhost` will result in the UI sending `?search=localhost` as a query parameter to the API endpoint. This is a shortcut for an `icontains` search on the name and description fields.

6.1.2 Searching using values from Related Fields

Searching a Related Field requires you to start the search string with the Related Field. This example describes how to search using values from the Related Field, *organization*.

The left-hand side of the search string must start with *organization* (ex: `organization:Default`). Depending on the related field, you might want to provide more specific direction for the search by providing secondary/tertiary fields. An example of this would be to specify that you want to search for all job templates that use a project matching a certain name. The syntax on this would look like: `job_template.project.name:"A Project"`.

Note: This query would execute against the `unified_job_templates` endpoint which is why it starts with `job_template`. If we were searching against the `job_templates` endpoint, then you wouldn't need the `job_template` portion of that query.

6.1.3 Other search considerations

The following are a few things about searching in Tower that you should be aware of:

- There's currently no supported syntax for **OR** queries. All search terms get **AND**'d in the query parameters.
- The left-hand portion of a search parameter can be wrapped in quotes to support searching for strings with spaces.
- Currently, the values in the Fields are direct attributes expected to be returned in a **GET** request. Whenever you search against one of the values, Tower essentially does an `__icontains` search. So, for example, `name:localhost` would send back `?name__icontains=localhost`. Tower currently performs this search for every Field value, even `id`, which is not ideal.

6.2 Sort

Where applicable, use the arrows in each column to sort by ascending or descending order (following is an example from the schedules list).

NAME ↕	TYPE ↕	NEXT RUN ↕	ACTIONS
<input checked="" type="checkbox"/> Cleanup Job Schedule	Management Job	11/17/2019 10:51:13 AM	
<input checked="" type="checkbox"/> Cleanup Activity Schedule	Management Job	11/12/2019 10:51:13 AM	
<input checked="" type="checkbox"/> Cleanup Expired OAuth 2 Tokens	Management Job		
<input checked="" type="checkbox"/> Cleanup Expired Sessions	Management Job		

ITEMS 1 - 4

The direction of the arrow indicates the sort order of the column.

SCHEDULED JOBS 4

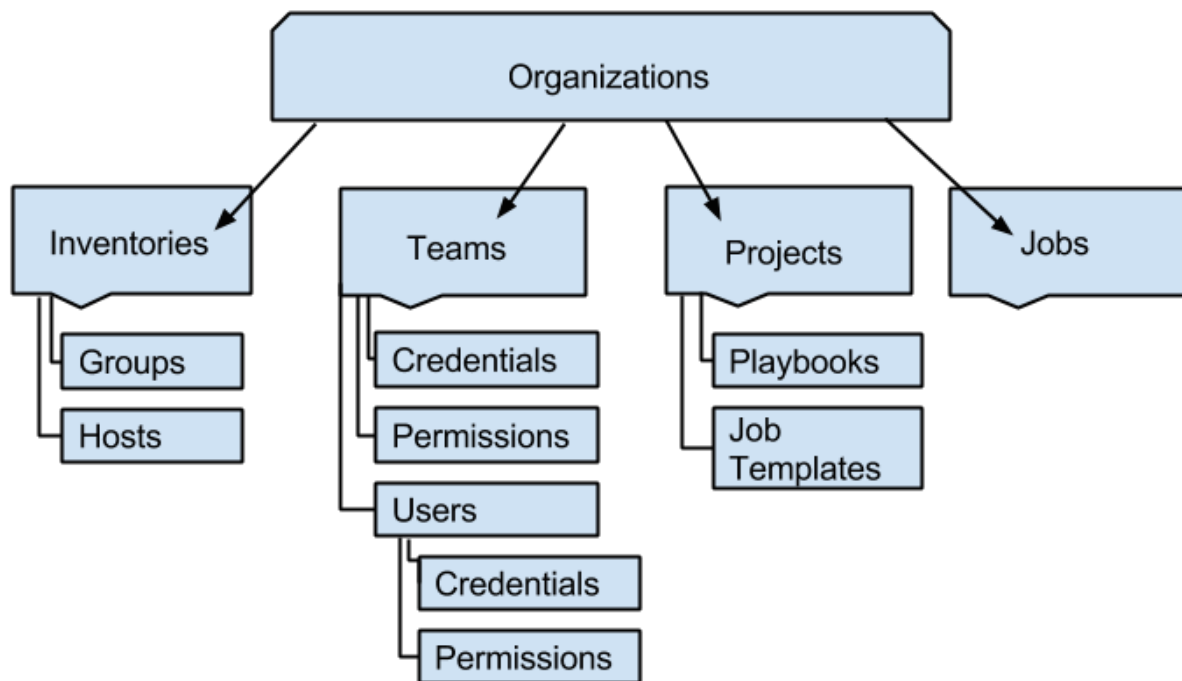
SEARCH


NAME	TYPE	NEXT RUN	ACTIONS
<input checked="" type="checkbox"/> Cleanup Job Schedule	Management Job	11/17/2019 10:51:13 AM	
<input checked="" type="checkbox"/> Cleanup Activity Schedule	Management Job	11/12/2019 10:51:13 AM	
<input checked="" type="checkbox"/> Cleanup Expired OAuth 2 Tokens	Management Job		
<input checked="" type="checkbox"/> Cleanup Expired Sessions	Management Job		

ITEMS 1 - 4

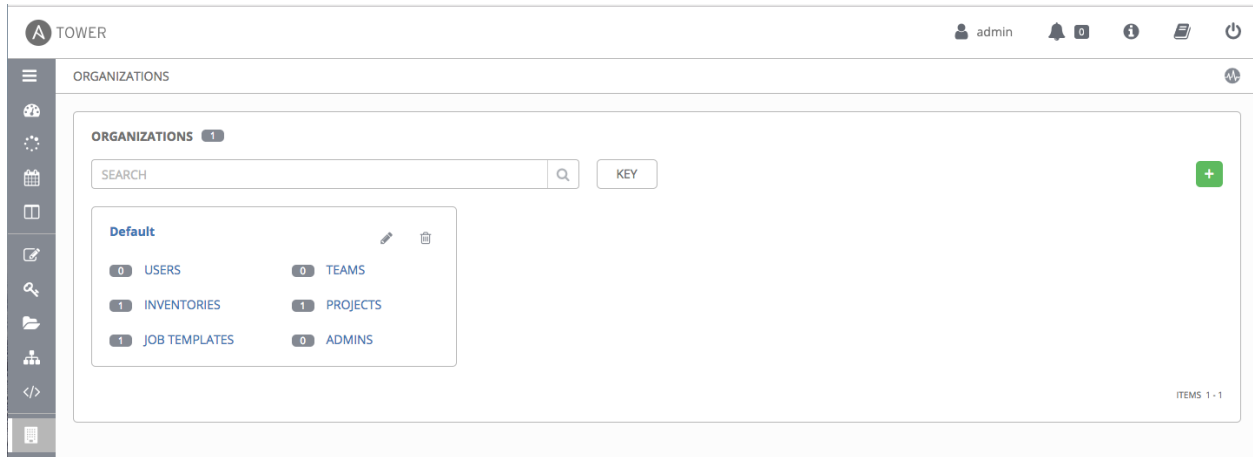
ORGANIZATIONS

An **Organization** is a logical collection of **Users**, **Teams**, **Projects**, and **Inventories**, and is the highest level in the Tower object hierarchy.




Access the Organizations page by clicking the Organizations () icon from the left navigation bar. The Organizations page displays all of the existing organizations for your installation of Tower. Organizations can be searched by **Name** or **Description**. Modify and remove organizations using the **Edit** and **Delete** buttons.

Note: Tower creates a default organization automatically. Users of Tower with a Self-Support level license (formerly called Basic) only have the default organization available and should **not** delete it. Users of older versions of Tower (prior to 2.2) will not see this default organization.



7.1 Creating a New Organization



You can create a new organization by selecting the  button.

ORGANIZATIONS / CREATE ORGANIZATION

NEW ORGANIZATION ✕

DETAILS | USERS | PERMISSIONS

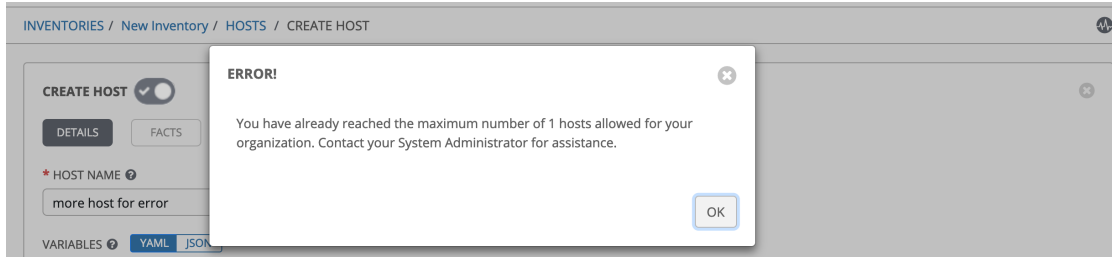
* NAME DESCRIPTION INSTANCE GROUPS


ANSIBLE ENVIRONMENT MAX HOSTS

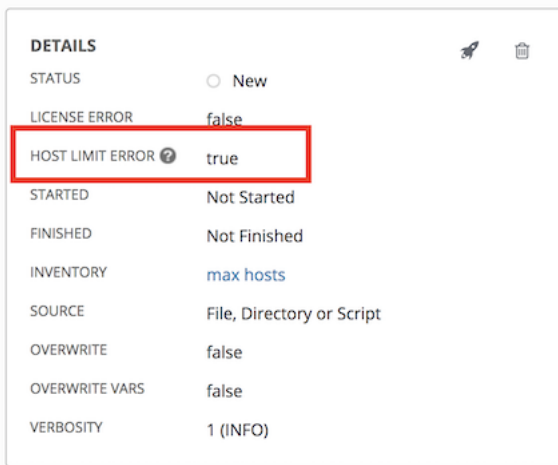
CANCEL SAVE

An organization has several attributes that may be configured:

1. Enter the **Name** for your organization (required).
2. Enter a **Description** for the organization.
3. Enter an **Instance Group** on which to run this organization.
4. Select from the drop-down menu list a custom virtual **Ansible Environment** on which to run this organization. This field is only present if custom environments were previously created. See [Using virtualenv with Ansible Tower](#) in the *Ansible Tower Upgrade and Migration Guide*.
5. The **Max Hosts** is only editable by a superuser to set an upper limit on the number of license hosts that an organization can have. Setting this value to **0** signifies no limit. If you try to add a host to an organization that has reached or exceeded its cap on hosts, an error message displays:

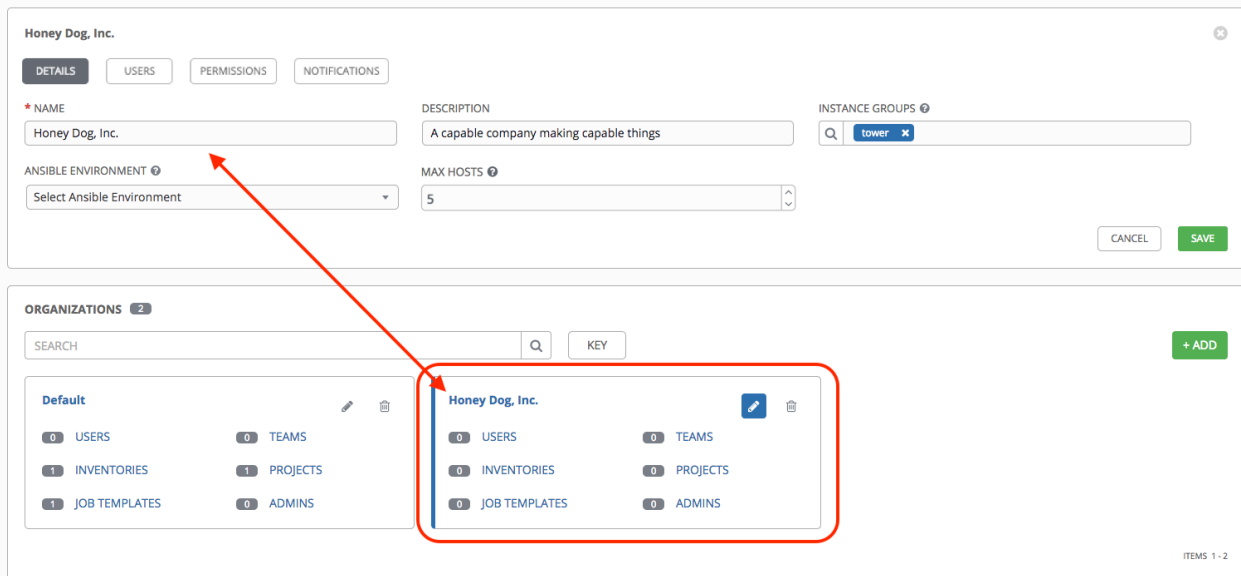


The inventory sync output view also shows the host limit error. Click the  icon for additional detail about the error.



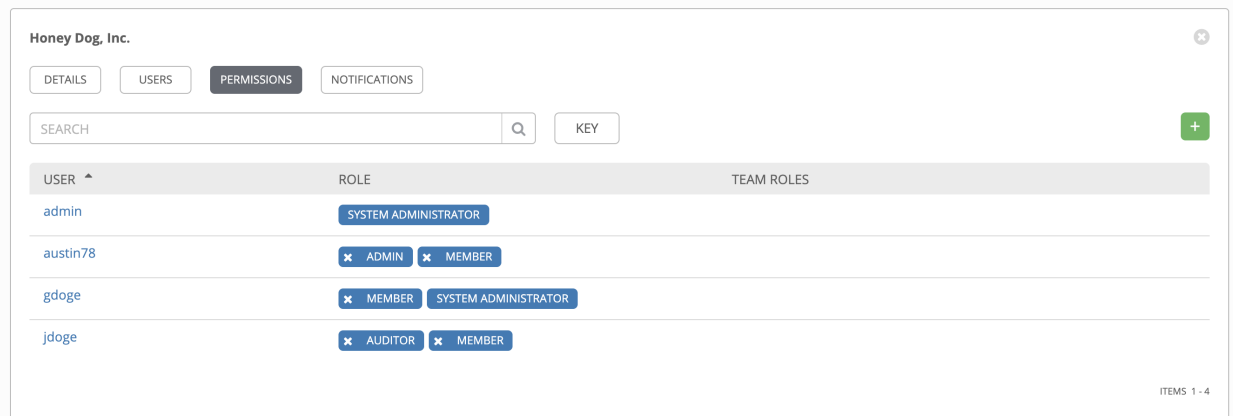
6. Click **Save** to finish creating the organization.

Once created, Tower displays the Organization details, and allows for the managing of users and administrators for the organization.




7.2 Work with Users

Clicking on **Users** (beside **Details** when viewing your organization), displays all the Users associated with this Organization. A User is someone with access to Tower with associated roles and Credentials. Adding a user to an organization adds them as a member only, specifying a role for the user can be done in the the **Permissions** tab, as shown in the example below.



As you can manage the user membership for this Organization here, you can manage user membership on a per-user


basis from the Users page by clicking the Users () icon from the left navigation bar. The user list from the Organizations view may be sorted by username. Use the Tower Search to search for users by various attributes. Click **Key** for using the search, or refer to the [Search](#) chapter for more information.

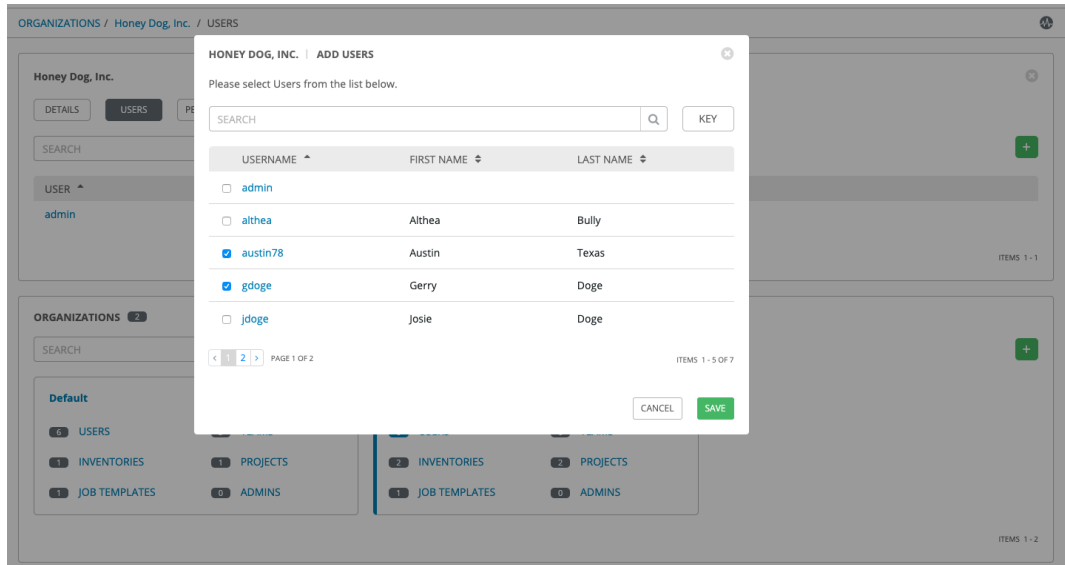
Clicking on a user brings up that user's details, allowing you to review, grant, edit, and remove associated permissions for that user. For more information, refer to [Users](#).

7.2.1 Add a User

In order to add a user to an organization, the user must already be created in Tower. Refer to [Create a User](#) to create a user. To add existing users to the Organization:

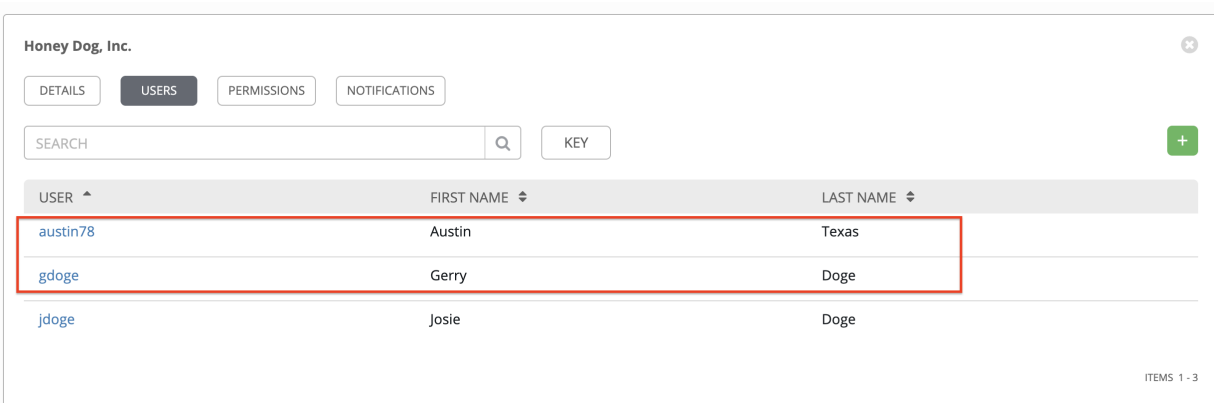


1. Click the  button.
2. Select one or more users from the list of available users by clicking the check box next to the user(s) to add them as members of the organization.



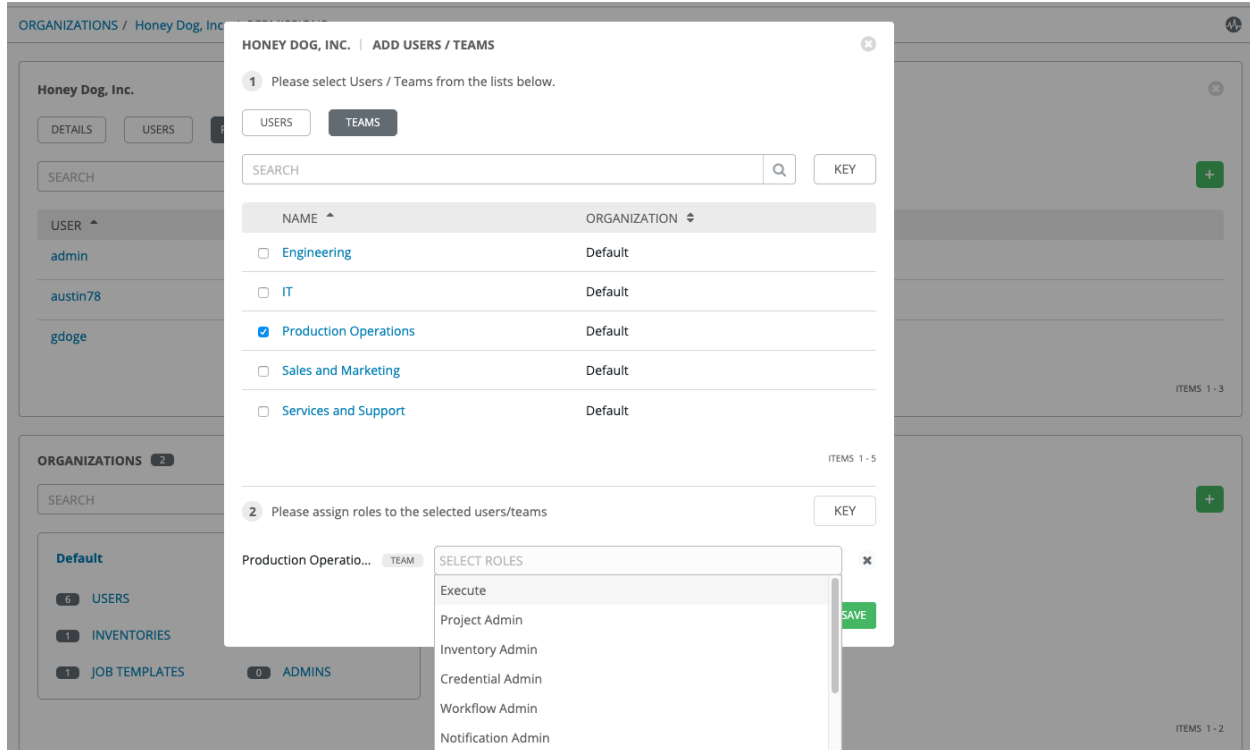
In this example, two users have been selected to be added to this organization.

3. Click the **Save** button when done.



7.3 Work with Permissions

Clicking on **Permissions** (beside **Users** when viewing your organization), allows you to easily manage the permissions for this organization.




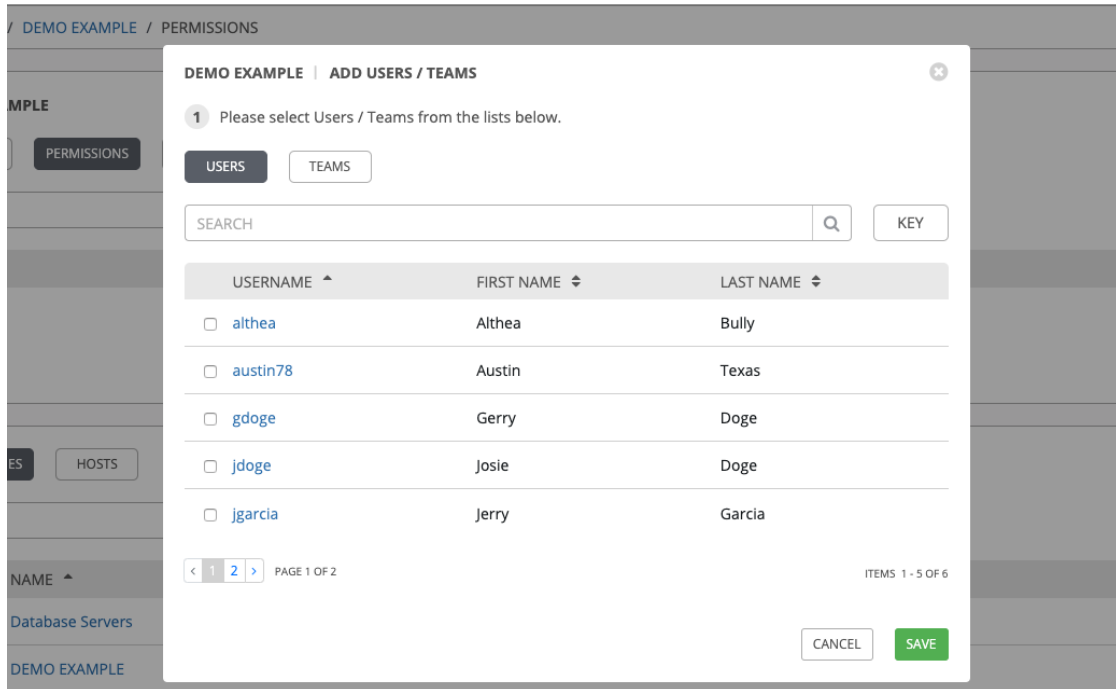
Organizations have a unique set of roles not described here. You can assign specific users certain levels of permissions within your organization, or allow them to act as an admin for a particular resource. Refer to [Role-Based Access Controls](#) for more information.

Note: A credential with roles associated will retain them even after the credential has been reassigned to another organization.

The **Permissions** tab allows you to review, grant, edit, and remove associated permissions for users as well as team members. To assign permissions to a particular user for this resource:

1. Click the **Permissions** tab.

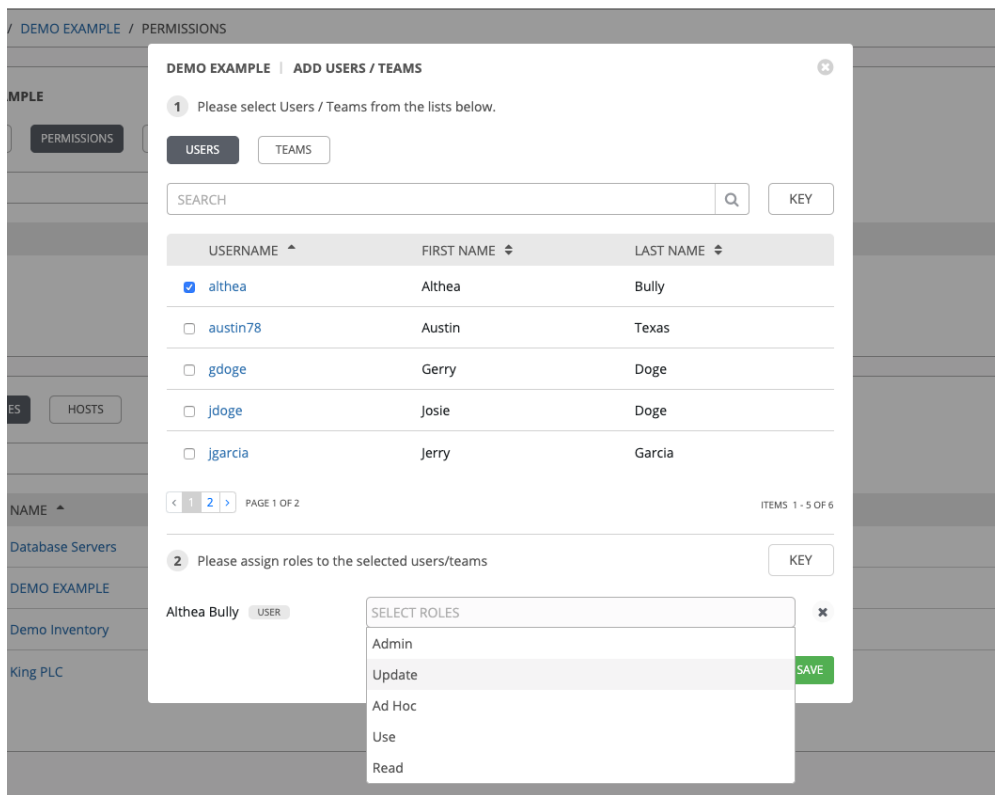
2. Click the  button to open the Add Users/Teams window.



3. Specify the users or teams that will have access then assign them specific roles:
 - a. Click to select one or multiple check boxes beside the name(s) of the user(s) or team(s) to select them.

Note: You can select multiple users and teams at the same time by navigating between the **Users** and **Teams** tabs without saving.

After selections are made, the window expands to allow you to select a role from the drop-down menu list for each user or team you chose.



The example above shows options associated with inventories. Different resources have different options available:

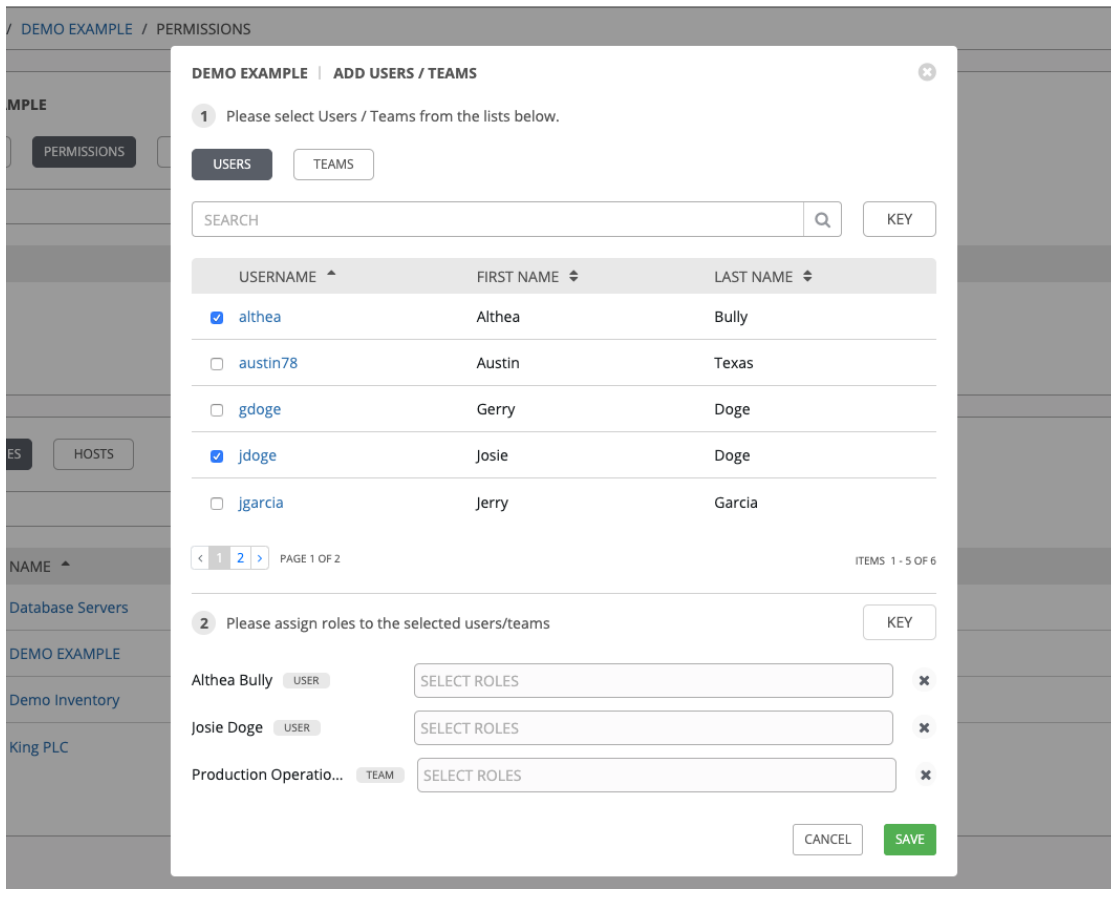
- **Admin** allows read, run, and edit privileges (applies to all resources)
- **Use** allows use of a resource in a job template (applies all resources except job templates)
- **Update** allows updating of project via the SCM Update (applies to projects and inventories)
- **Ad Hoc** allows use of Ad Hoc commands (applies to inventories)
- **Execute** allows launching of a job template (applies to job templates)
- **Read** allows view-only access (applies to all resources)

Tip: Use the **Key** button in the roles selection pane to display a description of each of the roles. For more information, refer to the [Roles](#) section of this guide.

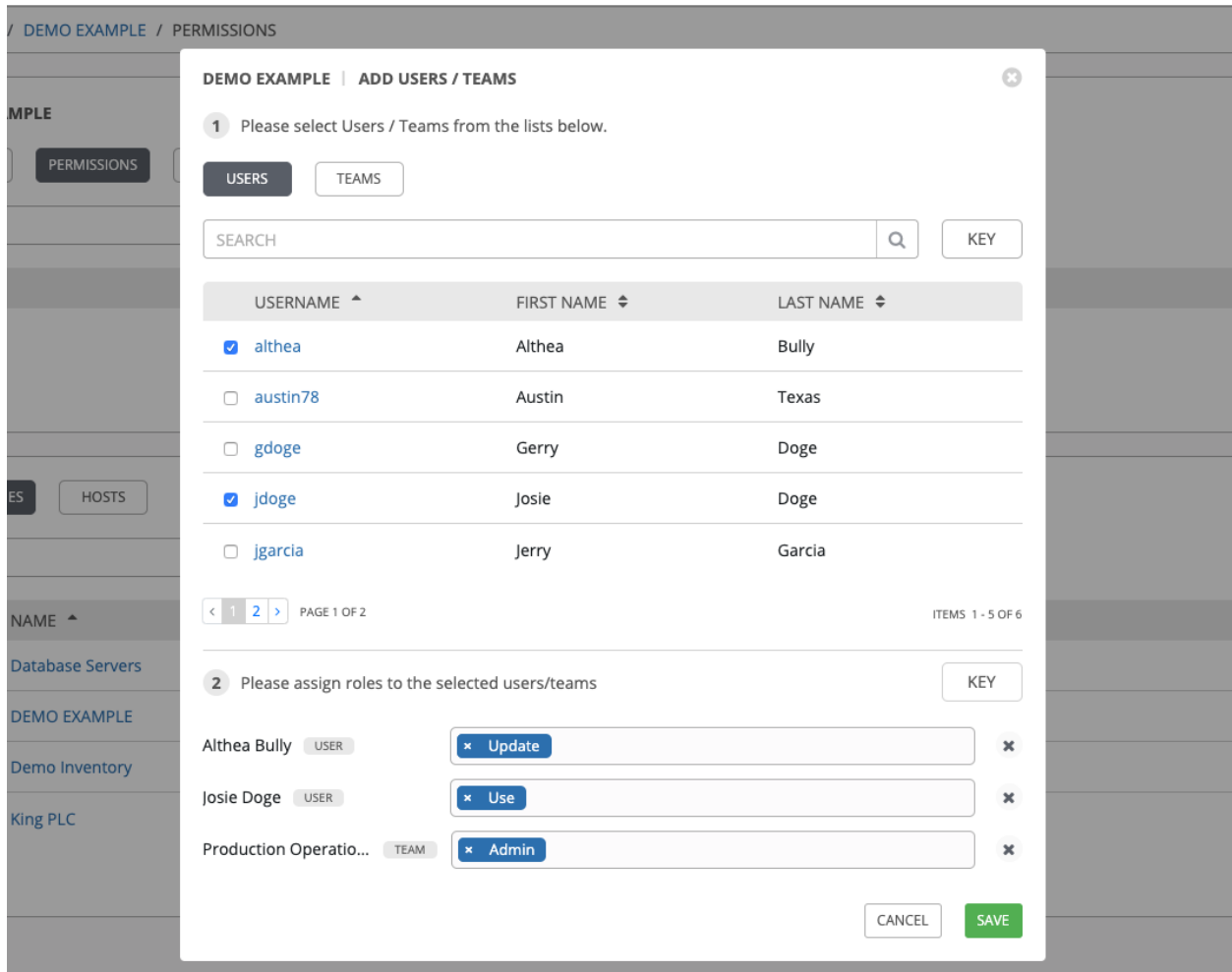
- Select the role to apply to the selected user or team.

Note:

You can assign roles to multiple users and teams by navigating between the **Users** and **Teams** tabs without saving.



4. Review your role assignments for each user and team.



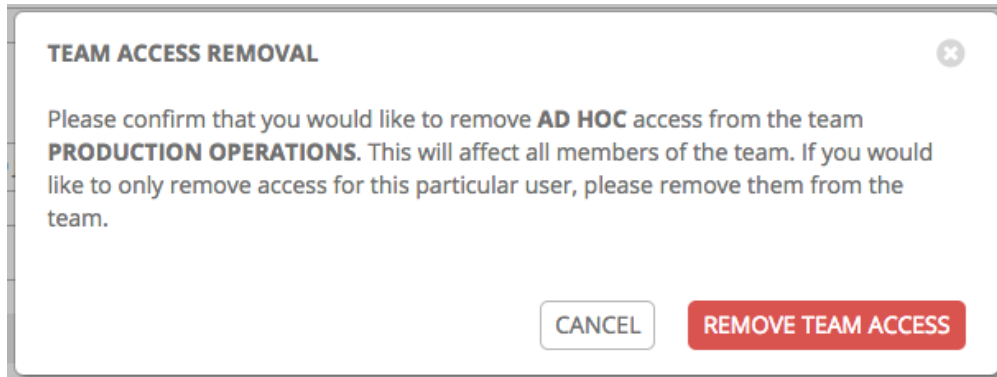
- Click **Save** when done, and the Add Users/Teams window closes to display the updated roles assigned for each user and team.

USER	ROLE	TEAM ROLES
admin	SYSTEM ADMINISTRATOR	
althea	AD HOC, SYSTEM AUDITOR	USE
jdoge	UPDATE, USE	
mags3707	SYSTEM ADMINISTRATOR	AD HOC, ADMIN, USE
yser	SYSTEM AUDITOR	

To remove Permissions for a particular user, click the Disassociate (x) button next to its resource.

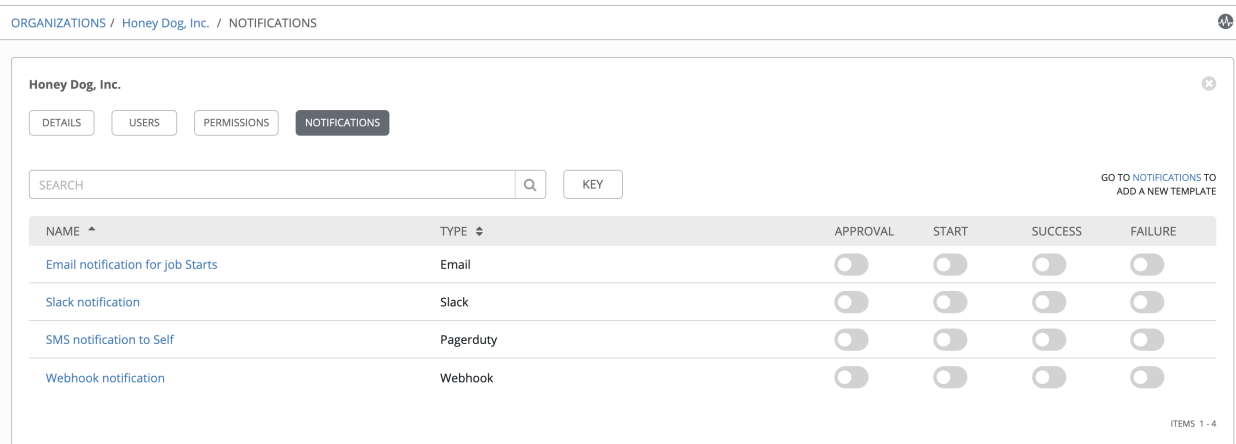
USER	ROLE	TEAM ROLES
admin	SYSTEM ADMINISTRATOR	
althea	AD HOC, SYSTEM AUDITOR	USE
jdoge	UPDATE, USE	
mags3707	SYSTEM ADMINISTRATOR	AD HOC, ADMIN, USE
yser	SYSTEM AUDITOR	

This launches a confirmation dialog, asking you to confirm the disassociation.



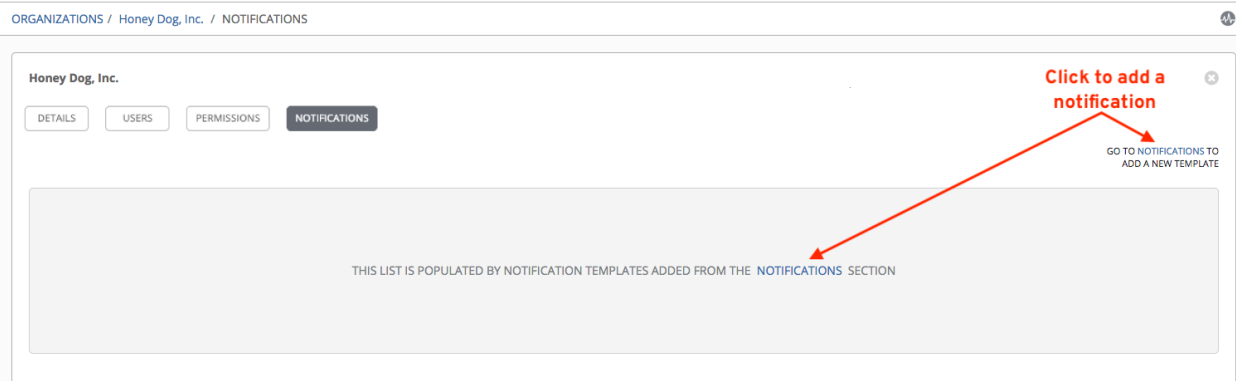
7.4 Work with Notifications

Clicking the **Notifications** tab allows you to review any notification integrations you have setup.



Use the toggles to enable or disable the notifications to use with your particular organization. For more detail, see *Enable and Disable Notifications*.

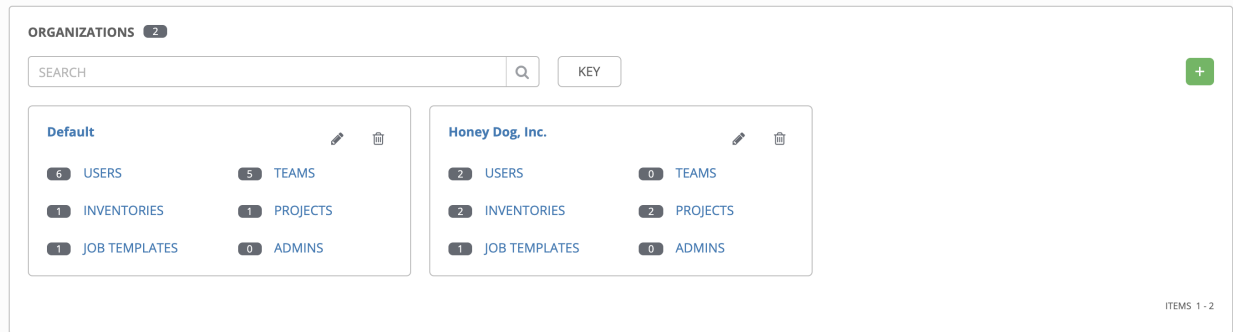
If no notifications have been set up, click the **NOTIFICATIONS** link from above or inside the gray box to add or create a new notification.





Refer to *Notification Types* for additional details on configuring various notification types.

7.5 Organization Summary

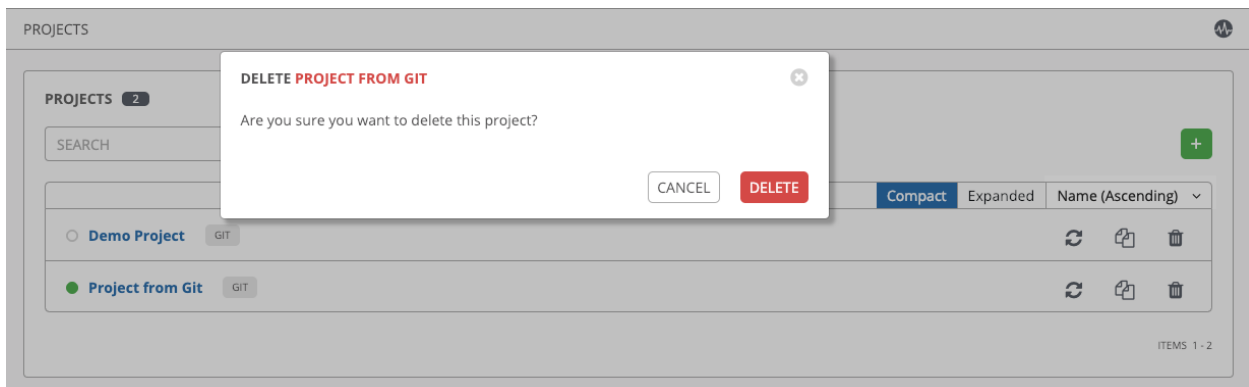
An at-a-glance view of various resources associated with an organization displays at the bottom of each Organization view, called the Organization Summary.



Click on each of the categories to view a list of resources associated with them. Some allow resources to be added, edited, or deleted, such as Users and Admins, while others require editing from another area of the user interface.


From the summary, you can edit the details of an organization () or delete it altogether ().

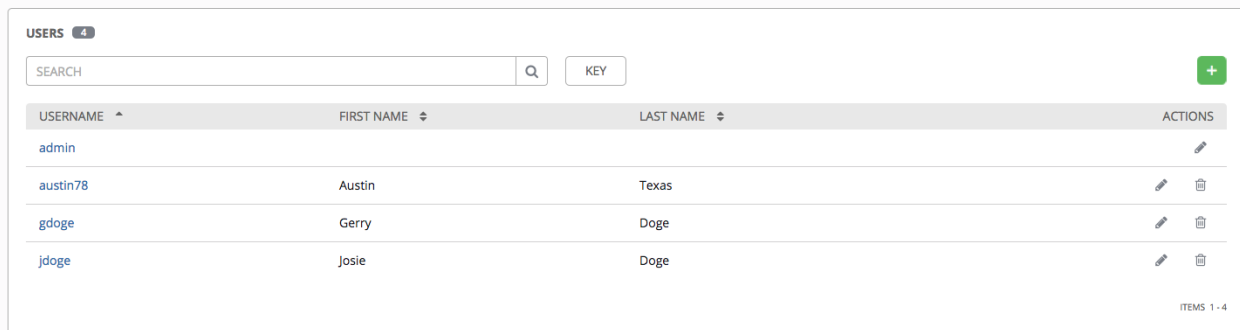
Note: If deleting items that are used by other work items, a message opens listing the items are affected by the deletion and prompts you to confirm the deletion. Some screens will contain items that are invalid or previously deleted, so they will fail to run. Below is an example of such a message:



USERS

A **User** is someone who has access to Tower with associated permissions and credentials. Access the Users page by

clicking the Users () icon from the left navigation bar. The Users page allows you to manage all Tower users. The User list may be sorted and searched by **Username**, **First Name**, or **Last Name** and click the headers to toggle your sorting preference.




USERNAME	FIRST NAME	LAST NAME	ACTIONS
admin			
austin78	Austin	Texas	
gdoge	Gerry	Doge	
jdoge	Josie	Doge	

8.1 Create a User

To create a new user:



1. Click the  button, which opens the Create User dialog.
2. Enter the appropriate details into the following required fields:
 - First Name
 - Last Name
 - Organization (Choose from an existing organization—this is the default organization if you are using a Self-Supported level license.)
 - Email
 - Username
 - Password
 - Confirmation Password
 - User Type

Note: When modifying your own password, log out and log back in again in order for it to take effect.

Three types of Tower Users can be assigned:

- **Normal User:** Normal Users have read and write access limited to the resources (such as inventory, projects, and job templates) for which that user has been granted the appropriate roles and privileges.
- **System Auditor:** Auditors implicitly inherit the read-only capability for all objects within the Tower environment.
- **System Administrator:** A Tower System Administrator (also known as Superuser) has full system administration privileges for Tower – with full read and write privileges over the entire Tower installation. A System Administrator is typically responsible for managing all aspects of Tower and delegating responsibilities for day-to-day work to various Users. Assign with caution!

USERS / CREATE USER ⌵

NEW USER ✕

DETAILS ORGANIZATIONS TEAMS PERMISSIONS

* FIRST NAME * LAST NAME * ORGANIZATION

* EMAIL * USERNAME * PASSWORD SHOW

* CONFIRM PASSWORD SHOW

USER TYPE

- Normal User
- Normal User
- System Auditor
- System Administrator

CANCEL SAVE

Note: The initial user (usually “admin”) created by the Tower installation process is a Superuser. One Superuser must always exist. To delete the “admin” user account, you must first create another Superuser account.

3. Select **Save** when finished.

Once the user is successfully created, the **User** dialog opens for that newly created User.

austin78 ADMIN ✕

DETAILS ORGANIZATIONS TEAMS PERMISSIONS

* FIRST NAME * LAST NAME * EMAIL

* USERNAME PASSWORD SHOW CONFIRM PASSWORD SHOW

USER TYPE

System Administrator

CANCEL SAVE

The count for the number of users has also been updated, and a new entry for the new user is added to the list of users below the edit form. The same window opens whether you click on the user’s name, or the Edit () button beside the user. Here, the User’s **Organizations**, **Teams**, and **Permissions**, as well as other user membership details, may be reviewed and modified.

Note: If the user is not a newly-created user, the user’s edit screen displays the last login activity of that user. This information persists at the top of the screen regardless of which tab you’re viewing.

The screenshot shows the user edit interface for 'austin78'. At the top, the user's name and role 'ADMIN' are displayed. A red box highlights the 'LAST LOGGED IN' field, which contains the text '5/6/2019 2:53:27 PM'. Below this are four tabs: 'DETAILS', 'ORGANIZATIONS', 'TEAMS', and 'PERMISSIONS'. The 'DETAILS' tab is active. The form contains several input fields: 'FIRST NAME' (Austin), 'LAST NAME' (Texas), '* EMAIL' (austin78@mail.com), '* USERNAME' (austin78), 'PASSWORD' (with a 'SHOW' button), and 'CONFIRM PASSWORD' (with a 'SHOW' button). At the bottom, there is a 'USER TYPE' dropdown menu set to 'System Administrator'. 'CANCEL' and 'SAVE' buttons are located at the bottom right.

When you log in as yourself, and view the details of your own user profile, you can manage tokens from your user profile. See *Users - Tokens* for more detail.

This screenshot is identical to the previous one, but the 'TOKENS' tab is highlighted with a red box, indicating that the user can manage their tokens from this profile page.

8.2 User Types - Quick View

Once a user has been created, you can easily view permissions and user type information by looking beside their user name in the User overview screen.

The screenshot shows the 'USERS / jdoge' overview page. A user card for 'jdoge' is displayed with the role 'AUDITOR' next to the name. A red arrow points to the 'AUDITOR' label with the text 'View user labels here for Auditor, Admin, LDAP, etc.'. The user card has tabs for 'DETAILS', 'ORGANIZATIONS', 'TEAMS', and 'PERMISSIONS'. Below the tabs, the user's information is shown: '* FIRST NAME' (Josie), '* LAST NAME' (Doge), and '* EMAIL' (jdoge@mail.com).

If the user account is associated with an enterprise-level authentication method (such as SAML, RADIUS, or LDAP), the user type may look like:

USERS / jdoge

jdoge **RADIUS**

DETAILS ORGANIZATIONS TEAMS PERMISSIONS

* FIRST NAME: Josie * LAST NAME: Doge * EMAIL: jdoge@mail.com

If the user account is associated with a social authentication method, the user type will look like:

USERS / jdoge

jdoge **SOCIAL**

DETAILS ORGANIZATIONS TEAMS PERMISSIONS

* FIRST NAME: Josie * LAST NAME: Doge * EMAIL: jdoge@mail.com

8.3 Users - Organizations

This displays the list of organizations of which that user is a member. This list may be searched by Organization Name or Description. Organization membership cannot be modified from this display panel.

jdoge **AUDITOR**

DETAILS **ORGANIZATIONS** TEAMS PERMISSIONS

SEARCH [] Q KEY

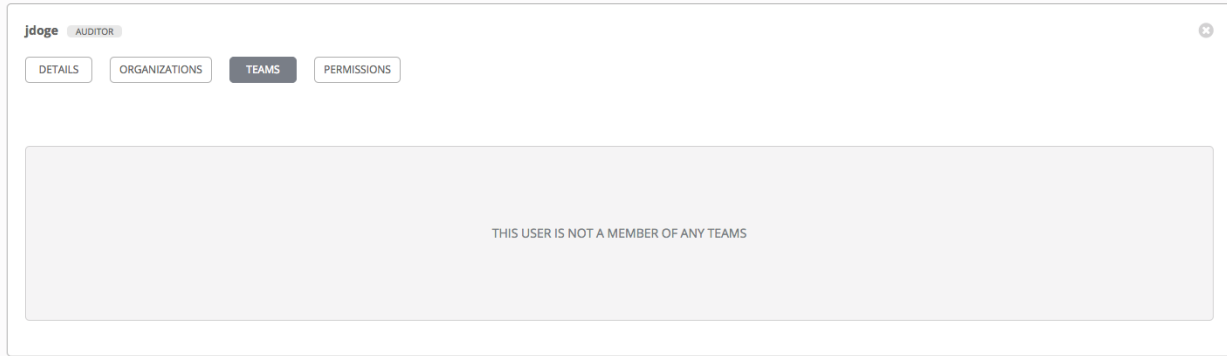
NAME	DESCRIPTION
Honey Dog, Inc.	A capable company making capable things

ITEMS 1 - 1

8.4 Users - Teams

This displays the list of teams of which that user is a member. This list may be searched by **Team Name** or **Description**. Team membership cannot be modified from this display panel. For more information, refer to *Teams*.

Until a Team has been created and the user has been assigned to that team, the assigned Teams Details for the User appears blank.

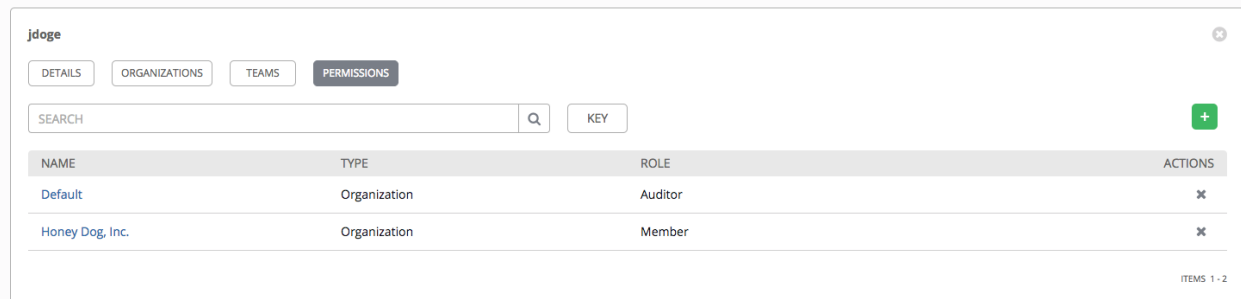


8.5 Users - Permissions

The set of Permissions assigned to this user (role-based access controls) that provide the ability to read, modify, and administer projects, inventories, job templates, and other Tower elements are Privileges.

Note: It is important to note that the job template administrator may not have access to any inventory, project, or credentials associated with the template. Without access to these, certain fields in the job template aren't editable.


This screen displays a list of the roles that are currently assigned to the selected User and can be sorted and searched by **Name**, **Type**, or **Role**.

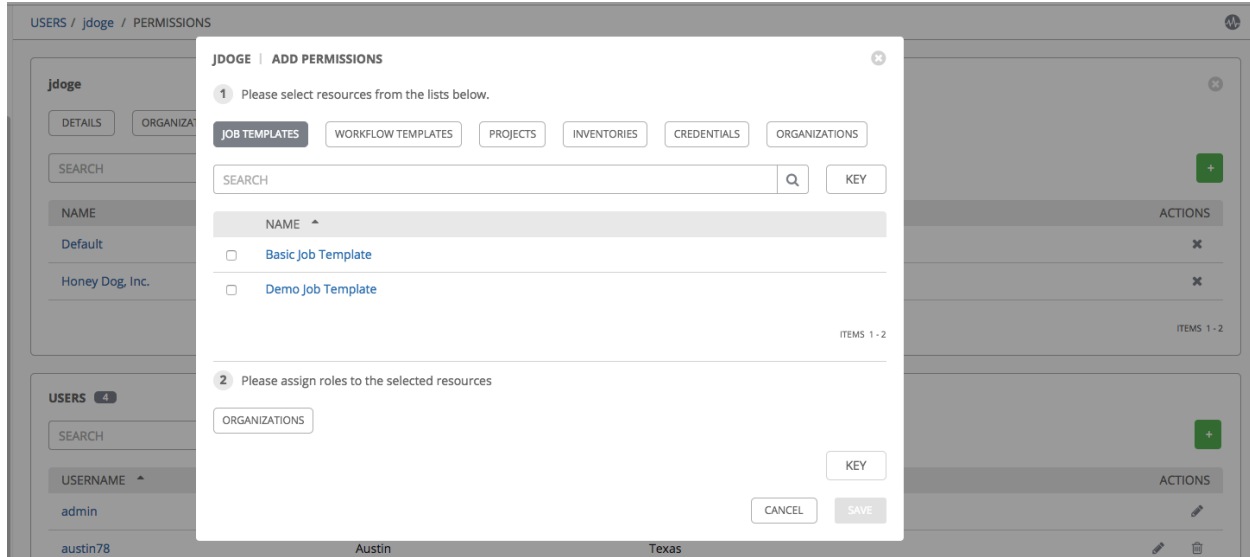


8.5.1 Add Permissions

To add permissions to a particular user:




1. Click the  button, which opens the Add Permissions Wizard.

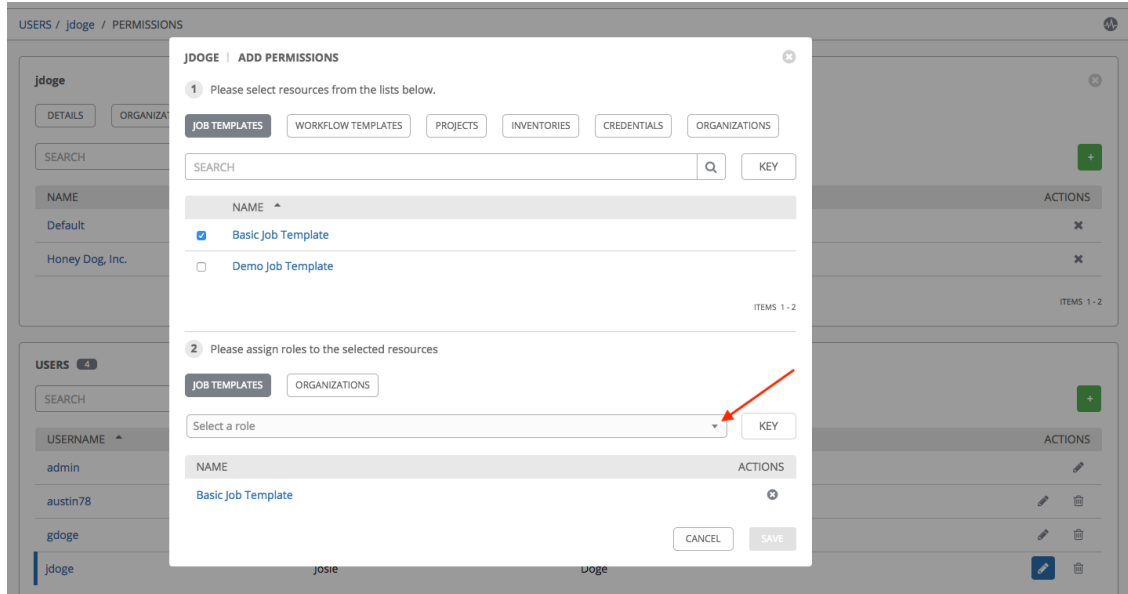


2. Click to select the Tower object for which the user will have access:
 - **Job Templates.** This is the default tab displayed in the Add Permissions Wizard.
 - **Workflow Templates**
 - **Projects**
 - **Inventories**
 - **Credentials**
 - **Organizations**



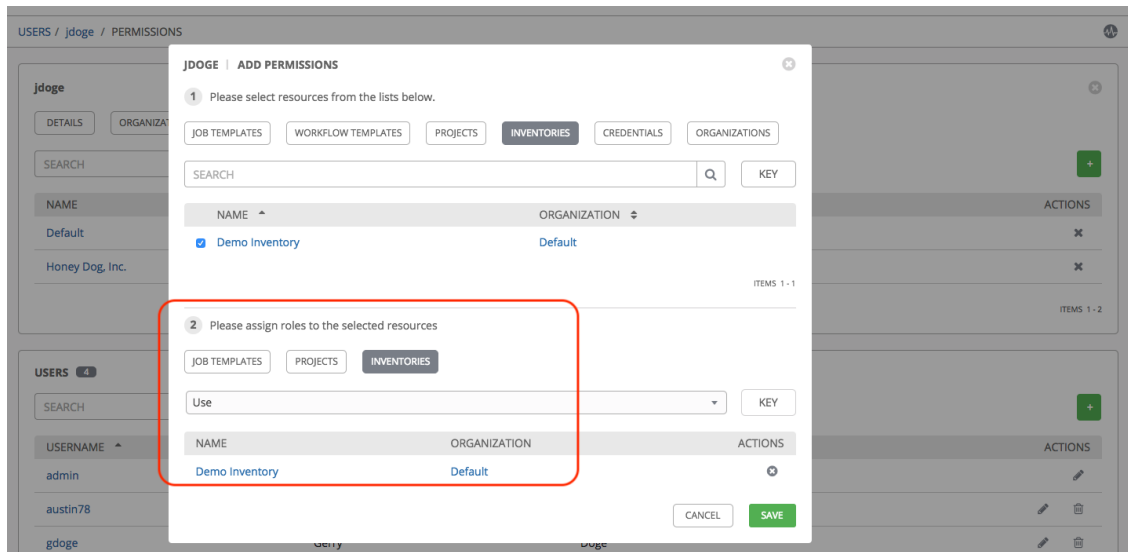
Note: You can assign different roles to different resources all at once to avoid having to click the  button. To do so, simply go from one tab to another after making your selections without saving.

3. Perform the following steps to assign the user specific roles for each type of resource:
 - a. In the desired tab, click the checkbox beside the name of the resource to select it.
The dialog expands to allow you to select the role for the resource you chose.
 - b. Select the role from the drop-down menu list provided. Only some roles are applicable to certain resources.



Tip: Use the **Key** button to display the help text for each of the roles applicable to the resource selected.

- c. Review your role assignments for each of the Tower objects by clicking on their respective buttons in the expanded section 2 of the Add Permissions Wizard.



- d. Click **Save** when done, and the Add Permissions Wizard closes to display the updated profile for the user with the roles assigned for each selected resource.

NAME	TYPE	ROLE	ACTIONS
Default	Organization	Auditor	✕
Demo Inventory	Inventory	Use	✕
Honey Dog, Inc.	Organization	Member	✕
Sample Project	Project	Admin	✕
Basic Job Template	Job Template	Admin	✕

To remove Permissions for a particular User, click the Disassociate (✕) button under **Actions**. This launches a **Remove Role** dialog, asking you to confirm the disassociation.

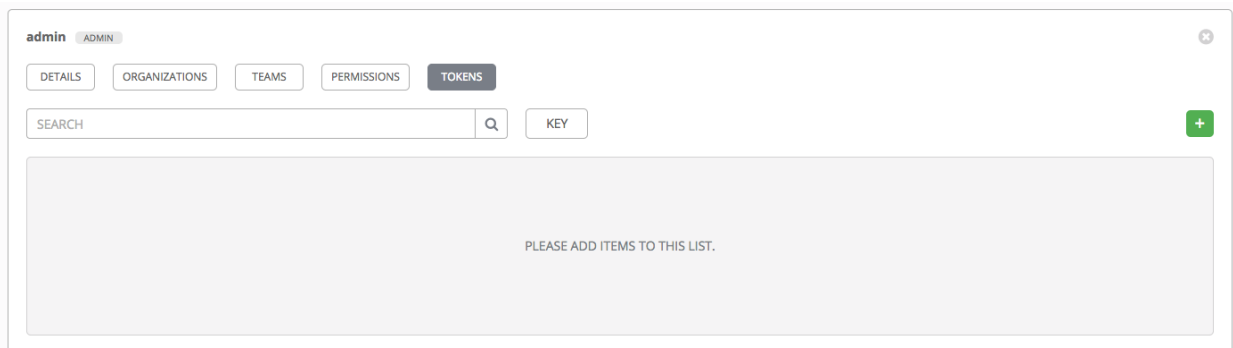
Note: You can also add teams or individual users and assign them permissions at the object level (projects, inventories, job templates, and workflow templates) as well. Ansible Tower release 3.1 introduces the ability to batch assign permissions. This feature reduces the time for an organization to onboard many users at one time. For more details, refer to their respective chapters in the *Ansible Tower User Guide v3.6.1*.



8.6 Users - Tokens

The **Tokens** tab will only be present for your user (yourself). Before you add a token for your user, you may want to *create an application* if you want to associate your token to it. You may also create a personal access token (PAT) without associating it with any application. To create a token for your user:

1. If not already selected, click on your user from the Users list view to configure your OAuth 2 tokens.
2. Click the **Tokens** tab from your user’s profile.

When no tokens are present, the Tokens screen prompts you to add them:



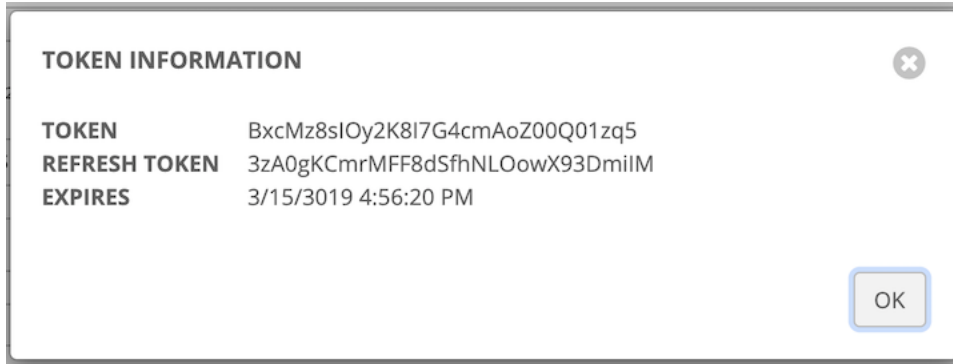
3. Click the  button, which opens the Create Token window.
4. Enter the following details in Create Token window:
 - **Application:** enter the name of the application with which you want to associate your token. Alternatively, you can search for it by clicking the  button. This opens a separate window that allows you to choose from the

available options. Use the Search bar to filter by name if the list is extensive. Leave this field blank if you want to create a Personal Access Token (PAT) that is not linked to any application.

- **Description:** optionally provide a short description for your token.
- **Scope** (required): specify the level of access you want this token to have.

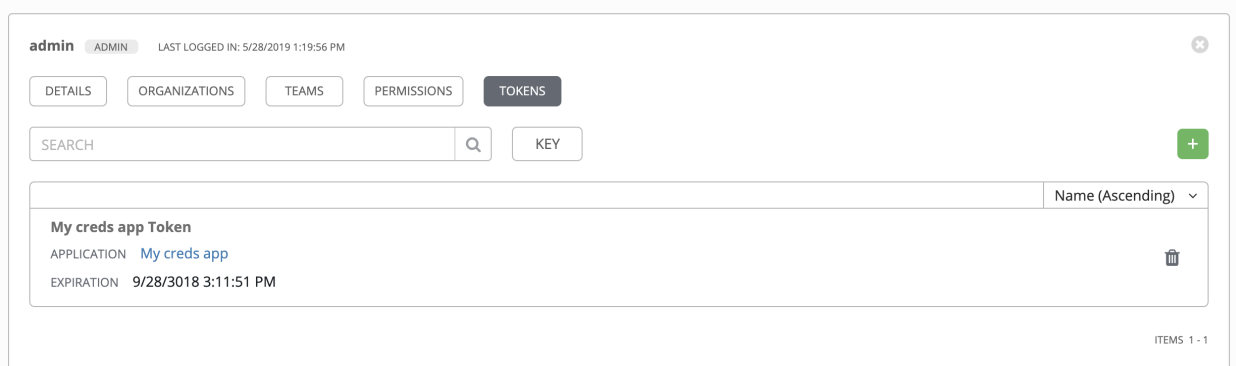
5. When done, click **Save** or **Cancel** to abandon your changes.

After the token is saved, the newly created token for the user displays with the token information and when it expires.



Note: This is the only time the token value and associated refresh token value will ever be shown.

In the user's profile, the application for which it is assigned to and its expiration displays in the token list view.




TEAMS

A **Team** is a subdivision of an organization with associated users, projects, credentials, and permissions. Teams provide a means to implement role-based access control schemes and delegate responsibilities across organizations. For instance, permissions may be granted to a whole Team rather than each user on the Team.

You can create as many Teams of users as make sense for your Organization. Each Team can be assigned permissions, just as with Users. Teams can also scalably assign ownership for Credentials, preventing multiple Tower interface click-throughs to assign the same Credentials to the same user.



Access the Teams page by clicking the Teams () icon from the left navigation bar. The Teams page allows you to manage the teams for Tower. The team list may be sorted and searched by **Name** or **Organization**.

TEAMS 4

SEARCH [] Q KEY [] +

NAME ^	ORGANIZATION ^	ACTIONS
Engineering	Honey Dog, Inc.	[edit] [delete]
IT	Honey Dog, Inc.	[edit] [delete]
Sales and Marketing	Honey Dog, Inc.	[edit] [delete]
Services and Support	Honey Dog, Inc.	[edit] [delete]

ITEMS 1 - 4

9.1 Create a Team

To create a new Team:

1. Click the  button.

NEW TEAM [close]

DETAILS | USERS | PERMISSIONS


* NAME [] DESCRIPTION [] * ORGANIZATION [] Q

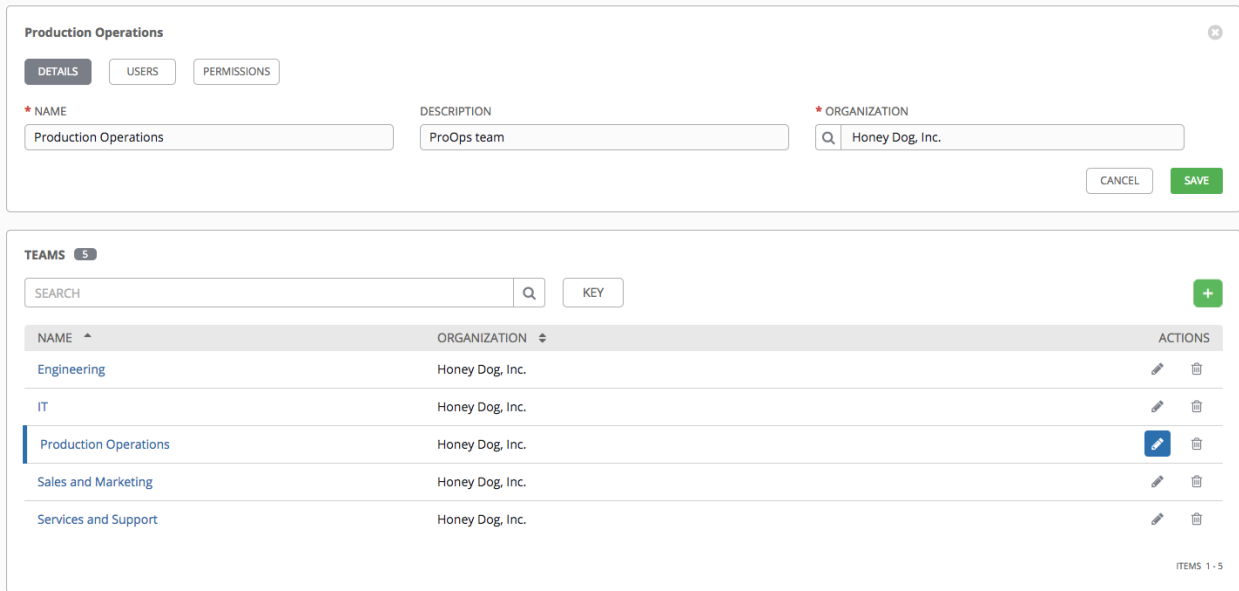
CANCEL SAVE

2. Enter the appropriate details into the following fields:

- Name
- Description (optional)
- Organization (Choose from an existing organization)

3. Click **Save**.

Once the Team is successfully created, Tower opens the **Details** dialog, which also allows you to review and edit your Team information. This is the same menu that is opened if the Edit () button is clicked from the **Teams** link. You can also review **Users** and **Permissions** associated with this Team.

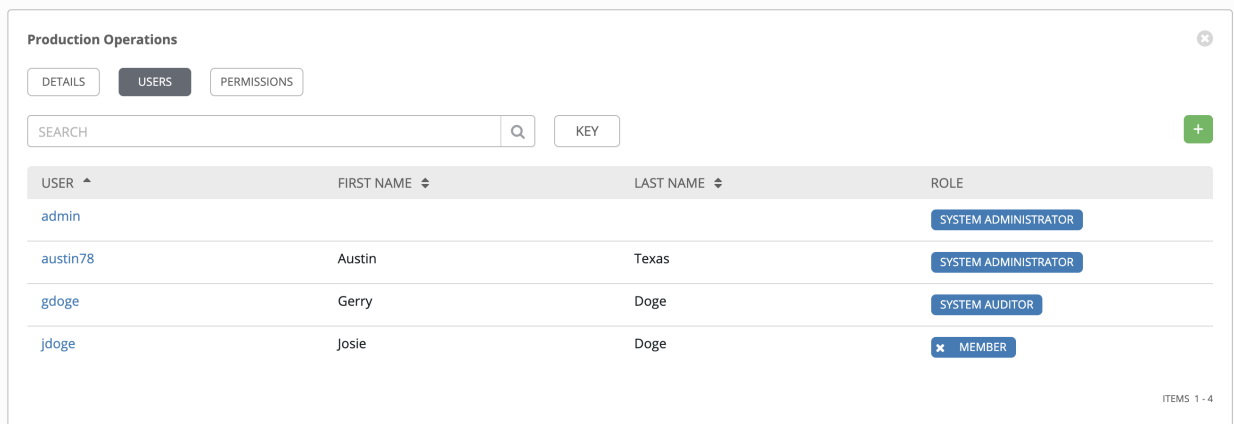


The image shows two screenshots from the Ansible Tower interface. The top screenshot is the 'Production Operations' team details dialog. It has tabs for 'DETAILS', 'USERS', and 'PERMISSIONS'. The 'DETAILS' tab is active, showing fields for NAME (Production Operations), DESCRIPTION (ProOps team), and ORGANIZATION (Honey Dog, Inc.). There are 'CANCEL' and 'SAVE' buttons at the bottom right. The bottom screenshot is the 'TEAMS' list view, showing a table of teams with columns for NAME, ORGANIZATION, and ACTIONS. The 'Production Operations' team is highlighted.

NAME	ORGANIZATION	ACTIONS
Engineering	Honey Dog, Inc.	
IT	Honey Dog, Inc.	
Production Operations	Honey Dog, Inc.	
Sales and Marketing	Honey Dog, Inc.	
Services and Support	Honey Dog, Inc.	

9.1.1 Teams - Users

This tab displays the list of Users that are members of this Team. This list may be searched by **Username**, **First Name**, or **Last Name**. For more information, refer to [Users](#).




The image shows the 'Production Operations' team users list. It has tabs for 'DETAILS', 'USERS', and 'PERMISSIONS'. The 'USERS' tab is active, showing a table of users with columns for USER, FIRST NAME, LAST NAME, and ROLE. There are search and key buttons at the top. The 'Production Operations' team is highlighted.

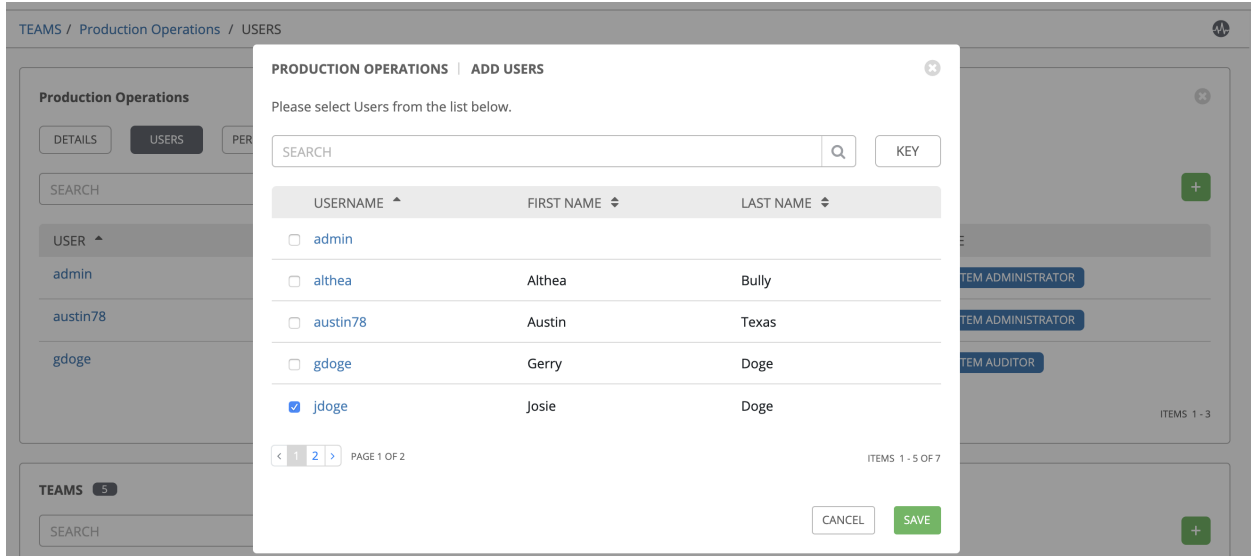
USER	FIRST NAME	LAST NAME	ROLE
admin			SYSTEM ADMINISTRATOR
austin78	Austin	Texas	SYSTEM ADMINISTRATOR
gdoge	Gerry	Doge	SYSTEM AUDITOR
jdoge	Josie	Doge	MEMBER

Add a User

In order to add a user to a team, the user must already be created in Tower. Refer to *Create a User* to create a user. Adding a user to a team adds them as a member only, specifying a role for the user on different resources can be done in the **Permissions** tab . To add existing users to the Team:

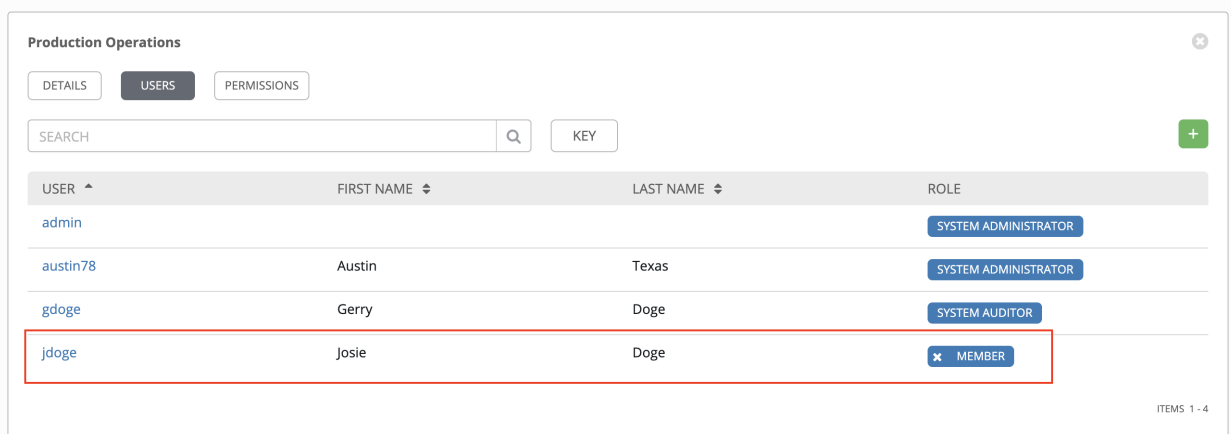


1. Click the  button.
2. Select one or more users from the list of available users by clicking the checkbox next to the user(s) to add them as members of the team.



In this example, one user has been selected to be added to this team.

4. Click the **Save** button when done.



9.1.2 Teams - Permissions

Selecting the **Permissions** view displays a list of the permissions that are currently available for this Team. The permissions list may be sorted and searched by **Name**, **Inventory**, **Project** or **Permission** type.

TEAMS / Production Operations / PERMISSIONS

Production Operations

DETAILS USERS PERMISSIONS

SEARCH Q KEY +

NAME	TYPE	ROLE	ACTIONS
Demo Project	Project	Use	✕
Demo Job Template	Job Template	Execute	✕
King PLC	Inventory	Ad Hoc	✕

ITEMS 1 - 3


The set of privileges assigned to Teams that provide the ability to read, modify, and administer projects, inventories, and other Tower elements are permissions. By default, the Team is given the “read” permission (also called a role).

Permissions must be set explicitly via an Inventory, Project, Job Template, or within the Organization view.

Add Team Permissions

To add permissions to a Team:



1. Click the  button, which opens the Add Permissions Wizard.

TEAMS / Production Operations / PERMISSIONS

Production Operations

DETAILS USERS

PRODUCTION OPERATIONS | ADD PERMISSIONS

1 Please select resources from the lists below.

JOB TEMPLATES WORKFLOW TEMPLATES PROJECTS INVENTORIES CREDENTIALS ORGANIZATIONS

SEARCH Q KEY +

NAME ^

- Basic Job Template
- Demo Job Template


ITEMS 1 - 2

CANCEL SAVE

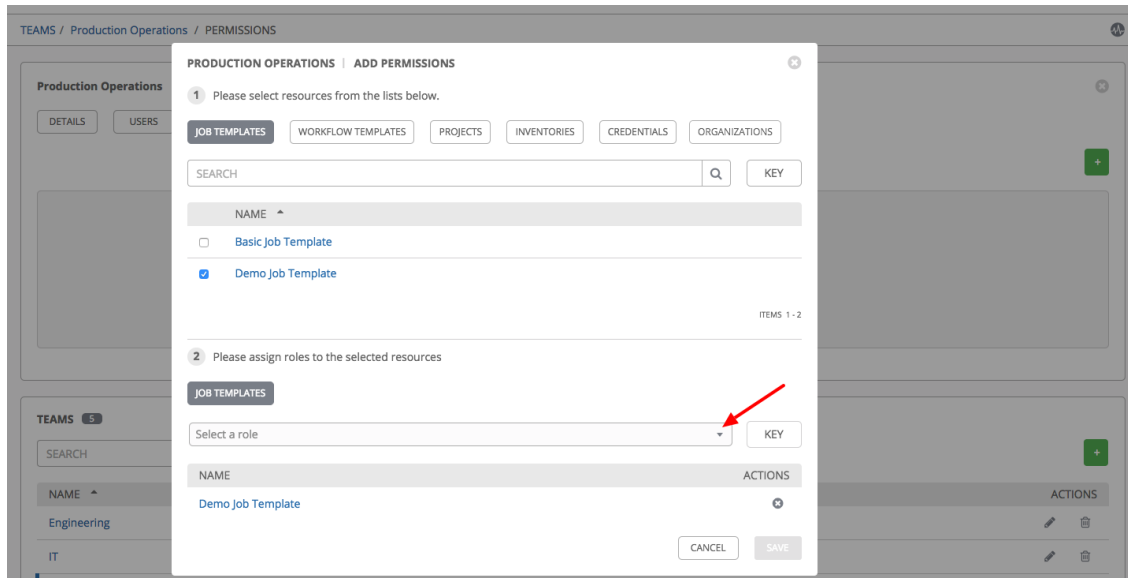
2. Click to select the Tower object for which the user will have access:
 - **Job Templates**. This is the default tab displayed in the Add Permissions Wizard.
 - **Workflow Templates**
 - **Projects**
 - **Inventories**
 - **Credentials**

• Organizations



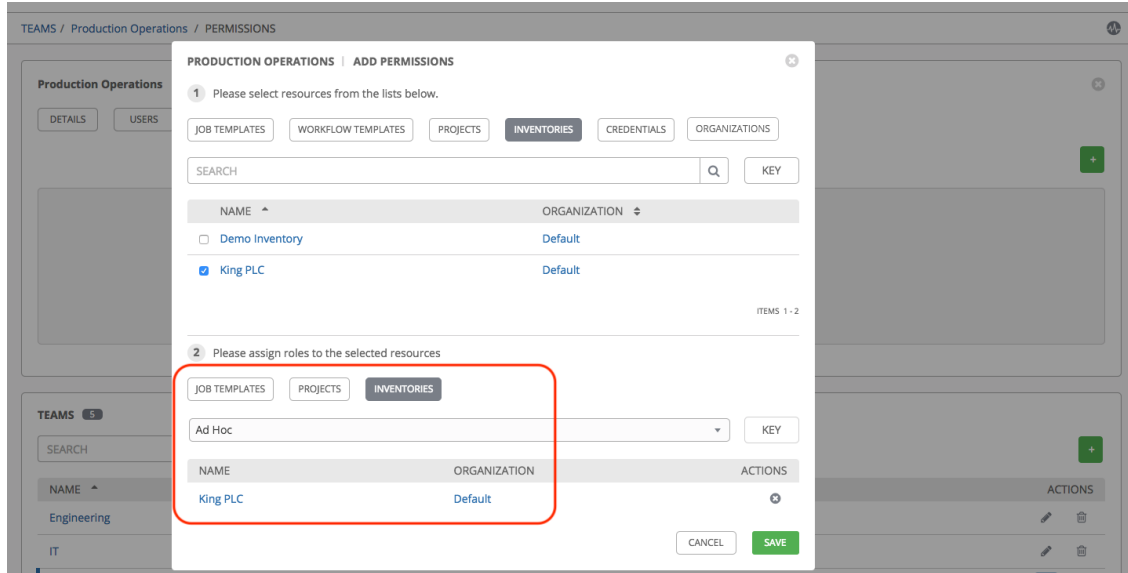
Note: You can assign different roles to different resources all at once to avoid having to click the  button. To do so, simply go from one tab to another after making your selections without saving.

3. Perform the following steps to assign the user specific roles for each type of resource:
 - a. In the desired tab, click the checkbox beside the name of the resource to select it.
The dialog expands to allow you to select the role for the resource you chose.
 - b. Select the role from the drop-down menu list provided. Only some roles are applicable to certain resources.

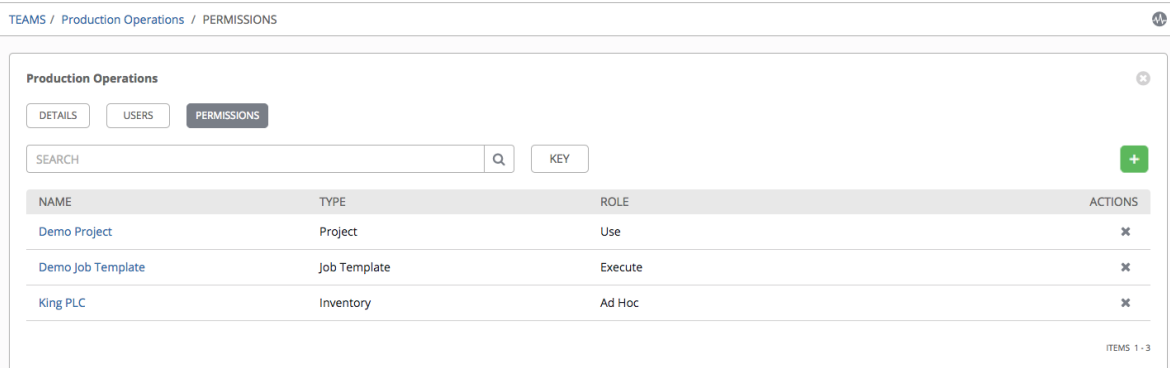


Tip: Use the **Key** button to display the help text for each of the roles applicable to the resource selected.

- c. Review your role assignments for each of the Tower objects by clicking on their respective buttons in the expanded section 2 of the Add Permissions Wizard.



- d. Click **Save** when done, and the Add Permissions Wizard closes to display the updated profile for the user with the roles assigned for each selected resource.



To remove Permissions for a particular User, click the Disassociate (✕) button under **Actions**. This launches a **Remove Role** dialog, asking you to confirm the disassociation.

Note: You can also add teams or individual users and assign them permissions at the object level (projects, inventories, job templates, and workflow templates) as well. Ansible Tower release 3.1 introduces the ability to batch assign permissions. This feature reduces the time for an organization to onboard many users at one time. For more details, refer to their respective chapters in the *Ansible Tower User Guide v3.6.1*.

CREDENTIALS

Credentials are utilized by Tower for authentication when launching Jobs against machines, synchronizing with inventory sources, and importing project content from a version control system.

You can grant users and teams the ability to use these credentials, without actually exposing the credential to the user. If you have a user move to a different team or leave the organization, you don't have to re-key all of your systems just because that credential was available in Tower.

Note: Tower encrypts passwords and key information in the Tower database and never makes secret information visible via the API. See [Ansible Tower Administration Guide](#) for details.


10.1 Understanding How Credentials Work

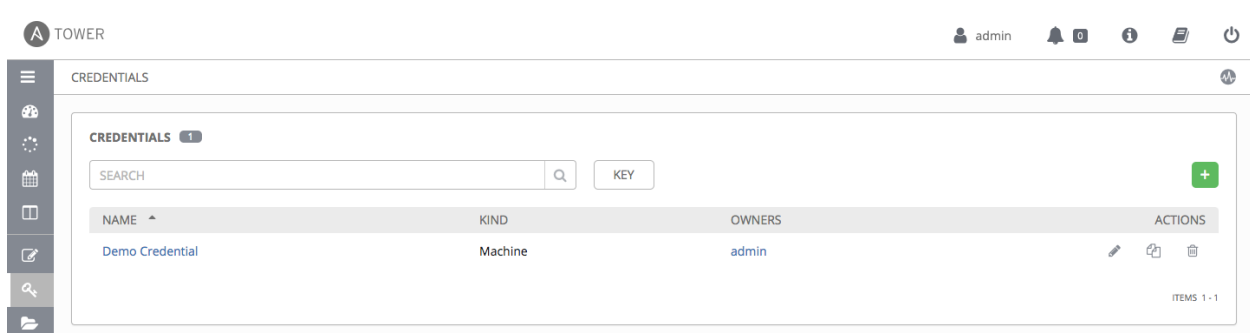
Ansible Tower uses SSH to connect to remote hosts (or the Windows equivalent). In order to pass the key from Tower to SSH, the key must be decrypted before it can be written a named pipe. Tower then uses that pipe to send the key to SSH (so that it is never written to disk).

If passwords are used, Ansible Tower handles those by responding directly to the password prompt and decrypting the password before writing it to the prompt.

10.2 Getting Started with Credentials

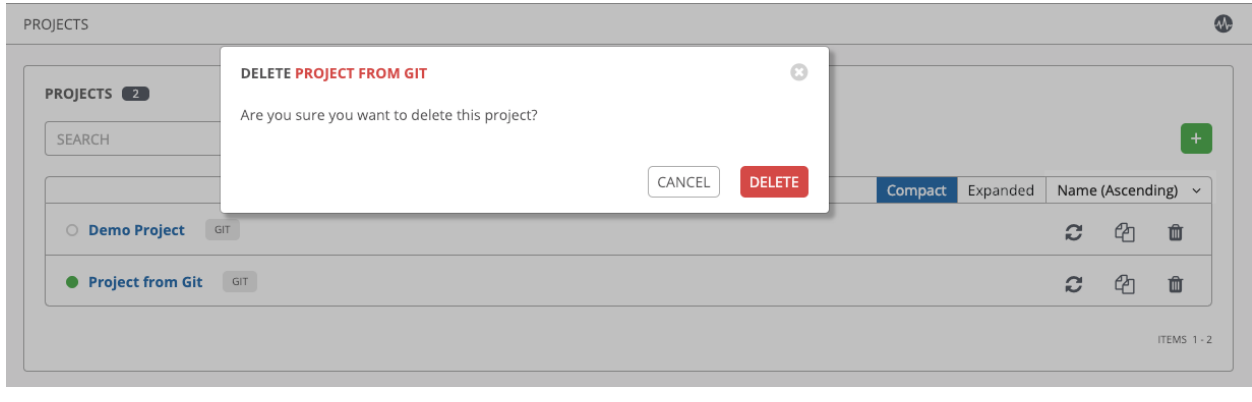


Access the Credentials page by clicking the Credentials () icon from the left navigation bar. The Credentials page displays a search-able list of all available Credentials and can be sorted by **Name**.



Credentials added to a Team are made available to all members of the Team, whereas credentials added to a User are only available to that specific User by default.

Note: If deleting items that are used by other work items, a message opens listing the items are affected by the deletion and prompts you to confirm the deletion. Some screens will contain items that are invalid or previously deleted, so they will fail to run. Below is an example of such a message:



To help you get started, a Demo Credential has been created for your use.

Clicking on the link for the **Demo Credential** takes you to the **Details** view of this Credential.

Demo Credential
✕

DETAILS

PERMISSIONS

*** NAME** ⓘ

DESCRIPTION ⓘ

ORGANIZATION

*** CREDENTIAL TYPE** ⓘ

TYPE DETAILS

USERNAME

PASSWORD Prompt on launch

SSH PRIVATE KEY HINT: Drag and drop private file on the field below.

SIGNED SSH CERTIFICATE HINT: Drag and drop private file on the field below.

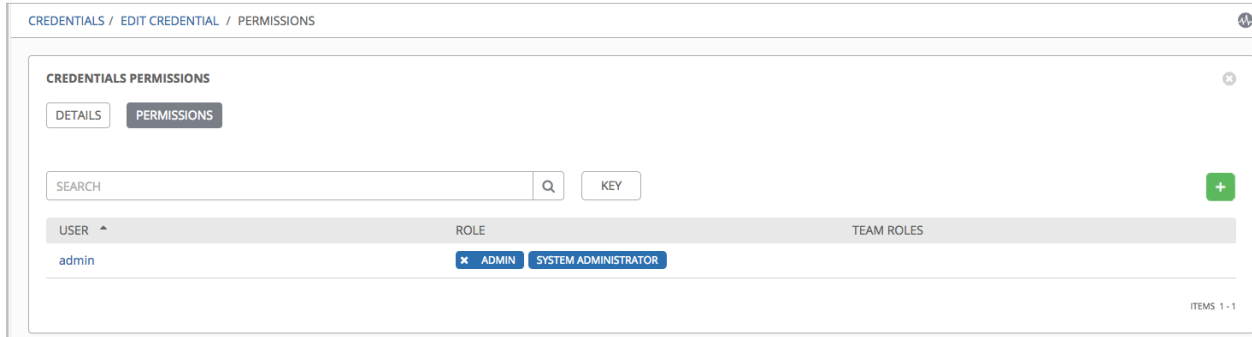
PRIVATE KEY PASSPHRASE Prompt on launch

PRIVILEGE ESCALATION METHOD ⓘ



PRIVILEGE ESCALATION USERNAME

PRIVILEGE ESCALATION PASSWORD Prompt on launch

Clicking on **Permissions** shows you users and teams associated with this Credential and their granted roles (owner, admin, auditor, etc.)




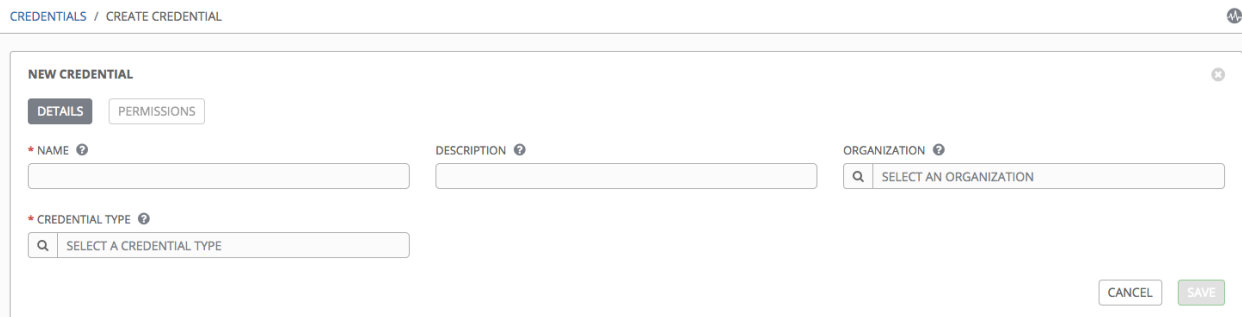
Note: A credential with roles associated will retain them even after the credential has been reassigned to another organization.

You can click the  button to assign this **Demo Credential** to additional Users or Teams. If no users exist, add them from the  menu and refer to the *Users* section for further detail.

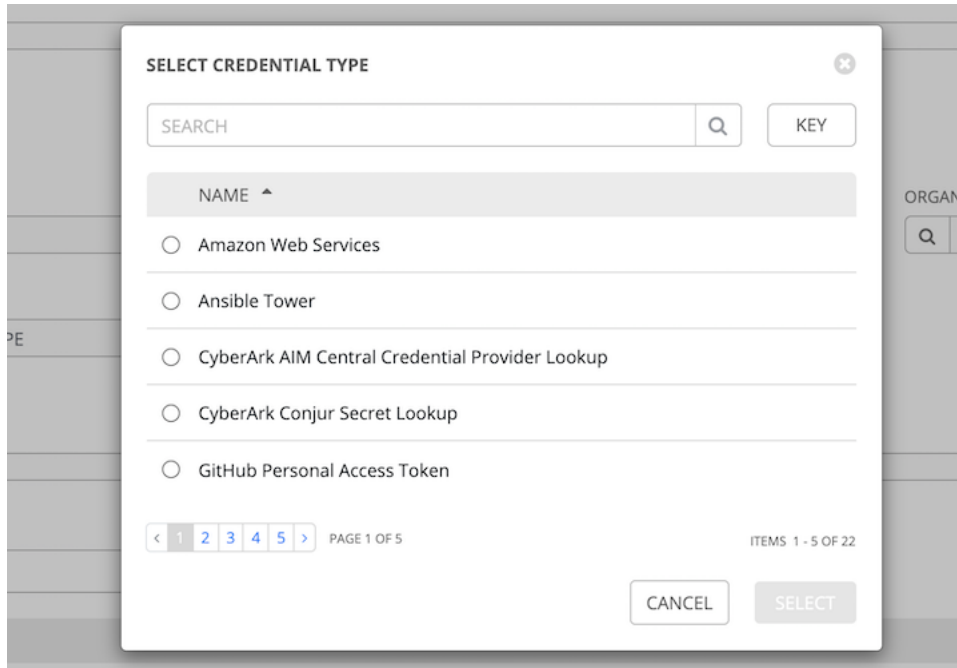
10.3 Add a New Credential

To create a new credential:

1. Click the  button located in the upper right corner of the **Credentials** screen.



2. Enter the name for your new credential in the **Name** field.
3. Optionally enter or select the name of the organization with which the credential is associated.
4. Enter or select the credential type you want to create.



5. Enter the appropriate details depending on the type of credential selected, as described in the next section, *Credential Types*.
6. Click **Save** when done.

10.4 Credential Types

The following credential types are supported with Ansible Tower:

- *Amazon Web Services*
- *Ansible Tower*
- *GitHub Personal Access Token*
- *GitLab Personal Access Token*
- *Google Compute Engine*
- *Insights*
- *Machine*
- *Microsoft Azure Resource Manager*
- *Network*
- *OpenShift or Kubernetes API Bearer Token*
- *OpenStack*
- *Red Hat CloudForms*
- *Red Hat Satellite 6*
- *Red Hat Virtualization*

- *Source Control*
- *Vault*
- *VMware vCenter*

The credential types associated with CyberArk, HashiCorp Vault, and Microsoft Azure Key Management System (KMS) are part of the credential plugins capability. See the *Secret Management System* section for further detail.

10.4.1 Amazon Web Services

Selecting this credential type enables synchronization of cloud inventory with Amazon Web Services.

Tower uses the following environment variables for AWS credentials and are fields prompted in the user interface:

```
AWS_ACCESS_KEY_ID
AWS_SECRET_ACCESS_KEY
AWS_SECURITY_TOKEN
```

The screenshot shows the 'NEW CREDENTIAL' form with the following fields and options:

- DETAILS** (selected) / PERMISSIONS
- * NAME: [Text Input]
- DESCRIPTION: [Text Input]
- ORGANIZATION: [Dropdown: SELECT AN ORGANIZATION]
- * CREDENTIAL TYPE: [Dropdown: Amazon Web Services (highlighted with a red arrow)]
- TYPE DETAILS**
 - * ACCESS KEY: [Text Input]
 - * SECRET KEY: [Text Input] with a 'SHOW' button
 - STS TOKEN: [Text Input] with a 'SHOW' button
- CANCEL / SAVE buttons at the bottom right.

Traditional Amazon Web Services credentials consist of the AWS **Access Key** and **Secret Key**.

Ansible Tower version 2.4.0 introduced support for EC2 STS tokens (sometimes referred to as IAM STS credentials). Security Token Service (STS) is a web service that enables you to request temporary, limited-privilege credentials for AWS Identity and Access Management (IAM) users. To learn more about the IAM/EC2 STS Token, refer to: http://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp.html

Note: If the value of your tags in EC2 contain booleans (yes/no/true/false), you must remember to quote them.

Warning: To use implicit IAM role credentials, do not attach AWS cloud credentials in Tower when relying on IAM roles to access the AWS API. While it may seem to make sense to attach your AWS cloud credential to your job template, doing so will force the use of your AWS credentials and will not “fall through” to use your IAM role credentials (this is due to the use of the boto library.)

10.4.2 Ansible Tower

Selecting this credential allows you to access another Tower instance.

The screenshot shows the 'NEW CREDENTIAL' form with the following fields:

- NAME:** Ansible Tower Credential
- DESCRIPTION:** (empty)
- ORGANIZATION:** Default
- CREDENTIAL TYPE:** Ansible Tower (highlighted with a red arrow)
- TYPE DETAILS:**
 - ANSIBLE TOWER HOSTNAME:** (empty)
 - USERNAME:** (empty)
 - PASSWORD:** (empty, with a 'SHOW' button)

Buttons: CANCEL, SAVE

Ansible Tower credentials have the following inputs that are required:

- **Ansible Tower Hostname:** The base URL or IP address of the other Tower instance to connect to.
- **Username:** The username to use to connect to it.
- **Password:** The password to use to connect to it.

10.4.3 GitHub Personal Access Token

Selecting this credential allows you to access GitHub using a Personal Access Token (PAT), which is the only required field in this screen.

The screenshot shows the 'NEW CREDENTIAL' form with the following fields:

- NAME:** Webhook Credential for GitHub
- DESCRIPTION:** (empty)
- ORGANIZATION:** Default
- CREDENTIAL TYPE:** GitHub Personal Access Token (highlighted with a red arrow)
- TYPE DETAILS:**
 - TOKEN:** (masked with dots, with a visibility toggle icon)

Buttons: CANCEL, SAVE

This credential can be used for establishing an API connection to GitHub for use in webhook listener jobs, to post status updates.

10.4.4 GitLab Personal Access Token

Selecting this credential allows you to access GitLab using a Personal Access Token (PAT), which is the only required field in this screen.

The screenshot shows the 'NEW CREDENTIAL' form with the following details:

- NAME:** Webhook Credential for GitLab
- DESCRIPTION:** (Empty)
- ORGANIZATION:** Default
- CREDENTIAL TYPE:** GitLab Personal Access Token (highlighted with a red arrow)
- TOKEN:** (Masked with dots)

This credential can be used for establishing an API connection to GitLab for use in webhook listener jobs, to post status updates.

10.4.5 Google Compute Engine

Selecting this credential type enables synchronization of cloud inventory with Google Compute Engine (GCE).

Tower uses the following environment variables for GCE credentials and are fields prompted in the user interface:

```
GCE_EMAIL
GCE_PROJECT
GCE_CREDENTIALS_FILE_PATH
```

The screenshot shows the 'NEW CREDENTIAL' form with the following details:

- NAME:** New Credential
- DESCRIPTION:** (Empty)
- ORGANIZATION:** SELECT AN ORGANIZATION
- CREDENTIAL TYPE:** Google Compute Engine (highlighted with a red arrow)
- SERVICE ACCOUNT EMAIL ADDRESS:** (Empty)
- PROJECT:** (Empty)
- SERVICE ACCOUNT JSON FILE:** CHOOSE A FILE
- RSA PRIVATE KEY:** (Empty, with a hint: "HINT: Drag and drop an SSH private key file on the field below.")

GCE credentials have the following inputs that are required:

- **Service Account Email Address:** The email address assigned to the Google Compute Engine **service account**.
- **Project:** Optionally provide the GCE assigned identification or the unique project ID you provided at project creation time.
- **Service Account JSON File:** Optionally upload a GCE service account file. Use the folder (📁) icon to browse for the file that contains the special account information that can be used by services and applications running on your GCE instance to interact with other Google Cloud Platform APIs. This grants permissions to the service account and virtual machine instances.
- **RSA Private Key:** The PEM file associated with the service account email.

10.4.6 Insights

Selecting this credential type enables synchronization of cloud inventory with Red Hat Insights.

The screenshot shows the 'NEW CREDENTIAL' form with the following fields and values:

- NAME:** New credential
- DESCRIPTION:** (empty)
- ORGANIZATION:** Default
- CREDENTIAL TYPE:** Insights (indicated by a red arrow)
- TYPE DETAILS:**
 - USERNAME:** (empty)
 - PASSWORD:** (empty, with a 'SHOW' button)

Insights credentials consist of the Insights **Username** and **Password**, which is the user's Red Hat Customer Portal Account username and password.

10.4.7 Machine

Machine credentials enable Tower to invoke Ansible on hosts under your management. Just like using Ansible on the command line, you can specify the SSH username, optionally provide a password, an SSH key, a key password, or even have Tower prompt the user for their password at deployment time. They define ssh and user-level privilege escalation access for playbooks, and are used when submitting jobs to run playbooks on a remote host. Network connections (`httpapi`, `netconf`, and `network_cli`) use **Machine** for the credential type.

Machine/SSH credentials do not use environment variables. Instead, they pass the username via the `ansible -u` flag, and interactively write the SSH password when the underlying SSH client prompts for it.

The screenshot shows the 'NEW CREDENTIAL' form with the following fields and values:

- NAME:** New Credential
- DESCRIPTION:** (empty)
- ORGANIZATION:** Default
- CREDENTIAL TYPE:** Machine (indicated by a red arrow)
- TYPE DETAILS:**
 - USERNAME:** (empty)
 - PASSWORD:** (empty, with a 'SHOW' button and a 'Prompt on launch' checkbox)
 - SSH PRIVATE KEY:** (empty, with a hint: "HINT: Drag and drop an SSH private key file on the field below.")
 - PRIVATE KEY PASSPHRASE:** (empty, with a 'SHOW' button and a 'Prompt on launch' checkbox)
 - PRIVILEGE ESCALATION METHOD:** (empty dropdown)
 - PRIVILEGE ESCALATION USERNAME:** (empty)
 - PRIVILEGE ESCALATION PASSWORD:** (empty, with a 'SHOW' button and a 'Prompt on launch' checkbox)

Machine credentials have several attributes that may be configured:

- **Username:** The username to be used for SSH authentication.
- **Password:** The actual password to be used for SSH authentication. This password will be stored encrypted in the Tower database, if entered. Alternatively, you can configure Tower to ask the user for the password at launch

time by selecting **Prompt on launch**. In these cases, a dialog opens when the job is launched, promoting the user to enter the password and password confirmation.

- **SSH Private Key:** Copy or drag-and-drop the SSH private key for the machine credential.
- **Private Key Passphrase:** If the SSH Private Key used is protected by a password, you can configure a Key Password for the private key. This password will be stored encrypted in the Tower database, if entered. Alternatively, you can configure Tower to ask the user for the password at launch time by selecting **Prompt on launch**. In these cases, a dialog opens when the job is launched, prompting the user to enter the password and password confirmation.
- **Privilege Escalation Method:** Specifies the type of escalation privilege to assign to specific users. This is equivalent to specifying the `--become-method=BECOME_METHOD` parameter, where `BECOME_METHOD` could be any of the typical methods described below, or a custom method you've written. Begin entering the name of the method, and the appropriate name auto-populates.

- **empty selection:** If a task/play has `become` set to `yes` and is used with an empty selection, then it will default to `sudo`
- **sudo:** Performs single commands with super user (root user) privileges
- **su:** Switches to the super user (root user) account (or to other user accounts)
- **pbrun:** Requests that an application or command be run in a controlled account and provides for advanced root privilege delegation and keylogging
- **pfexec:** Executes commands with predefined process attributes, such as specific user or group IDs
- **dzdo:** An enhanced version of `sudo` that uses RBAC information in an Centrify's Active Directory service (see Centrify's [site on DZDO](#))
- **pmrun:** Requests that an application is run in a controlled account (refer to [Privilege Manager for Unix 6.0](#))
- **runas:** Allows you to run as the current user
- **enable:** Switches to elevated permissions on a network device
- **doas:** Allows your remote/login user to execute commands as another user via the `doas` ("Do as user") utility
- **ksu:** Allows your remote/login user to execute commands as another user via Kerberos access
- **machinectl:** Allows you to manage containers via the `systemd` machine manager
- **sesu:** Allows your remote/login user to execute commands as another user via the CA Privileged Access Manager

Note: Custom `become` plugins are available only starting with *Ansible 2.8*. For more detail on this concept, refer to *Understanding Privilege Escalation* https://docs.ansible.com/ansible/latest/user_guide/become.html and the *list of*

become plugins <https://docs.ansible.com/ansible/latest/plugins/become.html#plugin-list>.

- **Privilege Escalation Username** field is only seen if an option for privilege escalation is selected. Enter the username to use with escalation privileges on the remote system.
- **Privilege Escalation Password:** field is only seen if an option for privilege escalation is selected. Enter the actual password to be used to authenticate the user via the selected privilege escalation type on the remote system. This password will be stored encrypted in the Tower database, if entered. Alternatively, you may configure Tower to ask the user for the password at launch time by selecting **Prompt on launch**. In these cases, a dialog opens when the job is launched, promoting the user to enter the password and password confirmation.

Note: Sudo Password must be used in combination with SSH passwords or SSH Private Keys, since Tower must first establish an authenticated SSH connection with the host prior to invoking sudo to change to the sudo user.

Warning: Credentials which are used in *Scheduled Jobs* must not be configured as “**Prompt on launch**”.

10.4.8 Microsoft Azure Resource Manager

Selecting this credential type enables synchronization of cloud inventory with Microsoft Azure Resource Manager.

The screenshot shows the 'NEW CREDENTIAL' form with the following fields and values:

- NAME:** New Credential
- DESCRIPTION:** (empty)
- ORGANIZATION:** SELECT AN ORGANIZATION
- CREDENTIAL TYPE:** Microsoft Azure Resource Manager (indicated by a red arrow)
- TYPE DETAILS:**
 - SUBSCRIPTION ID:** (empty)
 - USERNAME:** (empty)
 - PASSWORD:** (empty, with a 'SHOW' button)
 - CLIENT ID:** (empty)
 - CLIENT SECRET:** (empty, with a 'SHOW' button)
 - TENANT ID:** (empty)
 - AZURE CLOUD ENVIRONMENT:** (empty)

Buttons: CANCEL, SAVE

Microsoft Azure Resource Manager credentials have several attributes that may be configured:

- **Subscription ID:** The Subscription UUID for the Microsoft Azure account (required).
- **Username:** The username to use to connect to the Microsoft Azure account.
- **Password:** The password to use to connect to the Microsoft Azure account.
- **Client ID:** The Client ID for the Microsoft Azure account.
- **Client Secret:** The Client Secret for the Microsoft Azure account.
- **Tenant ID:** The Tenant ID for the Microsoft Azure account.
- **Azure Cloud Environment:** The variable associated with Azure cloud or Azure stack environments.

These fields are equivalent to the variables in the API. To pass service principal credentials, define the following variables:


```
AZURE_CLIENT_ID
AZURE_SECRET
AZURE_SUBSCRIPTION_ID
AZURE_TENANT
AZURE_CLOUD_ENVIRONMENT
```

To pass an Active Directory username/password pair, define the following variables:

```
AZURE_AD_USER
AZURE_PASSWORD
AZURE_SUBSCRIPTION_ID
```

You can also pass credentials as parameters to a task within a playbook. The order of precedence is parameters, then environment variables, and finally a file found in your home directory.

To pass credentials as parameters to a task, use the following parameters for service principal credentials:

```
client_id
secret
subscription_id
tenant
azure_cloud_environment
```

Or, pass the following parameters for Active Directory username/password:

```
ad_user
password
subscription_id
```

10.4.9 Network

Select the Network credential type **only** if you are using a *local* connection with *provider* to use Ansible networking modules to connect to and manage networking devices. When connecting to network devices, the credential type must match the connection type:

- For *local* connections using *provider*, credential type should be **Network**
- For all other network connections (*httpapi*, *netconf*, and *network_cli*), credential type should be **Machine**

For an overview of connection types available for network devices, refer to [Multiple Communication Protocols](#).

Tower uses the following environment variables for Network credentials and are fields prompted in the user interface:

```
ANSIBLE_NET_USERNAME
ANSIBLE_NET_PASSWORD
```

Network credentials have several attributes that may be configured:

- **Username:** The username to use in conjunction with the network device (required).
- **Password:** The password to use in conjunction with the network device.
- **SSH Private Key:** Copy or drag-and-drop the actual SSH Private Key to be used to authenticate the user to the network via SSH.
- **Private Key Passphrase:** The actual passphrase for the private key to be used to authenticate the user to the network via SSH.
- **Authorize:** Select this from the Options field to control whether or not to enter privileged mode.
- If **Authorize** is checked, enter a password in the **Authorize Password** field to access privileged mode.

For more information, refer to the *Inside Playbook* blog, [Porting Ansible Network Playbooks with New Connection Plugins](#).

10.4.10 OpenShift or Kubernetes API Bearer Token

Selecting this credential type allows you to create instance groups to point to a Kubernetes or OpenShift container. For more information about this concept, refer to [Execution Environments](#).

NEW CREDENTIAL ✕

DETAILS
PERMISSIONS

* NAME ?

DESCRIPTION ?

ORGANIZATION ?

* CREDENTIAL TYPE ?

TYPE DETAILS

* OPENSIFT OR KUBERNETES API ENDPOINT ?

* API AUTHENTICATION BEARER TOKEN.

 OPTIONS
 Verify SSL

CERTIFICATE AUTHORITY DATA HINT: Drag and drop private file on the field below.

CANCEL
SAVE

This example `service` account can be used to obtain these credentials:

```

$ NAMESPACE=my-namespace
$ kubectl -n $NAMESPACE create -f https://docs.ansible.com/ansible-tower/latest/html/
↪userguide/_downloads/service-account.yml
$ SECRET_NAME=$(kubectl -n $NAMESPACE get sa awx -o json | jq -r '.secrets[0].name')
$ kubectl -n $NAMESPACE get secret $SECRET_NAME -o json | jq -r '.data["token"] |
↪@base64d' # The token
$ kubectl -n $NAMESPACE get secret $SECRET_NAME -o json | jq -r '.data["ca.crt"] |
↪@base64d' # The CA data
    
```

Container credentials have the following inputs:

- **OpenShift or Kubernetes API Endpoint** (required): the endpoint to be used to connect to an OpenShift or Kubernetes container
- **API Authentication Bearer Token** (required): The token to use to authenticate the connection
- **Verify SSL**: Optionally you can check this option to allow Tower to verify the server's SSL certificate is valid and trusted. Environments that use internal or private CA's should leave this option unchecked to disable verification.
- **Certificate Authority Data**: include the `BEGIN CERTIFICATE` and `END CERTIFICATE` lines when pasting the certificate, if provided

10.4.11 OpenStack

Selecting this credential type enables synchronization of cloud inventory with OpenStack.

OpenStack credentials have the following inputs that are required:

- **Username:** The username to use to connect to OpenStack.
- **Password (API Key):** The password or API key to use to connect to OpenStack.
- **Host (Authentication URL):** The host to be used for authentication.
- **Project (Tenant Name):** The Tenant name or Tenant ID used for OpenStack. This value is usually the same as the username.
- **Domain name:** Optionally provide the FQDN to be used to connect to OpenStack.

If you are interested in using OpenStack Cloud Credentials, refer to [Utilizing Cloud Credentials](#) in this guide for more information, including a sample playbook.

10.4.12 Red Hat CloudForms

Selecting this credential type enables synchronization of cloud inventory with Red Hat CloudForms.

Tower writes a CloudForms configuration file based on fields prompted in the user interface. The absolute path to the file is set in the following environment variable:

```

CLOUDFORMS_INI_PATH
    
```

CloudForms credentials have the following inputs that are required:

- **CloudForms URL:** The CloudForms URL or IP address to connect to.

- **Username:** The username to use to connect to CloudForms.
- **Password:** The password to use to connect to CloudForms.

Additional Resources:

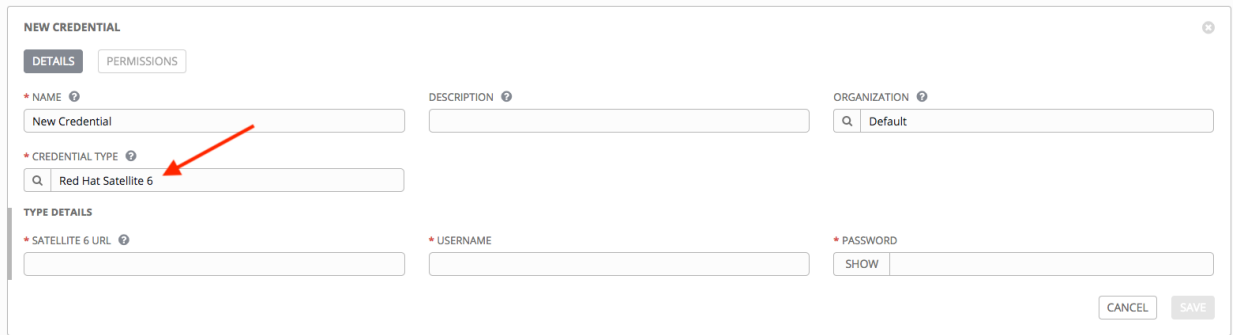
Refer to Red Hat’s blog post series on Ansible Tower Integration in Red Hat CloudForms 4.1 at <http://cloudformsblog.redhat.com/2016/07/22/ansible-tower-in-cloudforms/>.

10.4.13 Red Hat Satellite 6

Selecting this credential type enables synchronization of cloud inventory with Red Hat Satellite 6.

Tower writes a Satellite configuration file based on fields prompted in the user interface. The absolute path to the file is set in the following environment variable:

```
FOREMAN_INI_PATH
```



Satellite credentials have the following inputs that are required:

- **Satellite 6 URL:** The Satellite 6 URL or IP address to connect to.
- **Username:** The username to use to connect to Satellite 6.
- **Password:** The password to use to connect to Satellite 6.

10.4.14 Red Hat Virtualization

This credential allows Tower to access Ansible’s `ovirt4.py` dynamic inventory plugin, which is managed by Red Hat Virtualization (RHV).

Tower uses the following environment variables for Red Hat Virtualization credentials and are fields in the user interface:

```
OVIRT_URL
OVIRT_USERNAME
OVIRT_PASSWORD
```

RHV credentials have the following inputs that are required:

- **Host (Authentication URL):** The host URL or IP address to connect to.
- **Username:** The username to use to connect to oVirt4.
- **Password:** The password to use to connect to it.
- **CA File:** Optionally provide an absolute path to the oVirt certificate file (it may end in `.pem`, `.cer` and `.crt` extensions, but preferably `.pem` for consistency)

10.4.15 Source Control

SCM (source control) credentials are used with Projects to clone and update local source code repositories from a remote revision control system such as Git, Subversion, or Mercurial.

Source Control credentials have several attributes that may be configured:

- **Username:** The username to use in conjunction with the source control system.
- **Password:** The password to use in conjunction with the source control system.
- **SCM Private Key:** Copy or drag-and-drop the actual SSH Private Key to be used to authenticate the user to the source control system via SSH.

- **Private Key Passphrase:** If the SSH Private Key used is protected by a passphrase, you may configure a Key Passphrase for the private key.

Note: Source Control credentials cannot be configured as “**Prompt on launch**”.

10.4.16 Vault

Selecting this credential type enables synchronization of inventory with Ansible Vault.

The screenshot shows the 'NEW CREDENTIAL' form with the following fields and options:

- NAME:** New credential
- DESCRIPTION:** (empty)
- ORGANIZATION:** Default
- CREDENTIAL TYPE:** Vault (highlighted with a red arrow)
- TYPE DETAILS:**
 - VAULT PASSWORD:** (password field with a 'SHOW' button)
 - Prompt on launch:**
 - VAULT IDENTIFIER:** (text field)

Vault credentials require the **Vault Password** and an optional **Vault Identifier** if applying multi-Vault credentialing. For more information on Ansible Tower Multi-Vault support, refer to the [Multi-Vault Credentials](#) section of the *Ansible Tower Administration Guide*.

You may configure Tower to ask the user for the password at launch time by selecting **Prompt on launch**. In these cases, a dialog opens when the job is launched, promoting the user to enter the password and password confirmation.

Warning: Credentials which are used in *Scheduled Jobs* must not be configured as “**Prompt on launch**”.

For more information about Ansible Vault, refer to: http://docs.ansible.com/ansible/playbooks_vault.html

10.4.17 VMware vCenter

Selecting this credential type enables synchronization of inventory with VMware vCenter.

Tower uses the following environment variables for VMware vCenter credentials and are fields prompted in the user interface:

```
VMWARE_HOST
VMWARE_USER
VMWARE_PASSWORD
VMWARE_VALIDATE_CERTS
```

VMware credentials have the following inputs that are required:

- **vCenter Host:** The vCenter hostname or IP address to connect to.
- **Username:** The username to use to connect to vCenter.
- **Password:** The password to use to connect to vCenter.

Note: If the VMware guest tools are not running on the instance, VMware inventory sync may not return an IP address for that instance.

CUSTOM CREDENTIAL TYPES

As a Tower administrator with superuser access, you can define a custom credential type in a standard format using a YAML/JSON-like definition, allowing the assignment of new credential types to jobs and inventory updates. This allows you to define a custom credential type that works in ways similar to existing credential types. For example, you could create a custom credential type that injects an API token for a third-party web service into an environment variable, which your playbook or custom inventory script could consume.

Custom credentials support the following ways of injecting their authentication information:

- Environment variables
- Ansible extra variables
- File-based templating (i.e., generating `.ini` or `.conf` files that contain credential values)

You can attach one SSH and multiple cloud credentials to a Job Template. Each cloud credential must be of a different type. In other words, only one AWS credential, one GCE credential, etc., are allowed. In Ansible Tower 3.2 and later, vault credentials and machine credentials are separate entities.

Note: When creating a new credential type, you are responsible for avoiding collisions in the `extra_vars`, `env`, and file namespaces. Also, avoid environment variable or extra variable names that start with `ANSIBLE_` because they are reserved. You must have Superuser permissions to be able to create and edit a credential type (`CredentialType`) and to be able to view the `CredentialType.injection` field.

11.1 Backwards-Compatible API Considerations

Support for version 2 of the API (`api/v2/`) means a one-to-many relationship for Job Templates to credentials (including multi-cloud support). Version 1 of the API (`api/v1/`) has been discontinued as of Ansible Tower version 3.6, and therefore no backward-compatibility exists.

In older versions of Ansible Tower, credentials could be filtered on their “kind” using the (now unsupported) v1 API:

```
$ curl "https://tower.example.org/api/v1/credentials/?kind=aws"
```

Starting in Ansible Tower version 3.6, credentials can be filtered in a similar manner using the v2 API:

```
$ curl "https://tower.example.org/api/v2/credentials/?credential_type__namespace=aws"
```


In the V2 `CredentialType` model, the relationships are defined as follows:

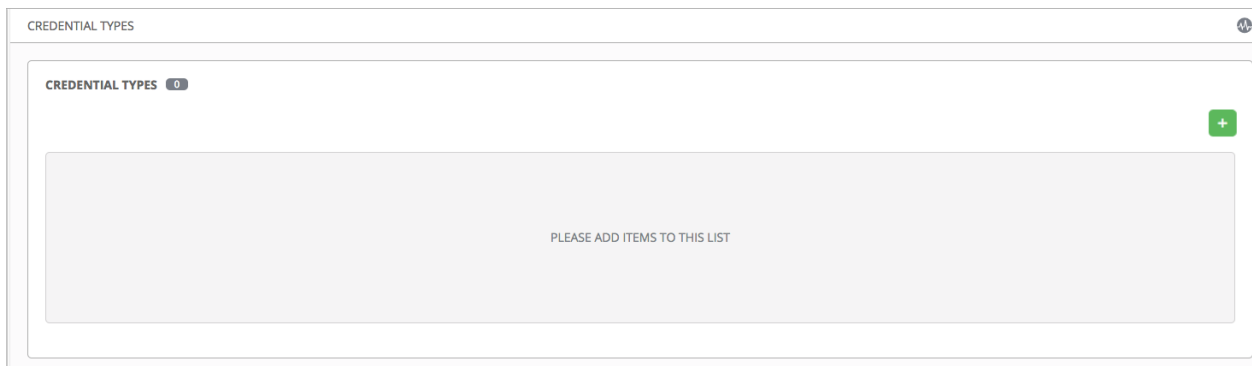
Machine	SSH
Vault	Vault
Network	Sets environment variables (e.g., ANSIBLE_NET_AUTHORIZE)
SCM	Source Control
Cloud	EC2, AWS
	Lots of others
Insights	Insights

Custom type creation and modification are limited to cloud and network kinds.

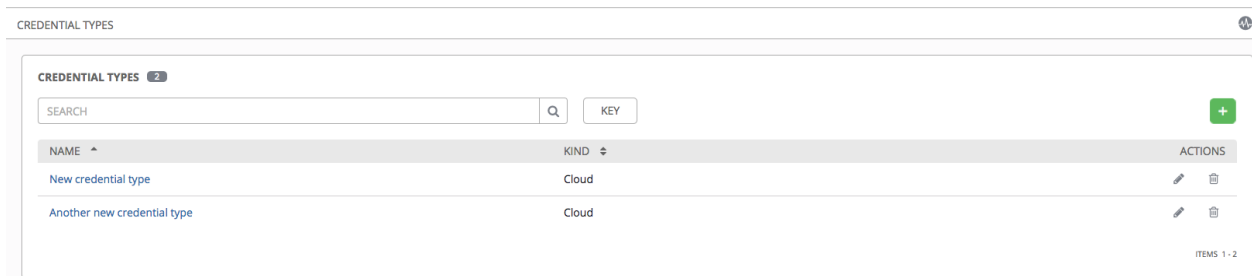
11.2 Getting Started with Credential Types




Access the Credentials from clicking the Credential Types () icon from the left navigation bar. If no custom credential types have been created, the Credential Types view will not have any to display and will prompt you to add one:



If credential types have been created, this page displays a list of all existing and available Credential Types. It can be sorted and searched by **Name** and **Kind**.



To view more information about a credential type, click on its name or the Edit () button from the **Actions** column.

Each credential type displays its own unique configurations in the **Input Configuration** field and the **Injector Configuration** field, if applicable. Both YAML and JSON formats are supported in the configuration fields.

11.3 Create a New Credential Type

To create a new credential type:



1. Click the  button located in the upper right corner of the **Credential Types** screen.

2. Enter the appropriate details in the **Name** and **Description** field.

Note: When creating a new credential type, do not use reserved variable names that start with `ANSIBLE_` for the **INPUT** and **INJECTOR** names and IDs, as they are invalid for custom credential types.

3. In the **Input Configuration** field, specify an input schema which defines a set of ordered fields for that type. The format can be in **YAML** or **JSON**, as shown:

YAML

```
fields:
  - type: string
    id: username
    label: Username
  - type: string
    id: password
    label: Password
    secret: true
required:
  - username
  - password
```

View more **YAML** examples at <http://www.yaml.org/start.html>.

JSON

```
{
  "fields": [
    {
      "type": "string",
      "id": "username",
```

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(continued from previous page)

```

    "label": "Username"
  },
  {
    "secret": true,
    "type": "string",
    "id": "password",
    "label": "Password"
  }
],
"required": ["username", "password"]
}

```

View more JSON examples at www.json.org.

The configuration in JSON format below show each field and how they are used:

```

{
  "fields": [{
    "id": "api_token",           # required - a unique name used to
                                # reference the field value

    "label": "API Token",       # required - a unique label for the
                                # field

    "help_text": "User-facing short text describing the field.",

    "type": ("string" | "boolean") # defaults to 'string'

    "choices": ["A", "B", "C"]  # (only applicable to `type=string`)

    "format": "ssh_private_key" # optional, can be used to enforce data
                                # format validity for SSH private key
                                # data (only applicable to
                                ↪ `type=string`)

    "secret": true,             # if true, the field value will be
                                ↪ encrypted

    "multiline": false         # if true, the field should be rendered
                                # as multi-line for input entry
                                # (only applicable to `type=string`)
  }, {
    # field 2...
  }, {
    # field 3...
  }
],
  "required": ["api_token"]    # optional; one or more fields can be
                                ↪ marked as required
},

```

When `type=string`, fields can optionally specify multiple choice options:

```

{
  "fields": [{
    "id": "api_token",           # required - a unique name used to
                                ↪ reference the field value

```

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```

    "label": "API Token",          # required - a unique label for the field
    "type": "string",
    "choices": ["A", "B", "C"]
  ]]
},

```

4. In the **Injector Configuration** field, enter environment variables or extra variables that specify the values a credential type can inject. The format can be in YAML or JSON (see examples in the previous step). The configuration in JSON format below show each field and how they are used:

```

{
  "file": {
    "template": "[mycloud]\ntoken={{ api_token }}"
  },
  "env": {
    "THIRD_PARTY_CLOUD_API_TOKEN": "{{ api_token }}"
  },
  "extra_vars": {
    "some_extra_var": "{{ username }}:{{ password }}"
  }
}

```

Credential Types can also generate temporary files to support .ini files or certificate/key data:

```

{
  "file": {
    "template": "[mycloud]\ntoken={{ api_token }}"
  },
  "env": {
    "MY_CLOUD_INI_FILE": "{{ tower.filename }}"
  }
}

```

In this example, Tower will write a temporary file that contains:

```
[mycloud]\ntoken=SOME_TOKEN_VALUE
```

The absolute file path to the generated file will be stored in an environment variable named MY_CLOUD_INI_FILE.

An example of referencing multiple files in a custom credential template is as follows:

Inputs

```

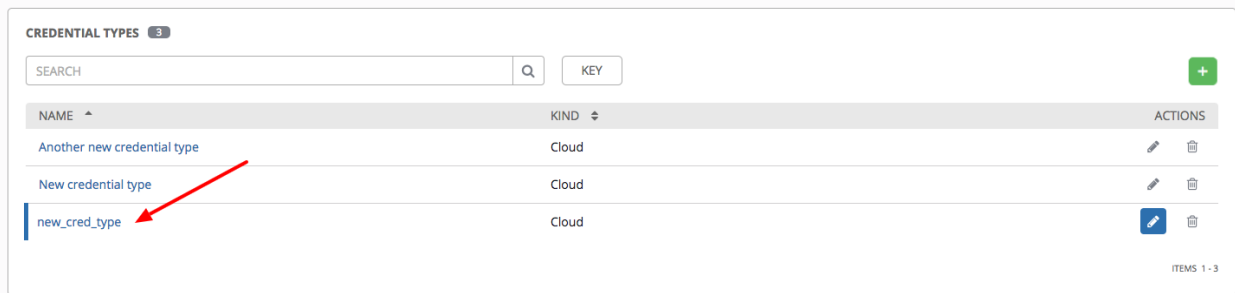
{
  "fields": [{
    "id": "cert",
    "label": "Certificate",
    "type": "string"
  }, {
    "id": "key",
    "label": "Key",
    "type": "string"
  }]
}



```

Injectors

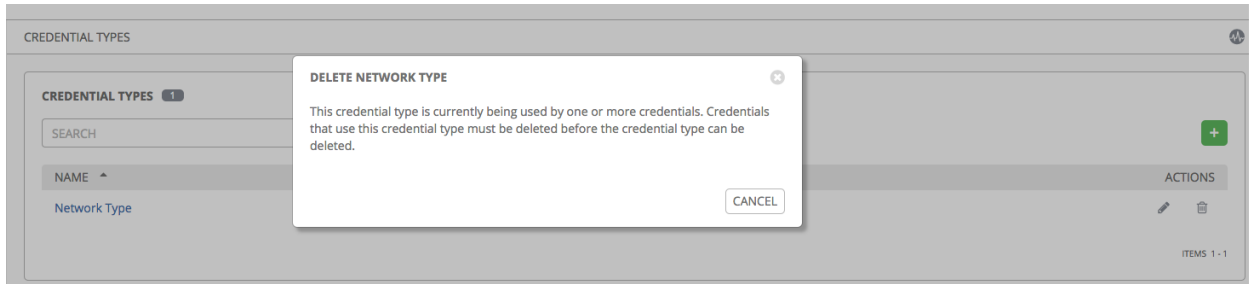
```
{
  "file": {
    "template.cert_file": "[mycert]\n{{ cert }}",
    "template.key_file": "[mykey]\n{{ key }}"
  },
  "env": {
    "MY_CERT_INI_FILE": "{{ tower.filename.cert_file }}",
    "MY_KEY_INI_FILE": "{{ tower.filename.key_file }}"
  }
}
```

5. Click **Save** when done.
6. Scroll down to the bottom of the screen and your newly created credential type appears on the list of credential types:

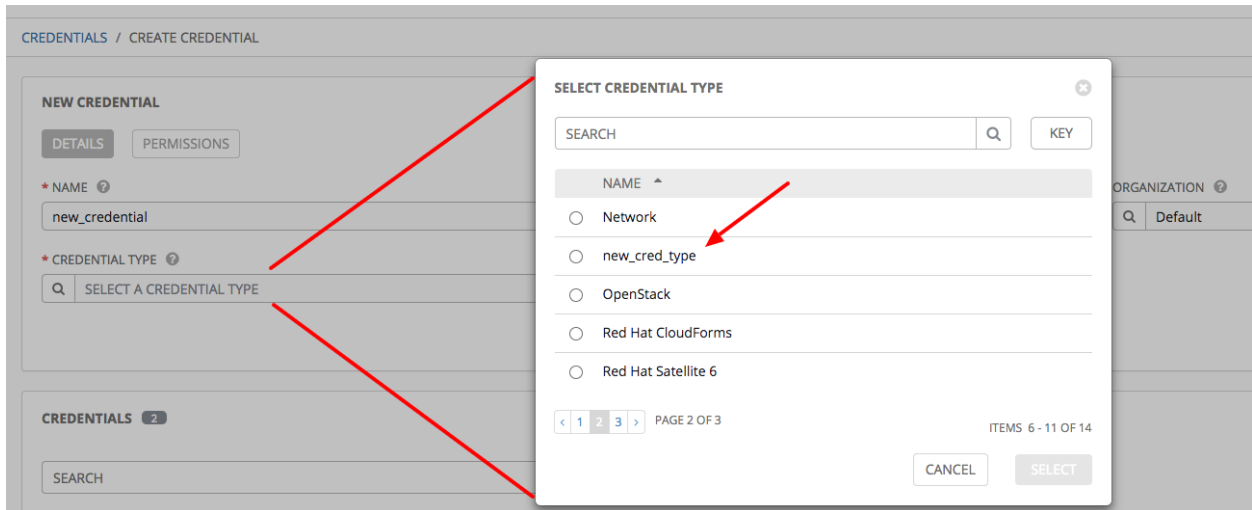


Click  to modify or  to remove the credential type options under the Actions column.

Note: If deleting a credential type that is being used by a credential, you must delete the credential type from all the credentials that use it before you can delete it. Below is an example of such a message:



7. Verify that the newly created credential type can be selected from the **Credential Type** selection window when creating a new credential:



For details on how to create a new credential, see [Credentials](#).

SECRET MANAGEMENT SYSTEM

Users and admins upload machine and cloud credentials to Tower so that it can access machines and external services on their behalf. By default, sensitive credential values (such as SSH passwords, SSH private keys, API tokens for cloud services) in Tower are stored in the database after being encrypted. With external credentials backed by credential plugins, you can map credential fields (like a password or an SSH Private key) to values stored in a secret management system instead of providing them to Tower directly. Starting with version 3.5, Ansible Tower provides a secret management system that include integrations for:

- CyberArk Application Identity Manager (AIM)
- CyberArk Conjur
- HashiCorp Vault Key-Value Store (KV)
- HashiCorp Vault SSH Secrets Engine
- Microsoft Azure Key Management System (KMS)

These external secret values will be fetched prior to running a playbook that needs them. For more information on specifying these credentials in the Tower User Interface, see [Credentials](#).

12.1 Configure and link secret lookups

When configuring Tower to pull a secret from a 3rd-party system, it is in essence linking credential fields to external systems. To link a credential field to a value stored in an external system, select the external credential corresponding to that system and provide metadata to look up the desired value. The metadata input fields are part of the external credential type definition of the source credential.


Tower provides a credential plugin interface for developers, integrators, admins, and power-users with the ability to add new external credential types to Tower so it can be extended to support other secret management systems. For more detail, see the [development docs for credential plugins](#).

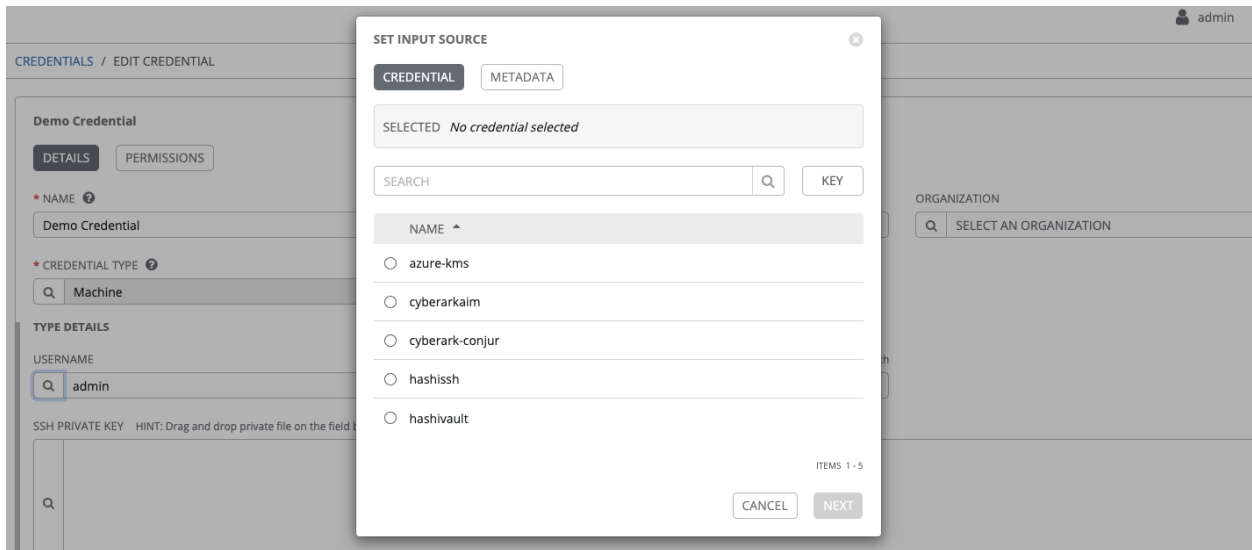
Use the Ansible Tower User Interface to configure and use each of the supported 3-party secret management systems.

1. First, create an external credential for authenticating with the secret management system. At minimum, provide a name for the external credential and select one of the following for the **Credential Type**:

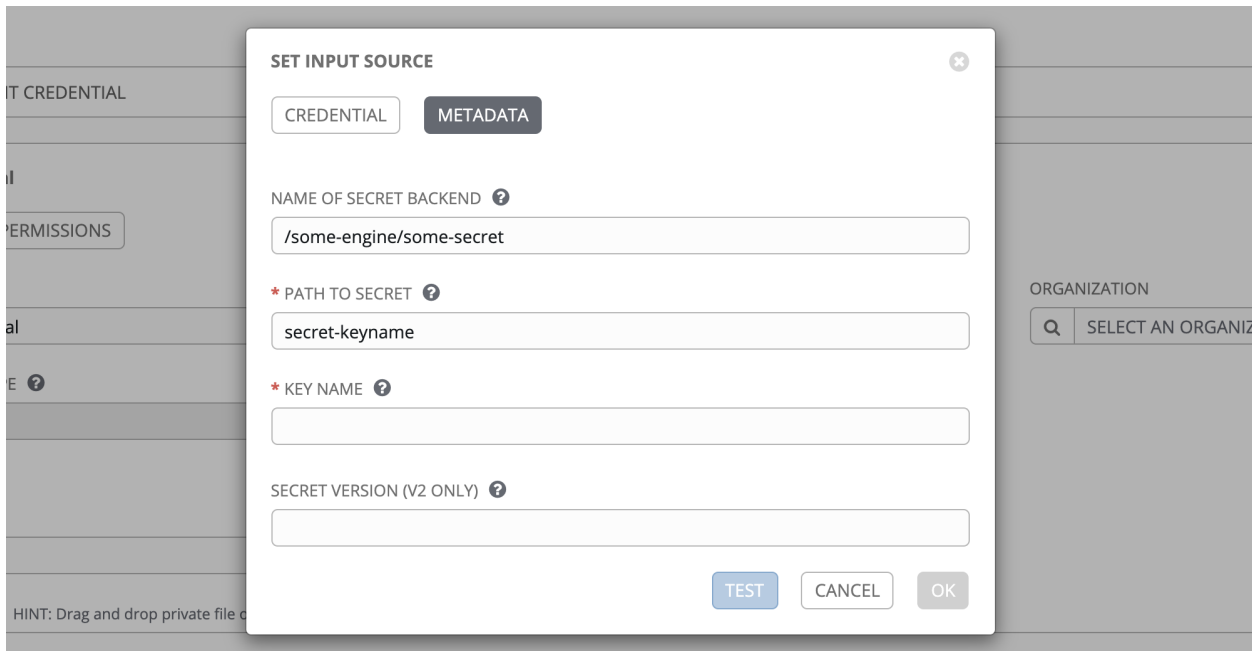
- *CyberArk AIM Credential Provider Lookup*
- *CyberArk Conjur Secret Lookup*
- *HashiCorp Vault Secret Lookup*
- *HashiCorp Vault Signed SSH*

- *Microsoft Azure Key Vault*

2. Navigate to the credential form of the target credential and link one or more input fields to the external credential along with metadata for locating the secret in the external system. In this example, the *Demo Credential* is the target credential.
3. For any of the fields below the **Type Details** area that you want to link to the external credential, click the  button of the input field. You are prompted to set the input source to use to retrieve your secret information.



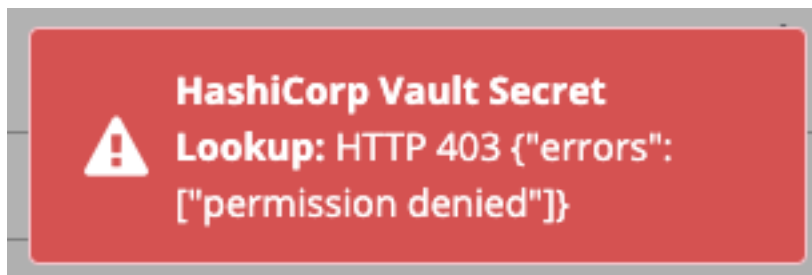
4. Select the credential you want to link to, and click **Next**. This takes you to the Metadata tab of the input source. This example shows the Metadata prompt for HashiVault Secret Lookup.



The metadata required depends on the input source selected:

Input Source	Metadata	Description
CyberArk AIM	Object Query (Required)	Lookup query for the object.
	Object Query Format	Select <code>Exact</code> for a specific secret name, or <code>Regexp`</code> for a secret that has a dynamically generated name.
	Reason	If required per the object's policy, supply a reason for checking out the secret, as CyberArk logs those.
CyberArk Conjur	Secret Identifier	The identifier for the secret.
	Secret Version	Specify a version of the secret, if necessary, otherwise, leave it empty to use the latest version.
HashiVault Secret Lookup	Name of Secret Backend	Specify the name of the KV backend to use. Leave it blank to use the first path segment of the Path to Secret field instead.
	Path to Secret (required)	Specify the path to where the secret information is stored (e.g., <code>/path/username</code>).
	Key Name (required)	Specify the name of the key to look up the secret information.
	Secret Version (V2 Only)	Specify a version if necessary, otherwise, leave it empty to use the latest version.
HashiCorp Signed SSH	Unsigned Public Key (required)	Specify the public key of the cert you want to get signed. It needs to be present in the authorized keys file of the target host(s).
	Path to Secret (required)	Specify the path to where the secret information is stored (e.g., <code>/path/username</code>).
	Role Name (required)	A role is a collection of SSH settings and parameters that are stored in Hashi vault. Typically, you can specify a couple of them with different privileges, timeouts, etc. So you could have a role that is allowed to get a cert signed for root, and other less privileged ones, for example.
	Valid Principals	Specify a user (or users) other than the default, that you are requesting vault to authorize the cert for the stored key. Hashi vault has a default user for whom it signs (e.g., <code>ec2-user</code>).
Azure KMS	Secret Name (required)	The actual name of the secret as it is referenced in Azure's Key vault app.
	Secret Version	Specify a version of the secret, if necessary, otherwise, leave it empty to use the latest version.

5. Click **Test** to verify connection to the secret management system. If the lookup is unsuccessful, an error message like this one displays:



6. When done, click **OK**. This closes the prompt window and returns you to the Details screen of your target credential. **Repeat these steps**, starting with *step 3 above* to complete the remaining input fields for the target credential. By linking the information in this manner, Tower retrieves sensitive information, such as username, password, keys, certificates, and tokens from the 3rd-party management systems and populates that data into the remaining fields of the target credential form.
7. If necessary, supply any information manually for those fields that do not use linking as a way of retrieving

sensitive information. Refer to the appropriate *Credential Types* for more detail about each of the fields.

8. Click **Save** when done.

12.1.1 CyberArk AIM Credential Provider Lookup

You need the CyberArk Central Credential Provider web service running to store secrets in order for this integration to work. When **CyberArk AIM Credential Provider Lookup** is selected for **Credential Type**, provide the following metadata to properly configure your lookup:

- **CyberArk AIM URL** (required): provide the URL used for communicating with CyberArk AIM’s secret management system
- **Application ID** (required): specify the identifier given by CyberArk AIM services
- **Client Key**: paste the client key if provided by CyberArk
- **Client Certificate**: include the BEGIN CERTIFICATE and END CERTIFICATE lines when pasting the certificate, if provided by CyberArk
- **Verify SSL Certificates**: this option is only available when the URL uses HTTPS. Check this option to allow Tower to verify the server’s SSL certificate is valid and trusted. Environments that use internal or private CA’s should leave this option unchecked to disable verification.

Below shows an example of a configured CyberArk AIM credential.

The screenshot shows the configuration page for a credential provider named 'cyberarkaim'. The interface includes the following elements:

- Navigation:** 'DETAILS' and 'PERMISSIONS' tabs.
- Basic Information:**
 - * NAME:** 'cyberarkaim'
 - DESCRIPTION:** (empty)
 - ORGANIZATION:** 'SELECT AN ORGANIZATION' (dropdown)
- * CREDENTIAL TYPE:** 'CyberArk AIM Central Credential Provider Lookup' (dropdown)
- TYPE DETAILS:**
 - * CYBERARK AIM URL:** 'https://mycyberark.com'
 - * APPLICATION ID:** 'ENCRYPTED' (with refresh and copy icons)
- CLIENT KEY:** A large text area with a hint: 'HINT: Drag and drop private file on the field below.'
- CLIENT CERTIFICATE:** A large text area with a hint: 'HINT: Drag and drop private file on the field below.'
- OPTIONS:** A checkbox labeled 'Verify SSL Certificates' which is checked.
- Buttons:** 'TEST', 'CANCEL', and 'SAVE' buttons at the bottom right.

12.1.2 CyberArk Conjur Secret Lookup

When **CyberArk Conjur Secret Lookup** is selected for **Credential Type**, provide the following metadata to properly configure your lookup:

- **Conjur URL** (required): provide the URL used for communicating with CyberArk Conjur’s secret management system
- **API Key** (required): provide the key given by your Conjur admin
- **Account** (required): the organization’s account name
- **Username** (required): the specific authenticated user for this service
- **Public Key Certificate**: include the BEGIN CERTIFICATE and END CERTIFICATE lines when pasting the public key, if provided by CyberArk

Below shows an example of a configured CyberArk Conjur credential.

The screenshot displays the configuration page for a 'cyberark-conjur' credential. It features several input fields and sections:

- NAME:** cyberark-conjur
- DESCRIPTION:** (empty)
- ORGANIZATION:** SELECT AN ORGANIZATION
- CREDENTIAL TYPE:** CyberArk Conjur Secret Lookup
- TYPE DETAILS:**
 - CONJUR URL:** https://eval.conjur.org
 - API KEY:** ENCRYPTED
 - ACCOUNT:** email@address.com
 - USERNAME:** ansibletest
 - PUBLIC KEY CERTIFICATE:** (empty text area)
- Actions:** TEST, CANCEL, SAVE

12.1.3 HashiCorp Vault Secret Lookup

When **HashiCorp Vault Secret Lookup** is selected for **Credential Type**, provide the following metadata to properly configure your lookup:

- **Server URL** (required): provide the URL used for communicating with HashiCorp Vault’s secret management system
- **Token** (required): specify the access token used to authenticate HashiCorp’s server
- **API Version** (required): select v1 for static lookups and v2 for versioned lookups

Below shows an example of a configured HashiCorp KV credential.

12.1.4 HashiCorp Vault Signed SSH

When **HashiCorp Vault Signed SSH** is selected for **Credential Type**, provide the following metadata to properly configure your lookup:

- **Server URL** (required): provide the URL used for communicating with HashiCorp Signed SSH’s secret management system
- **Token** (required): specify the access token used to authenticate HashiCorp’s server

Below shows an example of a configured HashiCorp SSH Secrets Engine credential.

12.1.5 Microsoft Azure Key Vault

When **Microsoft Azure Key Vault** is selected for **Credential Type**, provide the following metadata to properly configure your lookup:

- **Vault URL (DNS Name)** (required): provide the URL used for communicating with MS Azure’s key management system
- **Client ID** (required): provide the identifier as obtained by the Azure Active Directory
- **Client Secret** (required): provide the secret as obtained by the Azure Active Directory
- **Tenant ID** (required): provide the unique identifier that is associated with an Azure Active Directory instance within an Azure subscription

Below shows an example of a configured Microsoft Azure KMS credential.

azure-kms

DETAILS PERMISSIONS

* NAME ? azure-kms DESCRIPTION ? ORGANIZATION

* CREDENTIAL TYPE ?

TYPE DETAILS

* VAULT URL (DNS NAME) * CLIENT ID * CLIENT SECRET

* TENANT ID

TEST CANCEL SAVE

APPLICATIONS


Creating and configuring token-based authentication for external applications is available starting in Ansible Tower 3.3. This makes it easier for external applications such as ServiceNow and Jenkins to integrate with Ansible Tower. OAuth 2 allows you to use tokens to share certain data with an application without disclosing login information, and furthermore, these tokens can be scoped as “read-only”. In Tower, you create an application that is representative of the external application you are integrating with, then use it to create tokens for that application to use on behalf of the users of the external application.

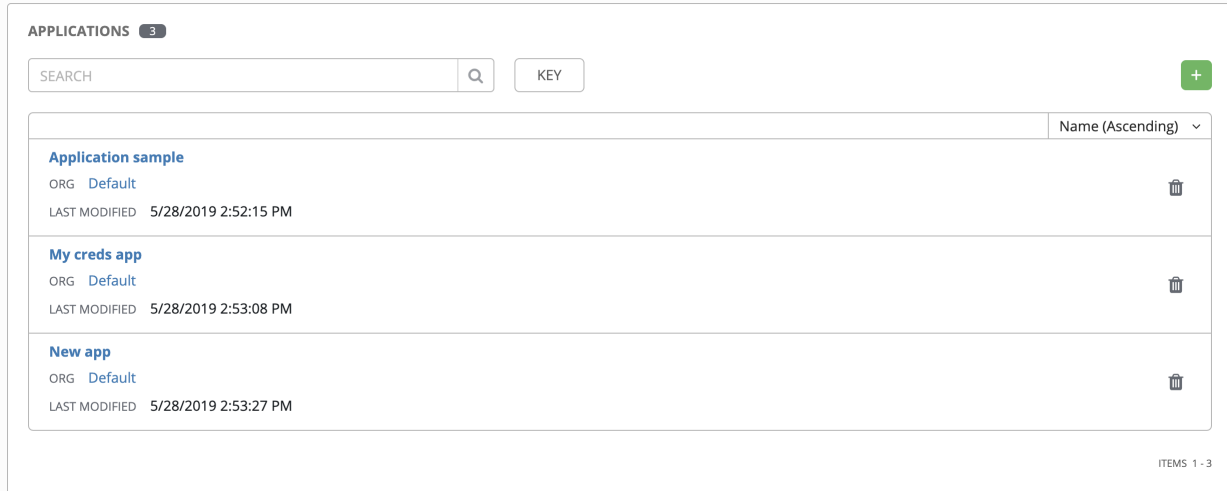
Having these Tower-issued tokens associated to an application resource gives you the ability to manage all tokens issued for a particular application more easily. By separating token issuance under Applications, you can revoke all tokens based on the Application without having to revoke all tokens in the system.

When integrating an external web app with Ansible Tower that web app may need to create OAuth2 Tokens on behalf of users in that other web app. Creating an application in Tower with the Authorization Code grant type is the preferred way to do this because:

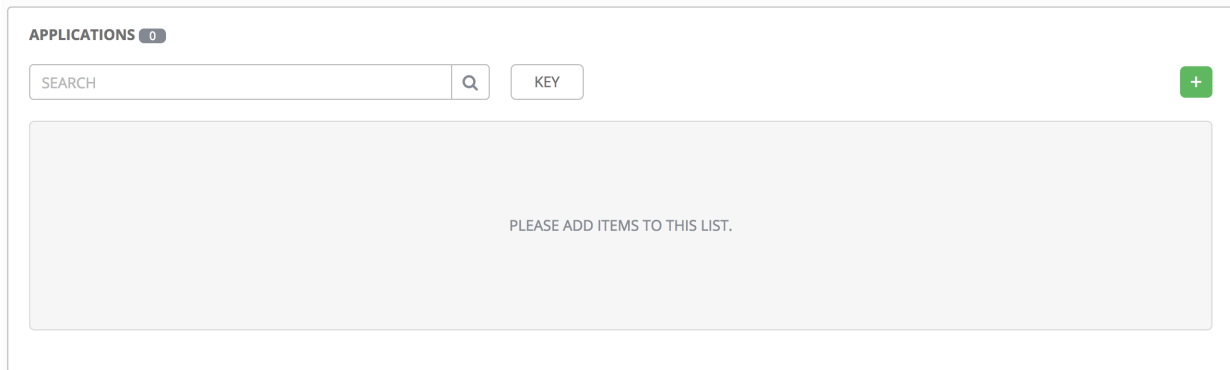
- external applications can obtain a token from Tower for users, using their credentials
- compartmentalized tokens issued for a particular application, allows those tokens to be easily managed (revoke all tokens associated with that application, for example)

13.1 Getting Started with Applications

Access the Applications page by clicking the Applications () icon from the left navigation bar. The Applications page displays a search-able list of all available Applications currently managed by Tower and can be sorted by **Name**.



If no other applications exist, only a gray box with a message to add applications displays.




13.2 Create a new application

Token-based authentication for users can be configured in the Applications window.

1. In the Ansible Tower User Interface, click the Applications () icon from the left navigation bar.

The Applications window opens.

2. Click the  button located in the upper right corner of the Applications window.

The New Application window opens.

3. Enter the following details in **Create New Application** window:

- **Name** (required): provide a name for the application you want to create
- **Description**: optionally provide a short description for your application
- **Organization** (required): provide an organization for which this application is associated
- **Authorization Grant Type** (required): Select from one of the grant types to use in order for the user to acquire tokens for this application. Refer to [grant types](#) in the Applications section of the *Ansible Tower Administration Guide*.
- **Redirect URIS**: Provide a list of allowed URIs, separated by spaces. This is required if you specified the grant type to be **Authorization code**.
- **Client Type** (required): Select the level of security of the client device

4. When done, click **Save** or **Cancel** to abandon your changes


13.2.1 Applications - Tokens

Selecting the **Tokens** view displays a list of the users that have tokens to access the application.

Tokens can only access resources that its associated user can access, and can be limited further by specifying the scope of the token.

Add Tokens

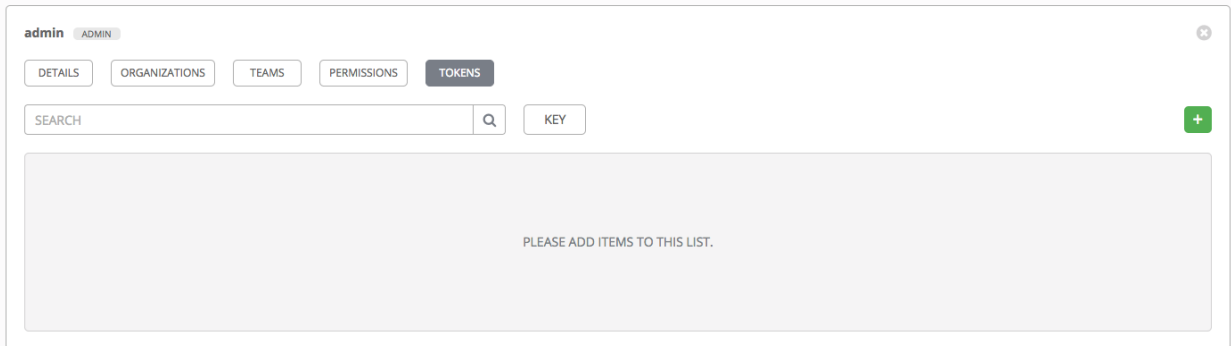
Tokens are added through the Users screen and can be associated with an application at that time. Specifying an application can be performed directly in the User's token settings. You can create a token for *your* user in the Tokens configuration tab, meaning only you can create and see your tokens in your own user screen. To add a token:


1. Access the Users list view by clicking the Users () icon from the left navigation bar then click on your user to configure your OAuth 2 tokens.

Note: You can only create OAuth 2 Tokens for your user via the API or UI, which means you can only access your own user profile in order to configure or view your tokens. If you are an admin and need to create or remove tokens for other users, see the revoke and create commands in the [Token and session management](#) section of the *Ansible Tower Administration Guide*.


2. Click the **Tokens** tab from your user’s profile.

When no tokens are present, the Tokens screen prompts you to add them:



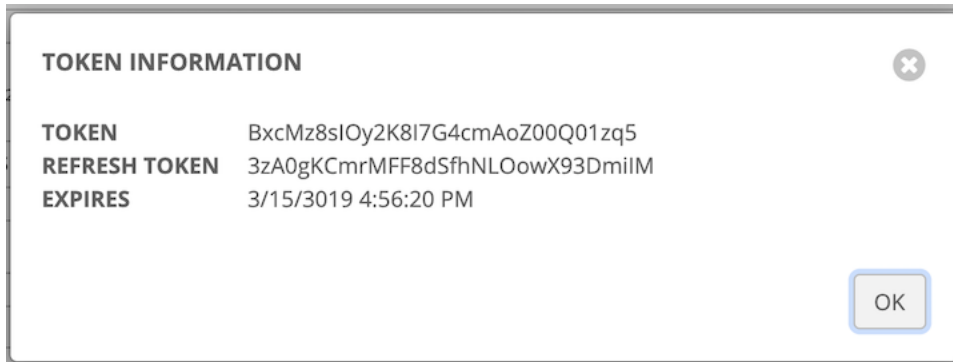
3. Click the  button, which opens the Create Token window.

4. Enter the following details in Create Token window:

- **Application:** enter the name of the application with which you want to associate your token. Alternatively, you can search for it by clicking the  button. This opens a separate window that allows you to choose from the available options. Use the Search bar to filter by name if the list is extensive. Leave this field blank if you want to create a Personal Access Token (PAT) that is not linked to any application.
- **Description:** optionally provide a short description for your token.
- **Scope** (required): specify the level of access you want this token to have.

5. When done, click **Save** or **Cancel** to abandon your changes.

After the token is saved, the newly created token for the user displays with the token information and when it expires.



Note: This is the only time the token value and associated refresh token value will ever be shown.

In the user's profile, the application for which it is assigned to and its expiration displays in the token list view.

The screenshot shows the user profile for 'admin' (ADMIN) with a last logged in time of 5/28/2019 1:19:56 PM. The 'TOKENS' tab is selected, displaying a table with one token entry:

My creds app Token		Name (Ascending) ▾
APPLICATION	My creds app	
EXPIRATION	9/28/2018 3:11:51 PM	

ITEMS 1 - 1

To verify the application in the example above now shows the user with the appropriate token, go to the **Tokens** tab of the Applications window:

The screenshot shows the application window for 'My creds app'. The 'TOKENS' tab is selected, displaying a table with one token entry:

My creds app		Username (Ascending) ▾
	admin	
EXPIRATION	9/28/3018 3:11:51 PM	

ITEMS 1 - 1

PROJECTS

A **Project** is a logical collection of Ansible playbooks, represented in Tower.




You can manage playbooks and playbook directories by either placing them manually under the Project Base Path on your Tower server, or by placing your playbooks into a source code management (SCM) system supported by Tower, including Git, Subversion, Mercurial, and Red Hat Insights. To create a Red Hat Insights project, refer to *Setting up an Insights Project*.

Note: By default, the Project Base Path is `/var/lib/awx/projects`, but this may have been modified by the Tower administrator. It is configured in `/etc/tower/conf.d/custom.py`. Use caution when editing this file, as incorrect settings can disable your installation.

This menu displays the list of the projects that are currently available. The default view is collapsed (**Compact**) with project name and its status, but you can expand to see more information. You can sort this list by various criteria, and perform a search to filter the projects of interest.

The screenshot shows the 'PROJECTS' section with a search bar and a 'KEY' button. Below the search bar, there are two project entries: 'Demo Project' and 'Project from Git'. The view is set to 'Compact'. A dropdown menu is open, showing 'Name (Ascending)' as the selected sort option. At the bottom right, it says 'ITEMS 1 - 2'.

The screenshot shows the 'PROJECTS' section with a search bar and a 'KEY' button. Below the search bar, there are two project entries: 'Demo Project' and 'Project from Git'. The view is set to 'Expanded'. A dropdown menu is open, showing 'Name (Ascending)' as the selected sort option. The menu also lists other sort options: 'Name (Descending)', 'Modified (Ascending)', 'Modified (Descending)', 'Last Used (Ascending)', 'Last Used (Descending)', 'Organization (Ascending)', and 'Organization (Descending)'. The project details for 'Project from Git' are visible, including revision '818fd82', description 'Shows the description field', organization 'Default', last modified '11/12/2019 9:56:45 PM', and last used '11/12/2019 9:53:36'.

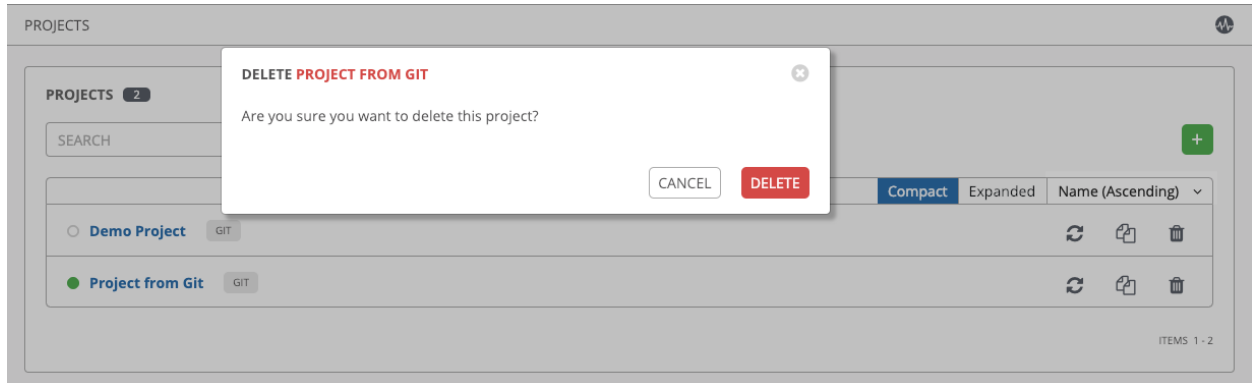
For each project listed, you can get the latest SCM revision () , copy the project attributes () , or delete () the project, using the respective icons next to each project.

Status indicates the state of the project and may be one of the following (note that you can also filter your view by specific status types):

- **Pending** - The source control update has been created, but not queued or started yet. Any job (not just source control updates) will stay in pending until it's actually ready to be run by the system. Reasons for it not being ready because it has dependencies that are currently running so it has to wait until they are done, or there is not enough capacity to run in the locations it is configured to.
- **Waiting** - The source control update is in the queue waiting to be executed.
- **Running** - The source control update is currently in progress.
- **Successful** - The last source control update for this project succeeded.
- **Failed** - The last source control update for this project failed.
- **Error** - The last source control update job failed to run at all. (To be deprecated.)
- **Canceled** - The last source control update for the project was canceled.
- **Never updated** - The project is configured for source control, but has never been updated.
- **OK** - The project is not configured for source control, and is correctly in place. (To be deprecated.)
- **Missing** - Projects are absent from the project base path of `/var/lib/awx/projects` (applicable for manual or source control managed projects).

Note: Projects of credential type Manual cannot update or schedule source control-based actions without being reconfigured as an SCM type credential.


Note: If deleting items that are used by other work items, a message opens listing the items are affected by the deletion and prompts you to confirm the deletion. Some screens will contain items that are invalid or previously deleted, so they will fail to run. Below is an example of such a message:



14.1 Add a new project

To create a new project:



1. Click the  button, which launches the **Create Project** window.

2. Enter the appropriate details into the following required fields:

- **Name**
- **Description** (optional)
- **Organization** - A project must have at least one organization. Pick one organization now to create the project, and then after the project is created you can add additional organizations.
- **Ansible Environment** (optional) - Select from the drop-down menu list a custom virtual environment on which to run this project. This field is only present if custom environments were previously created. See [Using virtualenv with Ansible Tower](#) in the *Ansible Tower Upgrade and Migration Guide*.
- **SCM Type** - Select from the drop-down menu list an SCM type associated with this project. The options in the subsequent section become available depend on the type you choose. Refer to [Manage playbooks manually](#) and [Manage playbooks using Source Control](#) in the subsequent sections for more detail.

Note: If adding a manual project, each project path inside of the project root folder can only be assigned to one project. If you receive the following message, ensure that you have not already assigned the project path to an existing project:

```
All of the project paths have been assigned to existing projects, or
there are no directories found in the base path. You will need to add
a project path before creating a new project.
```

3. Click **Save** when done.

14.1.1 Manage playbooks manually

- Create one or more directories to store playbooks under the Project Base Path (for example, `/var/lib/awx/projects/`)
- Create or copy playbook files into the playbook directory.
- Ensure that the playbook directory and files are owned by the same UNIX user and group that the Tower service runs as.
- Ensure that the permissions are appropriate for the playbook directories and files.

If you have trouble adding a project path, check the permissions and SELinux context settings for the project directory and files.

Warning: If you have not added any Ansible playbook directories to the base project path, you will receive the following message from Tower:

NEW PROJECT

DETAILS PERMISSIONS JOB TEMPLATES SCHEDULES

* NAME: Example

DESCRIPTION: Ansible example playbook

* ORGANIZATION: Honey Dog, Inc.

ANSIBLE ENVIRONMENT: Select Ansible Environment

* SCM TYPE: Manual

WARNING: There are no available playbook directories in /var/lib/awx/projects. Either that directory is empty, or all of the contents are already assigned to other projects. Create a new directory there and make sure the playbook files can be read by the "awx" system user, or have Tower directly retrieve your playbooks from source control using the SCM Type option above.


PROJECT BASE PATH: /var/lib/awx/projects

CANCEL SAVE

Correct this issue by creating the appropriate playbook directories and checking out playbooks from your SCM or otherwise copying playbooks into the appropriate playbook directories.

14.1.2 Manage playbooks using Source Control

Note: By default, Ansible Tower has a system-wide setting that allows roles to be dynamically downloaded from a

requirements.yml file for SCM projects. You may turn off this setting in the **Jobs** tab of the Settings () menu by switching the **Enable Role Download** toggle button to **OFF**.

JOBS

ANSIBLE MODULES ALLOWED FOR AD HOC JOBS REVERT

- command
- shell
- yum
- apt
- apt_key
- apt_repository
- apt_rpm
- service
- group
- user
- mount
- ping
- selinux
- setup
- win_ping
- win_service
- win_updates
- win_group

* JOB EXECUTION PATH REVERT

* MAXIMUM SCHEDULED JOBS REVERT

PATHS TO EXPOSE TO ISOLATED JOBS REVERT

ANSIBLE CALLBACK PLUGINS REVERT

PATHS TO HIDE FROM ISOLATED JOBS REVERT

* ENABLE JOB ISOLATION REVERT

DEFAULT JOB TIMEOUT REVERT

DEFAULT INVENTORY UPDATE TIMEOUT REVERT

DEFAULT PROJECT UPDATE TIMEOUT REVERT

PER-HOST ANSIBLE FACT CACHE TIMEOUT REVERT

* RUN PROJECT UPDATES WITH HIGHER VERBOSITY REVERT

ENABLE ROLE DOWNLOAD REVERT

ENABLE COLLECTION(S) DOWNLOAD REVERT

PRIMARY GALAXY SERVER URL REVERT

PRIMARY GALAXY SERVER USERNAME REVERT

PRIMARY GALAXY SERVER PASSWORD REVERT

PRIMARY GALAXY SERVER TOKEN REVERT

PRIMARY GALAXY AUTHENTICATION URL REVERT

ALLOW ACCESS TO PUBLIC GALAXY REVERT

ISOLATED HOST KEY CHECKING REVERT

* ISOLATED STATUS CHECK INTERVAL REVERT

* ISOLATED LAUNCH TIMEOUT REVERT

ISOLATED CONNECTION TIMEOUT REVERT

ENABLE DETAILED RESOURCE PROFILING ON ALL PLAYBOOK RUNS REVERT

EXTRA ENVIRONMENT VARIABLES REVERT

1 {}

REVERT ALL TO DEFAULT
CANCEL
SAVE

1. Select the appropriate option from the **SCM Type** drop-down menu list.

NEW PROJECT

DETAILS | PERMISSIONS | JOB TEMPLATES | SCHEDULES

* NAME

DESCRIPTION

* ORGANIZATION

ANSIBLE ENVIRONMENT REVERT

* SCM TYPE REVERT

SOURCE DETAILS

* SCM URL

SCM BRANCH/TAG/COMMIT

SCM REFSPEC


SCM CREDENTIAL

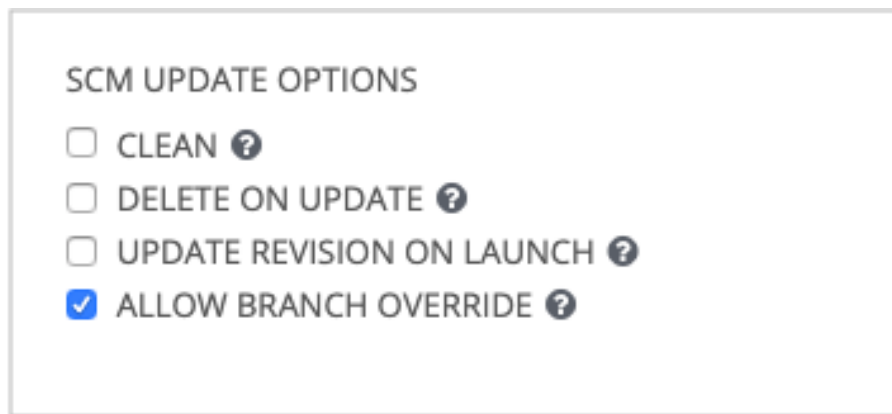
SCM UPDATE OPTIONS

- CLEAN
- DELETE ON UPDATE
- UPDATE REVISION ON LAUNCH
- ALLOW BRANCH OVERRIDE

CANCEL
SAVE

2. Enter the appropriate details into the following fields:

- **SCM URL** - See an example in the help  text.
- **SCM Branch/Tag/Commit** - Optionally enter the SCM branch, tags, commit hashes, arbitrary refs, or revision number (if applicable) from the source control (Git, Subversion, or Mercurial) to check-out. Some commit hashes and refs may not be available unless you also provide a custom refspec in the next field.
- **SCM Refspec** - This field is an option specific to git source control and only advanced users familiar and comfortable with git should specify which references to download from the remote repository. For more detail, see *job branch overriding*.
- **SCM Credential** - If authentication is required, select the appropriate SCM credential
- **SCM Update Options:**
 - **Clean** - Removes any local modifications prior to performing an update.
 - **Delete on Update** - Deletes the local repository in its entirety prior to performing an update. Depending on the size of the repository this may significantly increase the amount of time required to complete an update.
 - **Update Revision on Launch** - Updates the revision of the project to the current revision in the remote source control. To avoid job overflows if jobs are spawned faster than the project can sync, selecting this allows you to configure a Cache Timeout to cache prior project syncs for a certain number of seconds.
 - **Allow Branch Override** - Allows a job template that uses this project to launch with a specified SCM branch or revision other than that of the project's. For more detail, see *job branch overriding*.




3. Click **Save** to save your project.

Tip: Using a GitHub link offers an easy way to use a playbook. To help get you started, use the `helloworld.yml` file available at: <https://github.com/ansible/tower-example.git>

This link offers a very similar playbook to the one created manually in the instructions found in the [Ansible Tower Quick Start Guide](#). Using it will not alter or harm your system in anyway.

Updating projects from source control

1. Update an existing SCM-based project by selecting the project and clicking the  button.

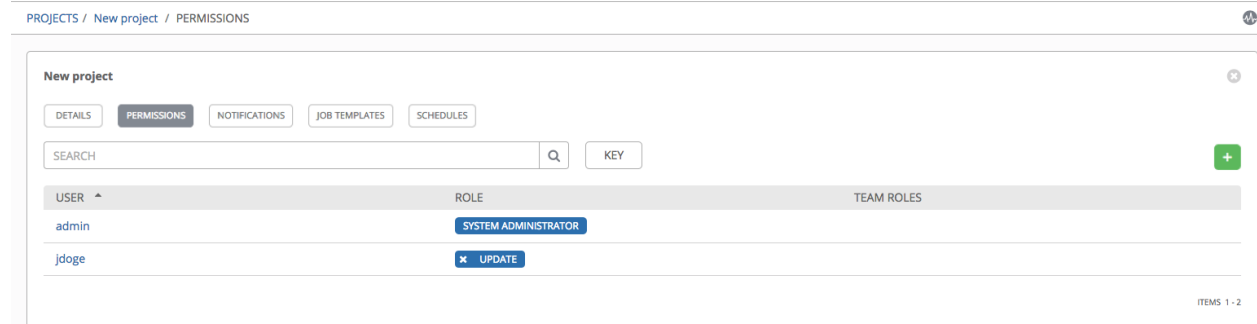
Note: Please note that immediately after adding a project setup to use source control, a “Sync” starts that fetches the project details from the configured source control.

2. Click on the dot under **Status** (far left, beside the name of the Project) to get further details about the update process.

14.2 Work with Permissions

The set of Permissions assigned to this project (role-based access controls) that provide the ability to read, modify, and administer projects, inventories, job templates, and other Tower elements are Privileges.

You can access the project permissions via the **Permissions** tab next to the **Details** tab. This screen displays a list of users that currently have permissions to this project. The list may be sorted and searched by **User**, **Role**, or **Team Role**.



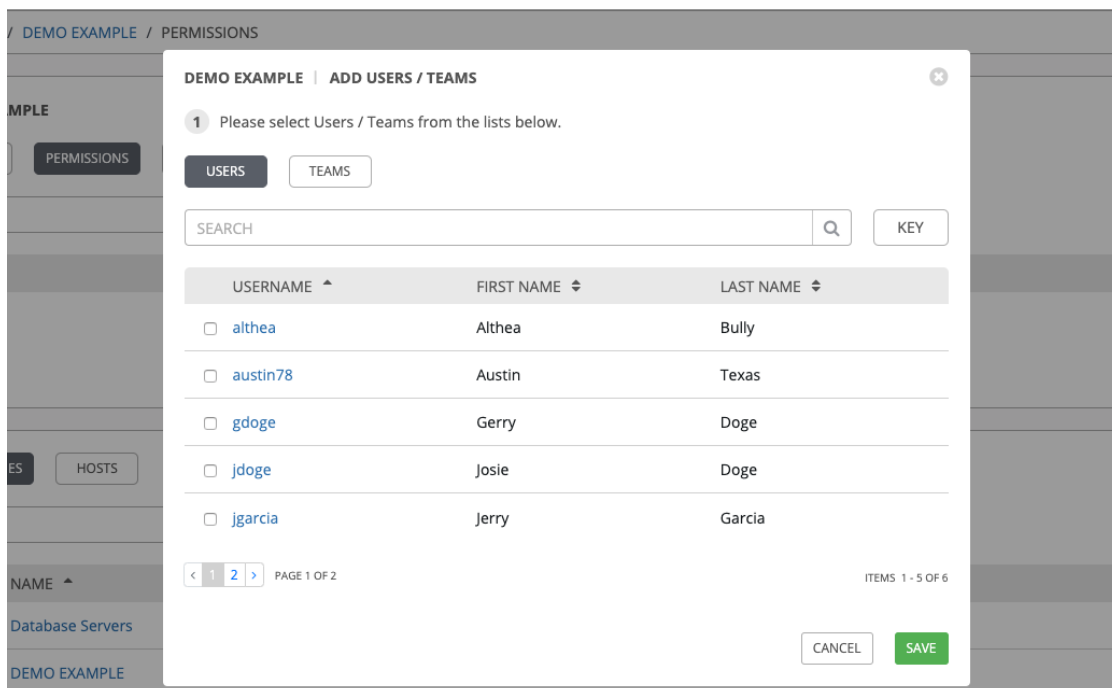
14.2.1 Add Permissions

The **Permissions** tab allows you to review, grant, edit, and remove associated permissions for users as well as team members. To assign permissions to a particular user for this resource:

1. Click the **Permissions** tab.



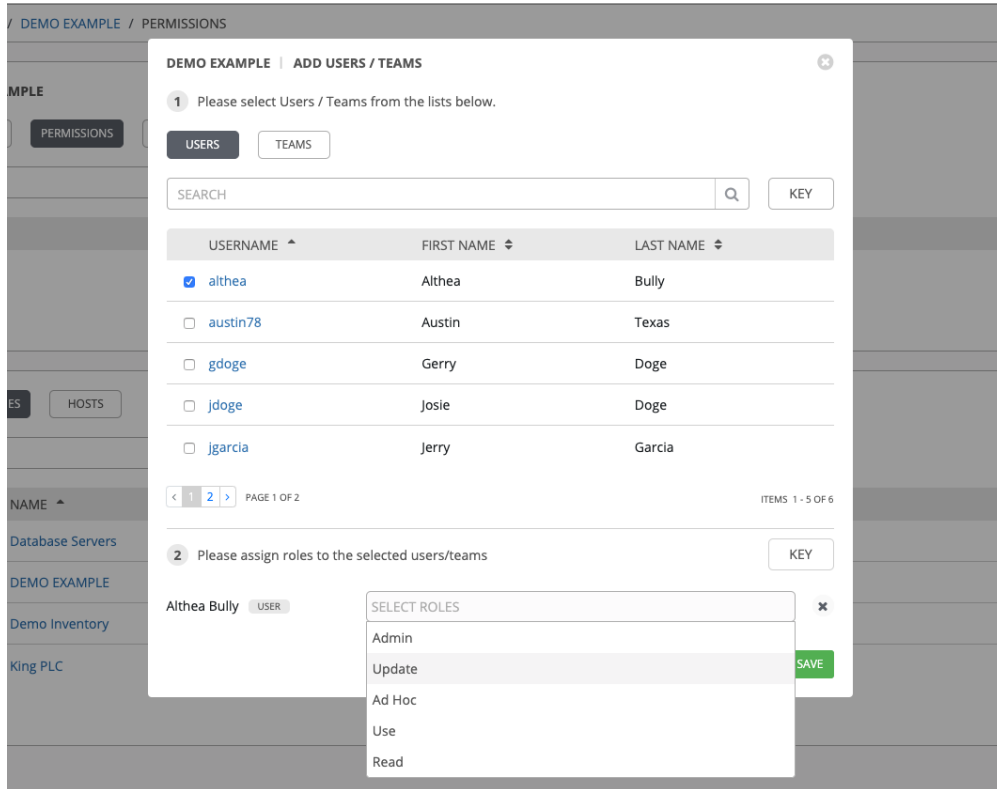
2. Click the  button to open the Add Users/Teams window.



3. Specify the users or teams that will have access then assign them specific roles:
 - a. Click to select one or multiple check boxes beside the name(s) of the user(s) or team(s) to select them.

Note: You can select multiple users and teams at the same time by navigating between the **Users** and **Teams** tabs without saving.

After selections are made, the window expands to allow you to select a role from the drop-down menu list for each user or team you chose.



The example above shows options associated with inventories. Different resources have different options available:

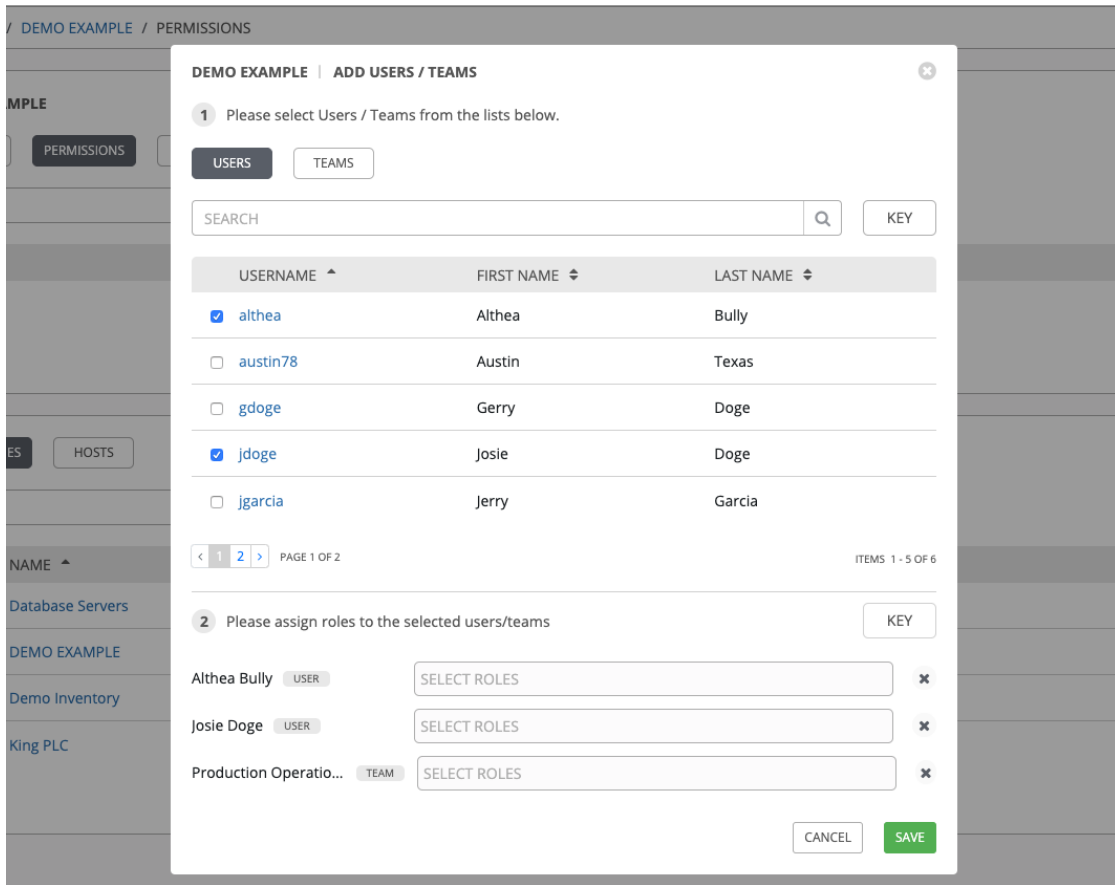
- **Admin** allows read, run, and edit privileges (applies to all resources)
- **Use** allows use of a resource in a job template (applies all resources except job templates)
- **Update** allows updating of project via the SCM Update (applies to projects and inventories)
- **Ad Hoc** allows use of Ad Hoc commands (applies to inventories)
- **Execute** allows launching of a job template (applies to job templates)
- **Read** allows view-only access (applies to all resources)

Tip: Use the **Key** button in the roles selection pane to display a description of each of the roles. For more information, refer to the [Roles](#) section of this guide.

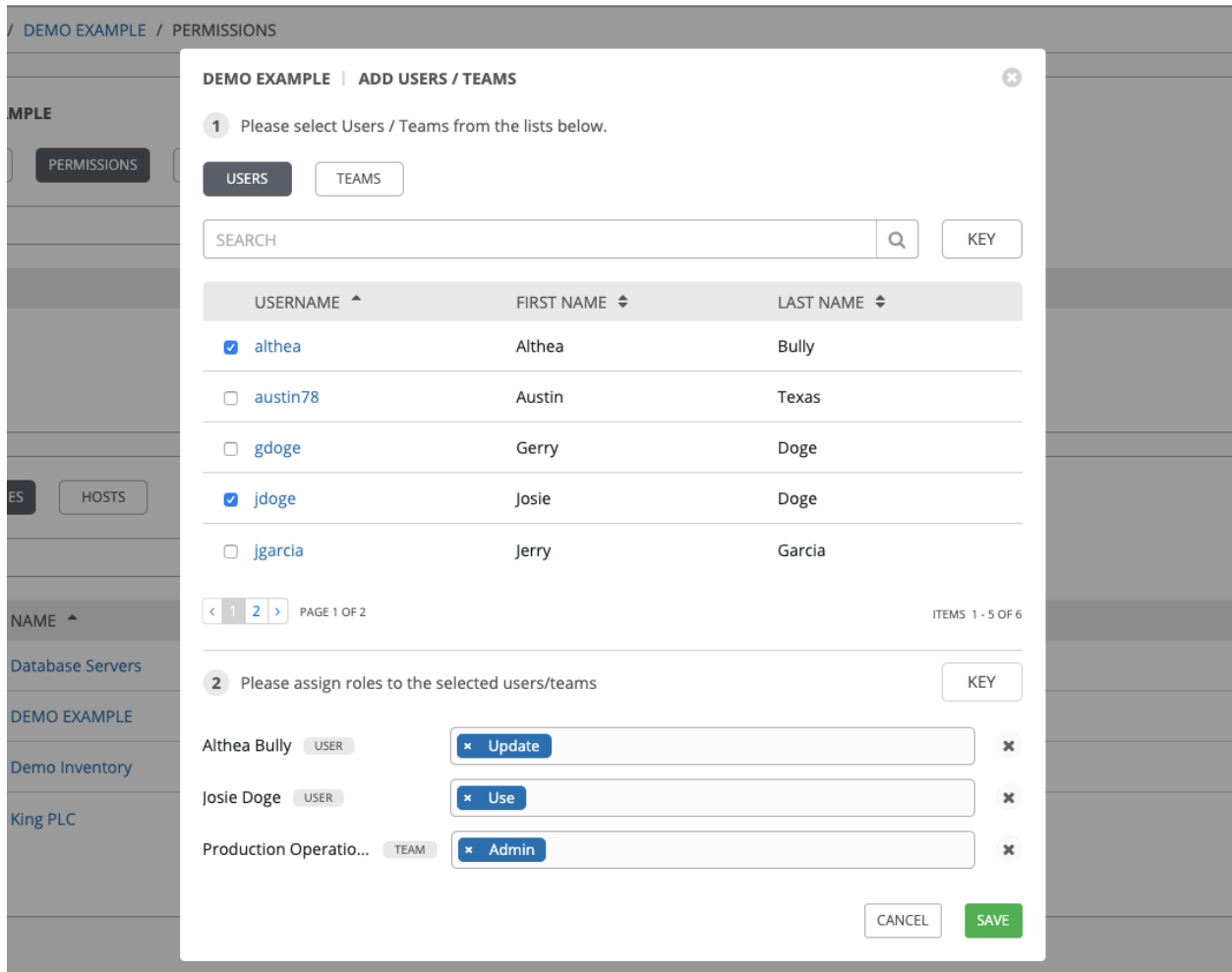
- b. Select the role to apply to the selected user or team.

Note:

You can assign roles to multiple users and teams by navigating between the **Users** and **Teams** tabs without saving.



4. Review your role assignments for each user and team.



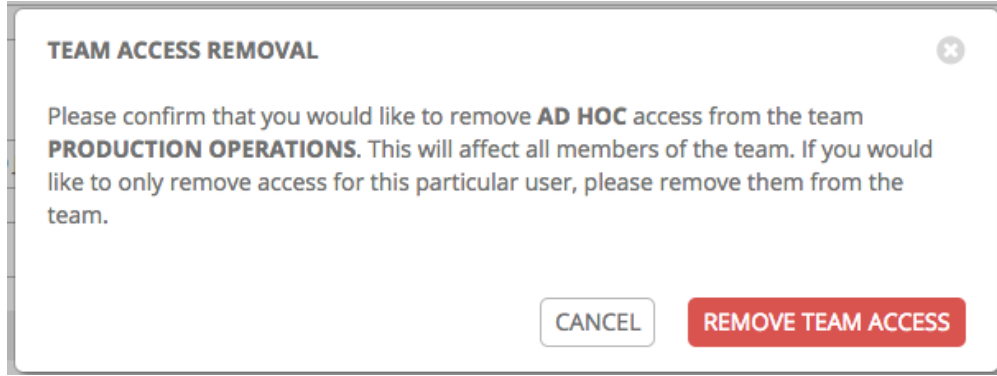
5. Click **Save** when done, and the Add Users/Teams window closes to display the updated roles assigned for each user and team.

USER	ROLE	TEAM ROLES
admin	SYSTEM ADMINISTRATOR	
althea	AD HOC, SYSTEM AUDITOR	USE
jdoge	UPDATE, USE	
mags3707	SYSTEM ADMINISTRATOR	AD HOC, ADMIN, USE
yser	SYSTEM AUDITOR	

To remove Permissions for a particular user, click the Disassociate (x) button next to its resource.

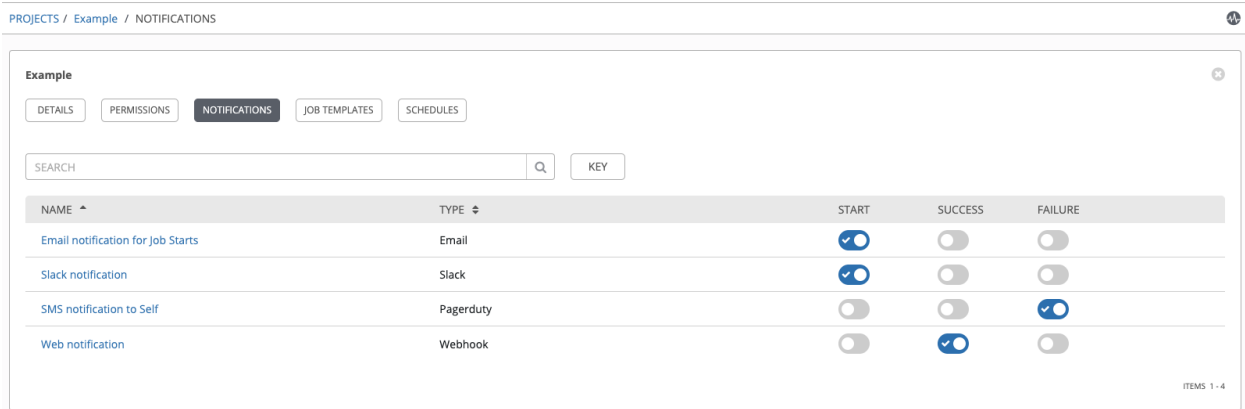
USER	ROLE	TEAM ROLES
admin	SYSTEM ADMINISTRATOR	
althea	AD HOC, SYSTEM AUDITOR	USE
jdoge	UPDATE, USE	
mags3707	SYSTEM ADMINISTRATOR	AD HOC, ADMIN, USE
yser	SYSTEM AUDITOR	

This launches a confirmation dialog, asking you to confirm the disassociation.



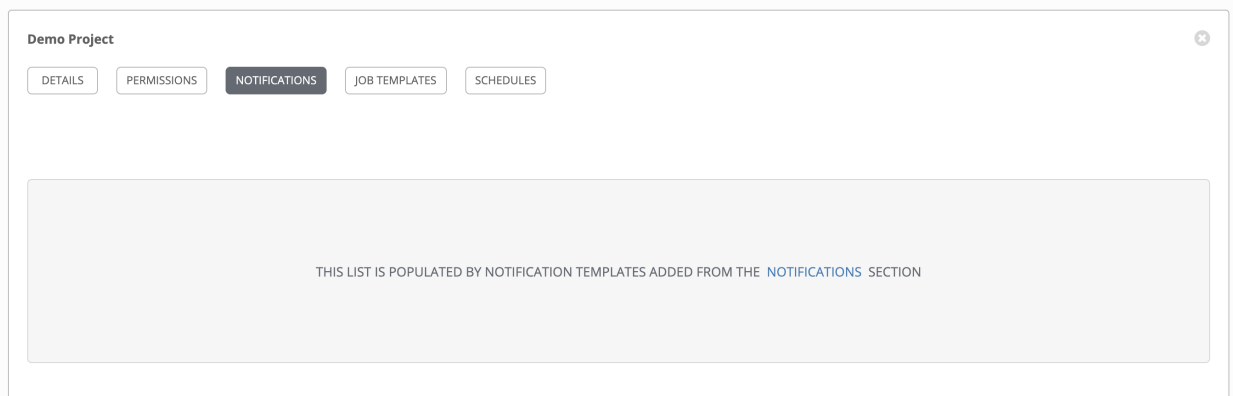
14.3 Work with Notifications

Clicking the **Notifications** tab allows you to review any notification integrations you have setup.



Use the toggles to enable or disable the notifications to use with your particular project. For more detail, see [Enable and Disable Notifications](#).

If no notifications have been set up, click the **NOTIFICATIONS** link from inside the gray box to create a new notification.






Refer to [Notification Types](#) for additional details on configuring various notification types.

14.4 Work with Job Templates

Clicking on **Job Templates** allows you to add and review any job templates or workflow templates associated with this project. Click **Expanded** to view details about each template, including the statuses of the jobs that ran using that template, and other useful information. You can sort this list by various criteria, and perform a search to filter the templates of interest.

The screenshot shows the 'Job Templates' page for 'Demo Project'. The 'Expanded' view is selected. The table lists the following templates:

Template Name	Inventory	Project	Last Modified	Last Ran
Demo Job Template	Demo Inventory	Demo Project	10/28/2019 11:53:20 AM by admin	11/4/2019 2:13:59 PM
New template with dependencies	King PLC	Demo Project	11/12/2019 10:45:02 PM by admin	
November job template	King PLC	Demo Project	11/12/2019 10:06:50 PM by admin	11/12/2019 10:07:17 PM

From this view, you can also launch (), copy (), or delete () the template configuration. Note, the example above shows the expanded view.

14.5 Work with Schedules

Clicking on **Schedules** allows you to review any schedules set up for this project.

The screenshot shows the 'Schedules' page for 'Demo Project'. The table lists the following schedules:

Name	First Run	Next Run	Final Run
Run Once	11/13/2019 12:00:00 AM	11/13/2019 12:00:00 AM	11/13/2019 12:00:00 AM
Schedule 1	11/15/2019 12:00:00 AM	11/15/2019 12:00:00 AM	
Schedule 2	12/1/2019 12:02:00 AM	12/1/2019 12:02:00 AM	3/1/2020 12:02:00 AM
Schedule 3	12/25/2019 12:03:00 AM	12/25/2019 12:03:00 AM	1/1/2020 12:03:00 AM

14.5.1 Schedule a Project

To schedule a project run, click the **Schedules** tab.

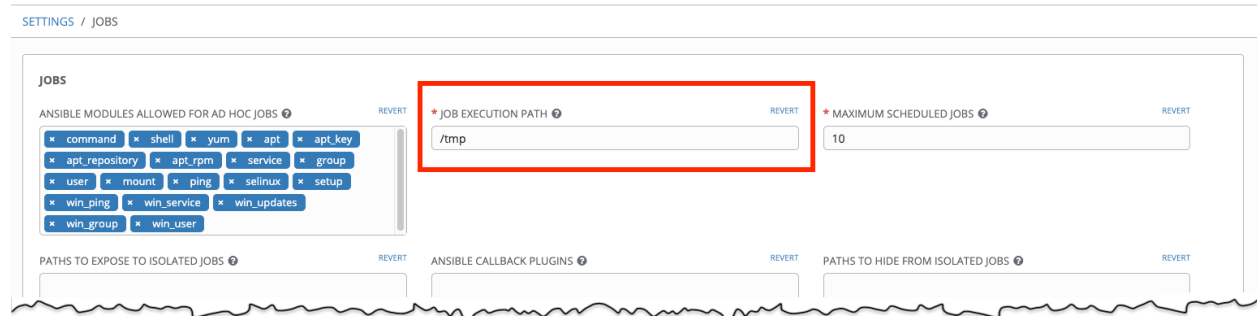
- If schedules are already set up; review, edit, or enable/disable your schedule preferences.
- If schedules have not been set up, refer to *Schedules* for more information.

14.6 Ansible Galaxy Support

At the end of a Project update, Tower searches for a file called `requirements.yml` in the `roles` directory, located at `<project-top-level-directory>/roles/requirements.yml`. If this file is found, the following command automatically runs:

```
ansible-galaxy install -r roles/requirements.yml -p <job private directory>/
→requirements_roles -vvv
```

This file allows you to reference Galaxy roles or roles within other repositories which can be checked out in conjunction with your own project. The addition of this Ansible Galaxy support eliminates the need to create git submodules for achieving this result. Given that SCM projects (along with roles/collections) are pulled into and executed from a private job environment, a `<private job directory>` specific to the project within `/tmp` is created by default. However, you can specify another **Job Execution Path** based on your environment in the Jobs Settings tab of the Configure Tower window:



For more information and examples on the syntax of the `requirements.yml` file, refer to the [role requirements section](#) in the Ansible documentation.

If there are any directories that should specifically be exposed, you can specify those in the Configure Tower screen in the **Paths to Expose to Isolated Jobs** or by updating the following entry in the settings file:

```
AWX_PROOT_SHOW_PATHS = ['/list/of/', '/paths']
```

Note: The primary file you may want to add to `AWX_PROOT_SHOW_PATHS` is `/var/lib/awx/.ssh`, if your playbooks need to use keys or settings defined there.

If you made changes in the settings file, be sure to restart services with the `ansible-tower-service restart` command after your changes have been saved.

In the Tower User Interface, you can configure these settings in the Jobs settings window. Click the (?) icon in each of the fields for further detail.

JOBS

ANSIBLE MODULES ALLOWED FOR AD HOC JOBS REVERT

- * command
- * shell
- * yum
- * apt
- * apt_key
- * apt_repository
- * apt_rpm
- * service
- * group
- * user
- * mount
- * ping
- * selinux
- * setup
- * win_ping
- * win_service
- * win_updates
- * win_group

* JOB EXECUTION PATH REVERT

* MAXIMUM SCHEDULED JOBS REVERT

PATHS TO EXPOSE TO ISOLATED JOBS REVERT

ANSIBLE CALLBACK PLUGINS REVERT

PATHS TO HIDE FROM ISOLATED JOBS REVERT

* ENABLE JOB ISOLATION REVERT

DEFAULT JOB TIMEOUT REVERT

DEFAULT INVENTORY UPDATE TIMEOUT REVERT

DEFAULT PROJECT UPDATE TIMEOUT REVERT

PER-HOST ANSIBLE FACT CACHE TIMEOUT REVERT

* RUN PROJECT UPDATES WITH HIGHER VERBOSITY REVERT

ENABLE ROLE DOWNLOAD REVERT

ENABLE COLLECTION(S) DOWNLOAD REVERT

PRIMARY GALAXY SERVER URL REVERT

PRIMARY GALAXY SERVER USERNAME REVERT

PRIMARY GALAXY SERVER PASSWORD REVERT

PRIMARY GALAXY SERVER TOKEN REVERT

PRIMARY GALAXY AUTHENTICATION URL REVERT

ALLOW ACCESS TO PUBLIC GALAXY REVERT

ISOLATED HOST KEY CHECKING REVERT

* ISOLATED STATUS CHECK INTERVAL REVERT

* ISOLATED LAUNCH TIMEOUT REVERT

ISOLATED CONNECTION TIMEOUT REVERT

ENABLE DETAILED RESOURCE PROFILING ON ALL PLAYBOOK RUNS REVERT

EXTRA ENVIRONMENT VARIABLES REVERT

1 {}

[REVERT ALL TO DEFAULT](#)

14.7 Collections Support

Tower supports project-specific Ansible collections in job runs. If you specify a collections requirements file in the SCM at `collections/requirements.yml`, Tower will install collections in that file in the implicit project sync before a job run. To specify a collections requirement:

```
ansible-galaxy collection install -r requirements.yml -p <job tmp location>
```

Note: Starting with Ansible Tower 3.6, the project folder will be copied for each job run. This allows playbooks to make local changes to the source tree for convenience, such as creating temporary files, without the possibility of interference with other jobs.

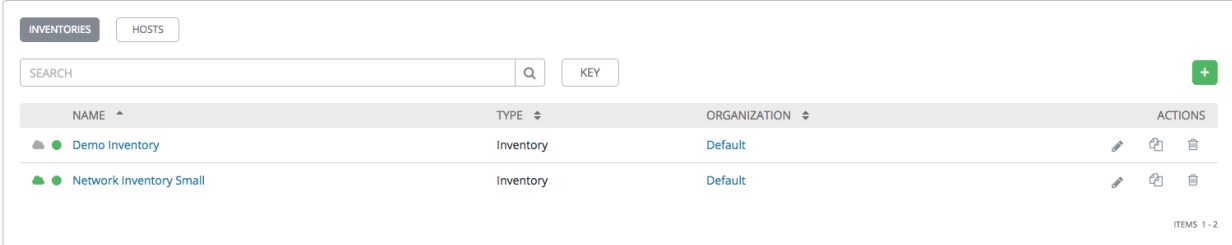
For more information, refer to [Using Collections](#).









INVENTORIES

An **Inventory** is a collection of hosts against which jobs may be launched, the same as an Ansible inventory file. Inventories are divided into groups and these groups contain the actual hosts. Groups may be sourced manually, by entering host names into Tower, or from one of Ansible Tower's supported cloud providers.

Note: If you have a custom dynamic inventory script, or a cloud provider that is not yet supported natively in Tower, you can also import that into Tower. Refer to [Inventory File Importing](#) in the *Ansible Tower Administration Guide*.


This tab displays a list of the inventories that are currently available. The inventory list may be sorted and searched by **Name**, **Type**, or **Organization**.

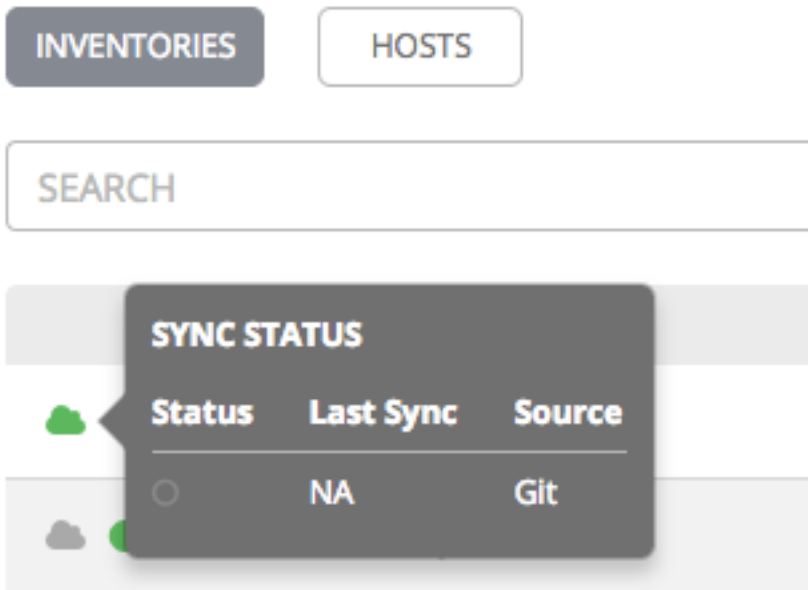






NAME	TYPE	ORGANIZATION	ACTIONS
 Demo Inventory	Inventory	Default	  
 Network Inventory Small	Inventory	Default	  

ITEMS 1 - 2

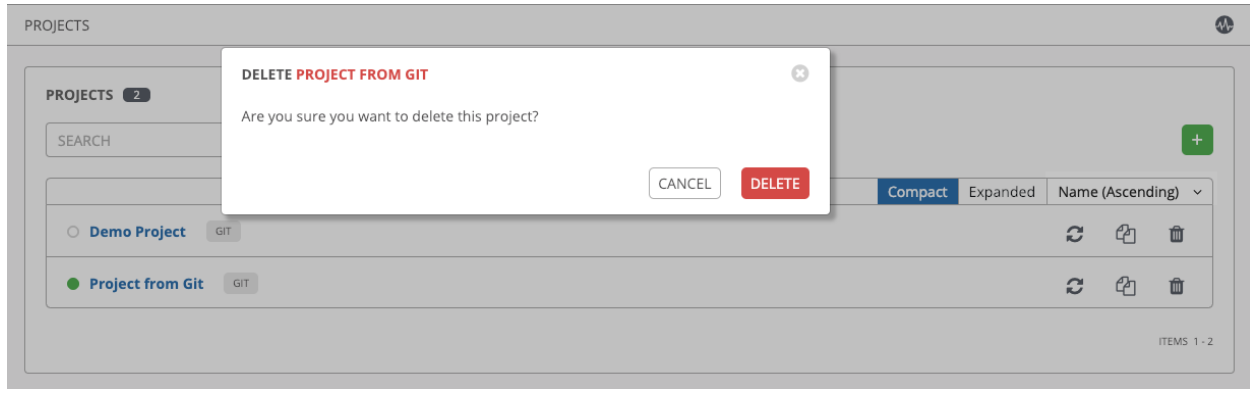
The list of Inventory details includes:

- **Inventory Sync** (): Green indicates successful syncs in the inventory, and red indicates failed syncs. Clicking this icon displays the sync status for the last five inventory source syncs and source information, if the inventory has sources that are able to sync.



- **Status Dot:** This shows the status of recent jobs for this inventory.
- **Name:** The inventory name. Clicking the Inventory name navigates to the properties screen for the selected inventory, which shows the inventory's groups and hosts. (This view is also accessible from the  icon.)
- **Type:** Identifies whether it is a standard inventory or a Smart Inventory.
- **Organization:** The organization to which the inventory belongs.
- **Actions:** The following actions are available for the selected inventory:
 - **Edit** (): Edit the properties for the selected inventory
 - **Copy** (): Makes a copy of an existing inventory as a template for creating a new one
 - **Delete** (): Delete the selected inventory. *This operation cannot be reversed!*

Note: If deleting items that are used by other work items, a message opens listing the items affected by the deletion and prompts you to confirm the deletion. Some screens will contain items that are invalid or previously deleted, so they will fail to run. Below is an example of such a message:



15.1 Smart Inventories

A Smart Inventory is a collection of hosts defined by a stored search that can be viewed like a standard inventory and made to be easily used with job runs. Organization administrators have admin permission to inventories in their organization and can create Smart Inventories. A Smart Inventory is identified by `KIND=smart`. You can define a Smart Inventory using the same method being used with Tower Search. `InventorySource` is directly associated with an Inventory.

The `Inventory` model has the following new fields that are blank by default but are set accordingly for Smart Inventories:

- `kind` is set to `smart` for Smart Inventories
- `host_filter` is set `AND kind` is set to `smart` for Smart Inventories.

The `host` model has a related endpoint, `smart_inventories` that identifies a set of all the Smart Inventory a host is associated with. The membership table is updated every time a job runs against a smart inventory.

Note: To update the memberships more frequently, you can change the file-based setting `AWX_REBUILD_SMART_MEMBERSHIP` to **True** (default is `False`). This will update memberships in the following events:

- a new host is added
- an existing host is modified (updated or deleted)
- a new Smart Inventory is added
- an existing Smart Inventory is modified (updated or deleted)

You can view actual inventories without being editable:

- Names of Host and Group created as a result of an inventory source sync
- Group records cannot be edited or moved

You cannot create hosts from a Smart Inventory host endpoint (`/inventories/N/hosts/`) as with a normal inventory. The administrator of a Smart Inventory has permission to edit fields such as the name, description, variables, and the ability to delete, but does not have the permission to modify the `host_filter`, because that will affect which hosts (that have a primary membership inside another inventory) are included in the smart inventory. Note, `host_filter` only apply to hosts inside of inventories inside of the Smart Inventory's organization.

In order to modify the `host_filter`, you need to be the organization administrator of the inventory's organization. Organization admins already have implicit "admin" access to all inventories inside the organization, therefore, this does not convey any permissions they did not already possess.

Administrators of the Smart Inventory can grant other users (who are not also admins of your organization) permissions like "use" "ad hoc" to the smart inventory, and these will allow the actions indicate by the role, just like other standard inventories. However, this will not give them any special permissions to hosts (which live in a different inventory). It will not allow them direct read permission to hosts, or permit them to see additional hosts under `/#/hosts/`, although they can still view the hosts under the smart inventory host list.

In some situations, you can modify the following:

- A new Host manually created on Inventory w/ inventory sources
- In Groups that were created as a result of inventory source syncs
- Variables on Host and Group are changeable

Hosts associated with the Smart Inventory are manifested at view time. If the results of a Smart Inventory contains more than one host with identical hostnames, only one of the matching hosts will be included as part of the Smart Inventory, ordered by Host ID.

15.2 Inventory Plugins

Starting in 3.5, Ansible Tower running Ansible 2.8 automatically switches to using inventory plugins (as opposed to scripts), depending on the source type. The plugins that are enabled in Ansible 2.8 are:

- *Google Compute Engine*
- *Microsoft Azure Resource Manager*
- *OpenStack*
- *Ansible Tower*

The following are not running plugins and are still using scripts:

- *Amazon Web Services EC2*
- *VMware vCenter*
- *Red Hat Satellite 6*
- *Red Hat CloudForms*
- *Red Hat Virtualization*

If you already have an inventory source set up, then Tower automatically switches to use the inventory plugins depending on the source and Ansible version, but continue to maintain the same content previously in those scripts. If you need to control the version of Ansible being used, you can use custom virtual environments for the inventory source. Refer to [Using virtualenv with Ansible Tower](#).


15.3 Add a new inventory

Adding a new inventory involves several components. Click below to jump to a specific component:

- [Add permissions](#)
- [Add groups](#)
- [Add hosts](#)
- [Add source](#)
- [View completed jobs](#)


To create a new inventory or Smart Inventory:



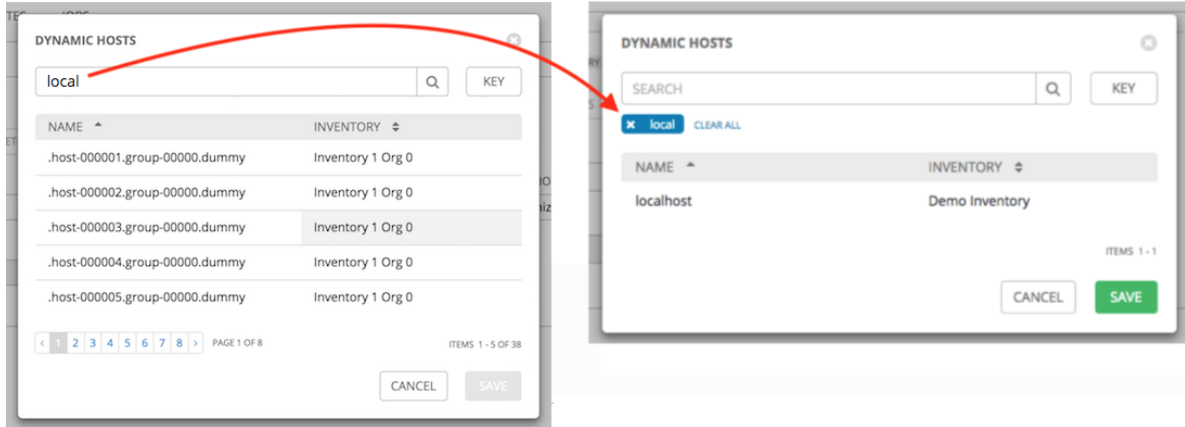
1. Click the  button, and select the type of inventory to create.


The type of inventory is identified by the labels and the row of tabs across the top of the create form.

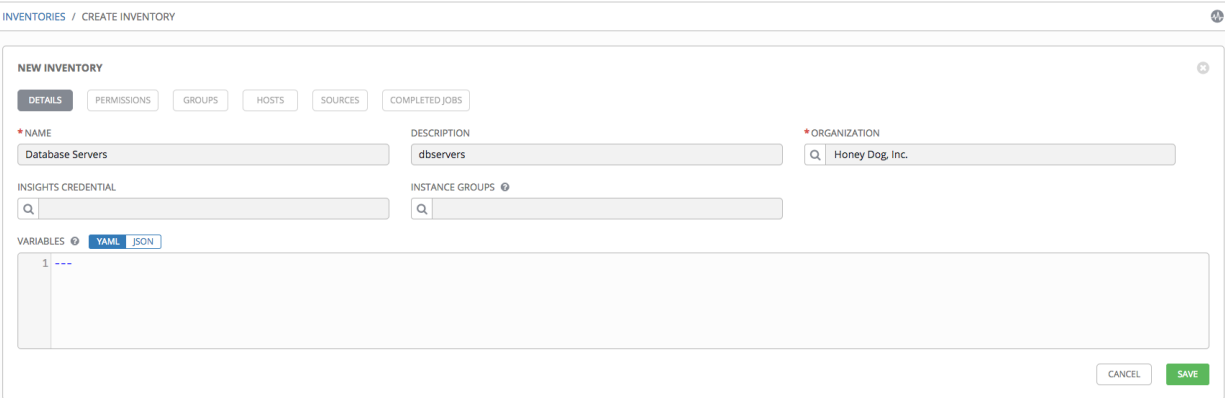
2. Enter the appropriate details into the following fields:

- **Name:** Enter a name appropriate for this inventory.
- **Description:** Enter an arbitrary description as appropriate (optional).
- **Organization:** Required. Choose among the available organizations.
- **Smart Host Filter:** (Only applicable to Smart Inventories) Click the  button to open a separate Dynamic Hosts window to filter hosts for this inventory. These options are based on the organization you chose.

Filters are similar to tags in that tags are used to filter certain hosts that contain those names. Therefore, to populate the **Smart Host Filter** field, you are specifying a tag that contains the hosts you want, not actually selecting the hosts themselves. Enter the tag in the **Search** field and press [Enter]. Filters are case-sensitive. Refer to the [Smart Host Filter](#) section for more information.



- **Insights Credential:** (Only applicable to standard inventories) Enter the appropriate Insights credential if the inventory is used with Insights.
- **Instance Groups:** Click the  button to open a separate window. Choose the instance groups for this inventory to run on. If the list is extensive, use the search to narrow the options.
- **Variables:** Variable definitions and values to be applied to all hosts in this inventory. Enter variables using either JSON or YAML syntax. Use the radio button to toggle between the two.



3. Click **Save** when done.

After Tower saves the new inventory, you can proceed with configuring permissions, groups, hosts, sources, and view completed jobs, if applicable to the type of inventory. For more instructions, refer to the subsequent sections.

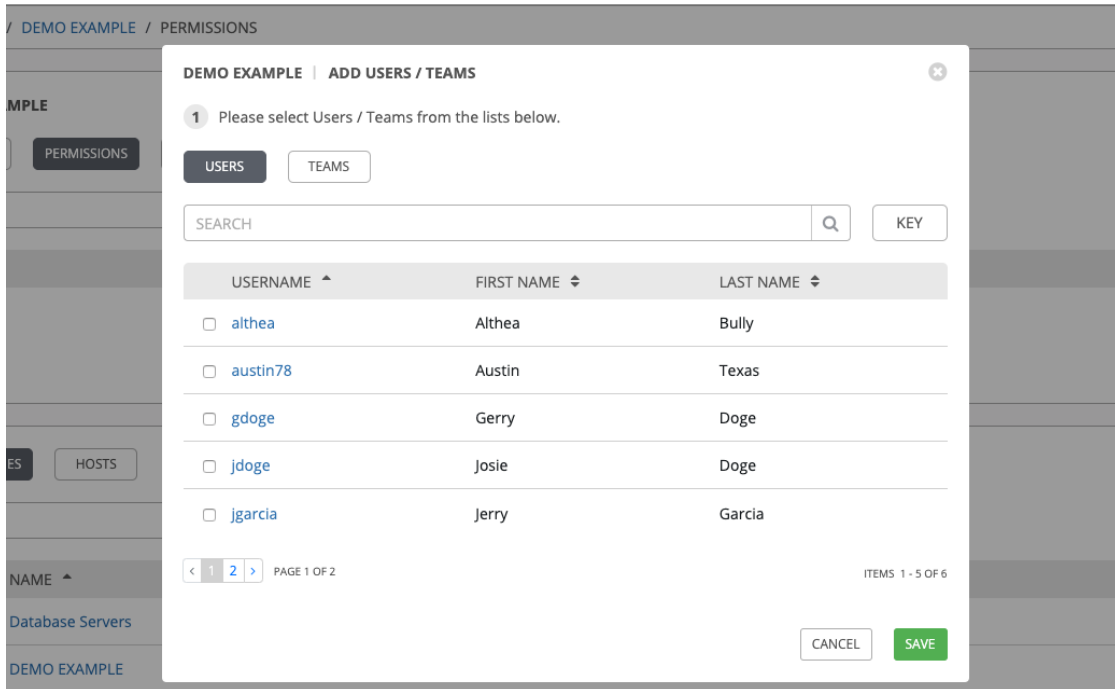
15.3.1 Add permissions

The **Permissions** tab allows you to review, grant, edit, and remove associated permissions for users as well as team members. To assign permissions to a particular user for this resource:

1. Click the **Permissions** tab.



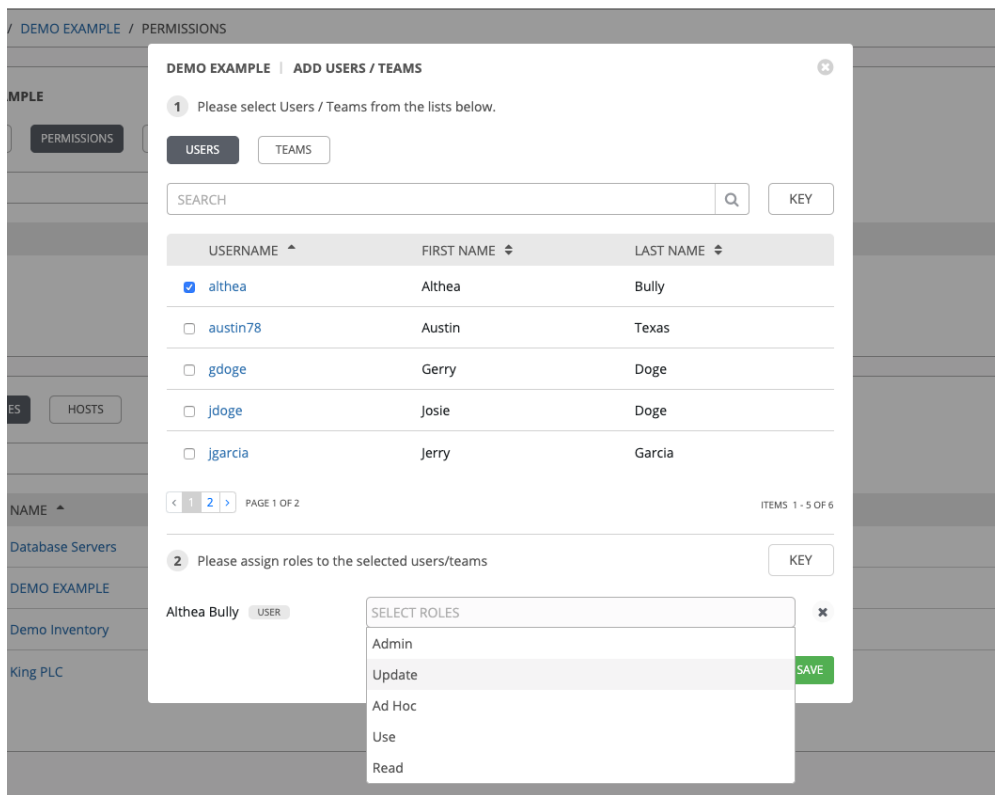
2. Click the  button to open the Add Users/Teams window.



3. Specify the users or teams that will have access then assign them specific roles:
 - a. Click to select one or multiple check boxes beside the name(s) of the user(s) or team(s) to select them.

Note: You can select multiple users and teams at the same time by navigating between the **Users** and **Teams** tabs without saving.

After selections are made, the window expands to allow you to select a role from the drop-down menu list for each user or team you chose.



The example above shows options associated with inventories. Different resources have different options available:

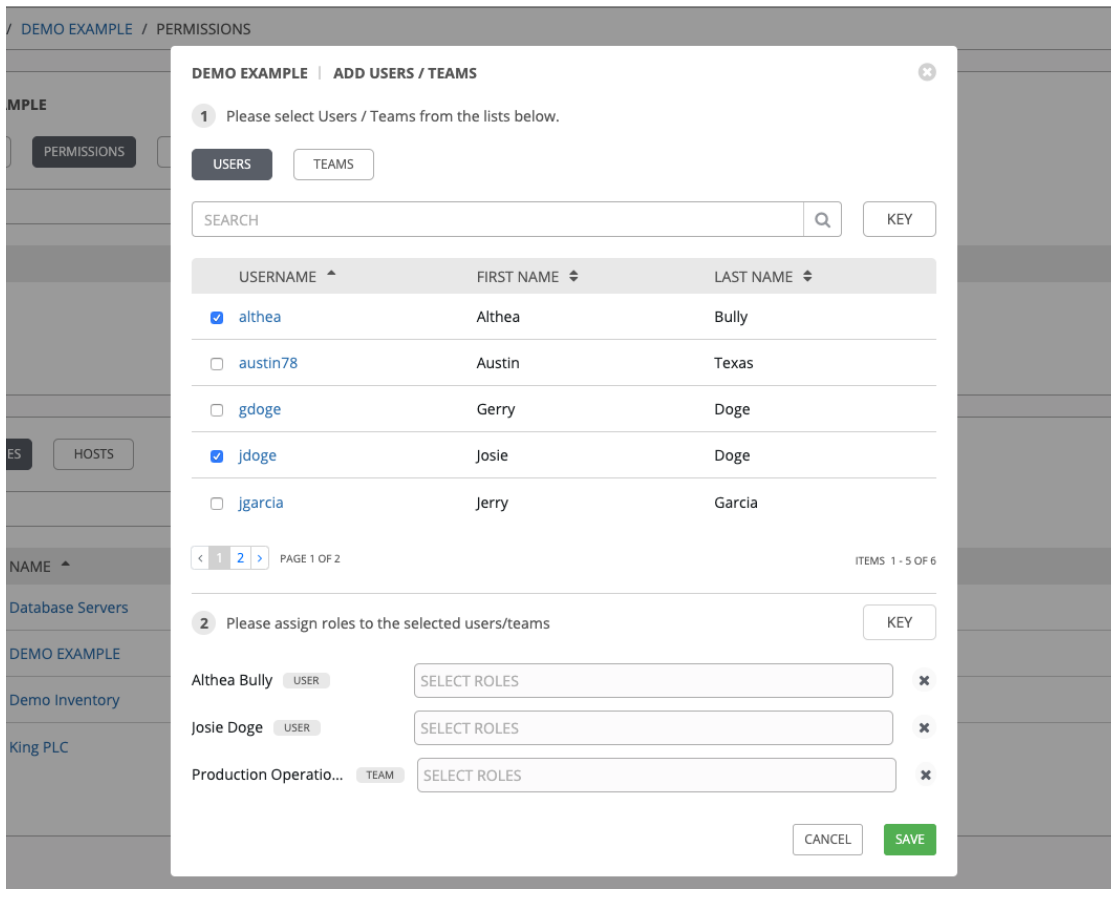
- **Admin** allows read, run, and edit privileges (applies to all resources)
- **Use** allows use of a resource in a job template (applies all resources except job templates)
- **Update** allows updating of project via the SCM Update (applies to projects and inventories)
- **Ad Hoc** allows use of Ad Hoc commands (applies to inventories)
- **Execute** allows launching of a job template (applies to job templates)
- **Read** allows view-only access (applies to all resources)

Tip: Use the **Key** button in the roles selection pane to display a description of each of the roles. For more information, refer to the [Roles](#) section of this guide.

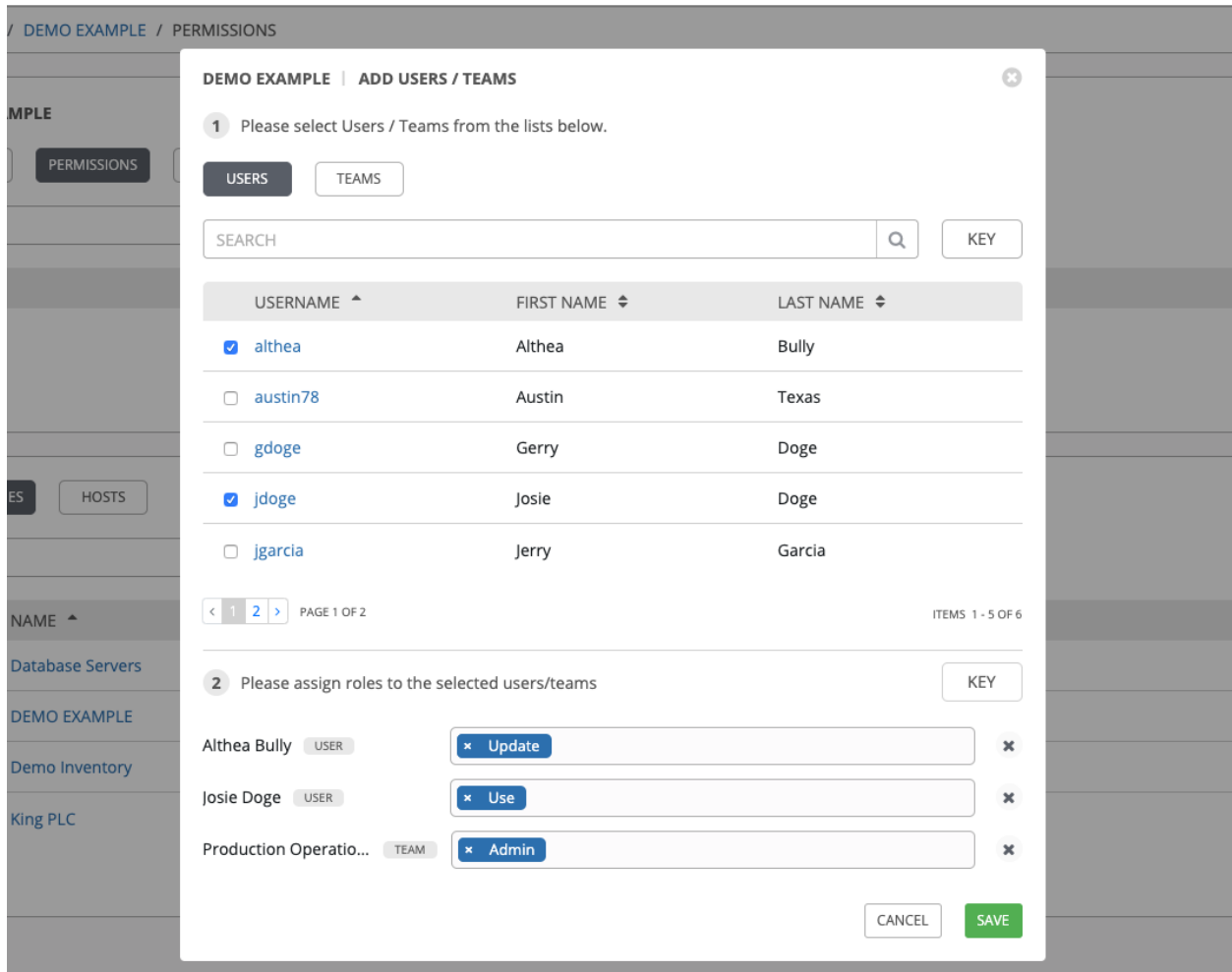
- Select the role to apply to the selected user or team.

Note:

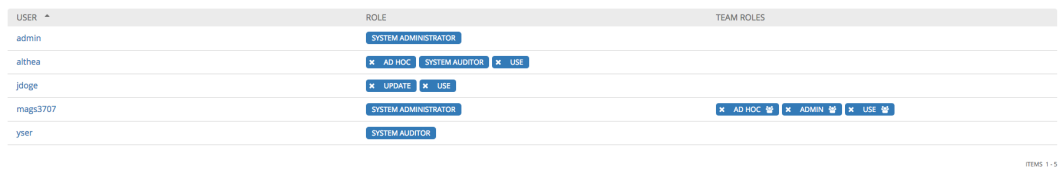
You can assign roles to multiple users and teams by navigating between the **Users** and **Teams** tabs without saving.



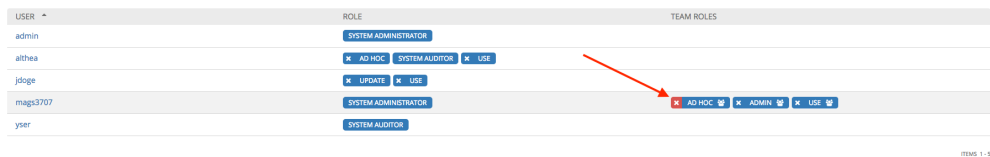
4. Review your role assignments for each user and team.



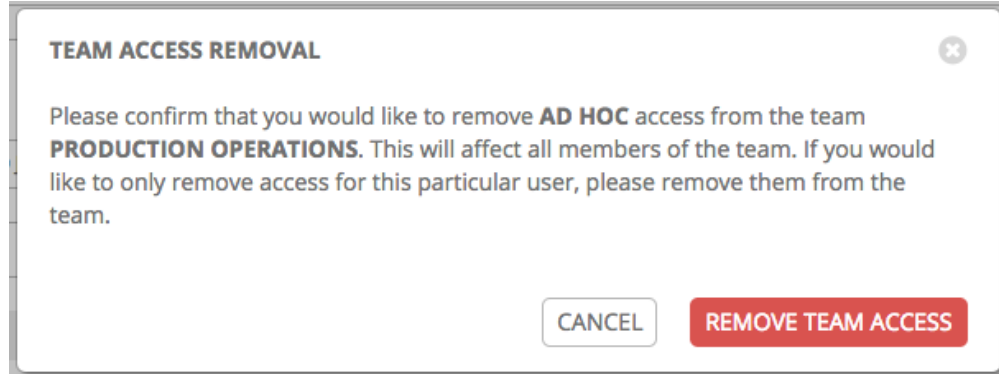
5. Click **Save** when done, and the Add Users/Teams window closes to display the updated roles assigned for each user and team.



To remove Permissions for a particular user, click the Disassociate (x) button next to its resource.



This launches a confirmation dialog, asking you to confirm the disassociation.



15.3.2 Add groups


Inventories are divided into groups, which may contain hosts and other groups, and hosts. Groups are only applicable to standard inventories and is not a configurable directly through a Smart Inventory. You can associate an existing group through host(s) that are used with standard inventories. There are several actions available for standard inventories:

- Create a new Group
- Create a new Host
- Run a command on the selected Inventory
- Edit Inventory properties
- View activity streams for Groups and Hosts
- Obtain help building your Inventory

Note: Starting in Ansible Tower 3.2, inventory sources are no longer associated with groups. Prior versions, spawned groups and hosts would be children of our inventory source group. Now, spawned groups are top-level. These groups may still have child groups, and all of these spawned groups may have hosts.

To create a new group for an inventory:



1. Click the  button to open the **Create Group** window.

2. Enter the appropriate details into the required and optional fields:
 - **Name:** Required
 - **Description:** Enter an arbitrary description as appropriate (optional)


- **Variables:** Enter definitions and values to be applied to all hosts in this group. Enter variables using either JSON or YAML syntax. Use the radio button to toggle between the two.
3. When done, click **Save**.

Add groups within groups

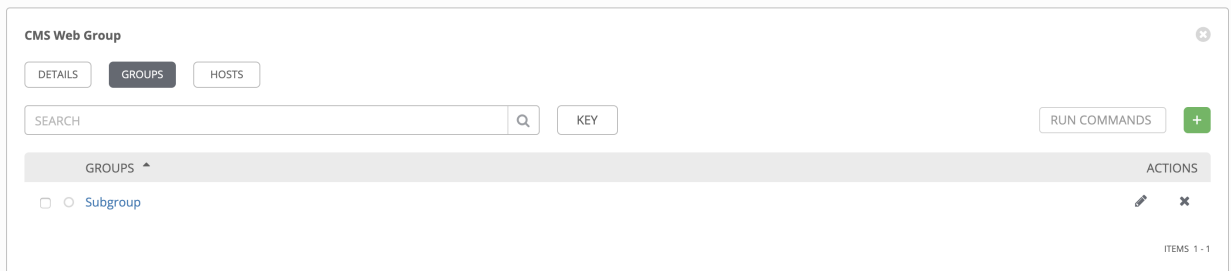
To add groups within groups:

1. Click the **Groups** tab.

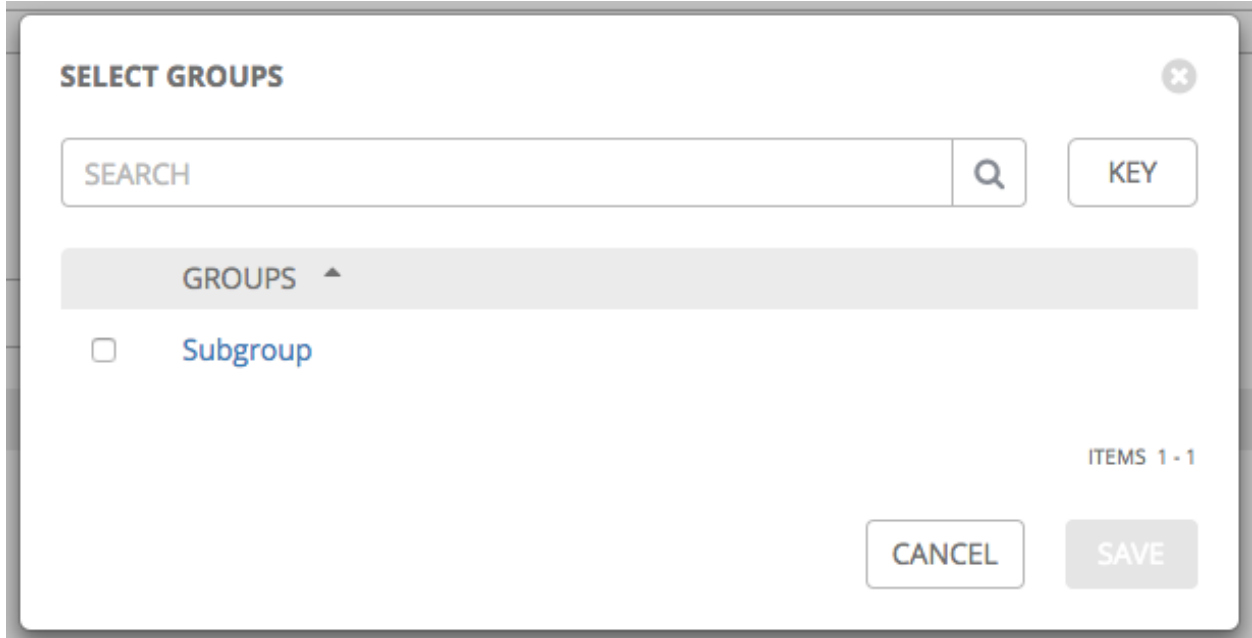


2. Click the  button, and select whether to add a group that already exists in your configuration or create a new group.
3. If creating a new group, enter the appropriate details into the required and optional fields:
 - **Name:** Required
 - **Description:** Enter an arbitrary description as appropriate (optional)
 - **Variables:** Enter definitions and values to be applied to all hosts in this group. Enter variables using either JSON or YAML syntax. Use the radio button to toggle between the two.
4. When done, click **Save**.

The **Create Group** window closes and the newly created group displays as an entry in the list of groups associated with the group that it was created for.

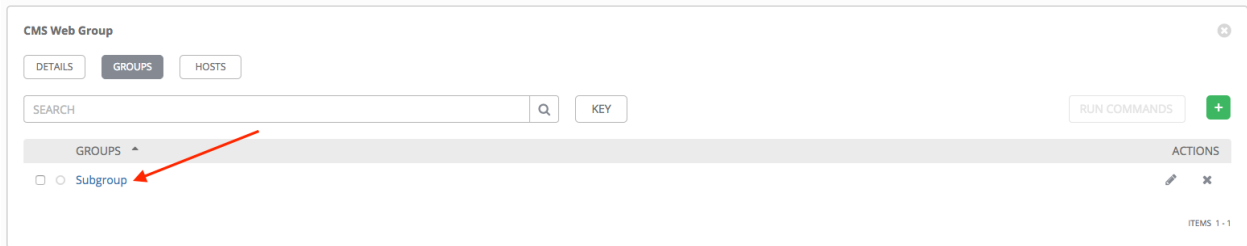


If you chose to add an existing group, available groups will appear in a separate selection window.



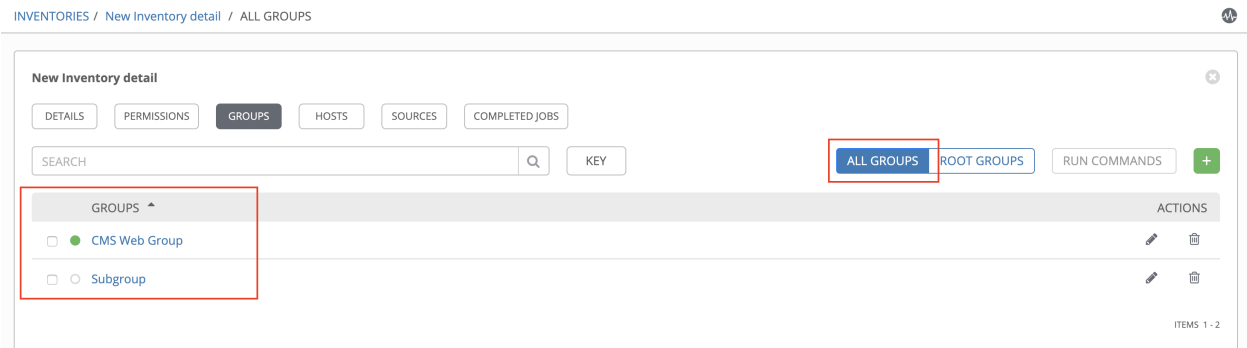
Once a group is selected, it displays as an entry in the list of groups associated with the group.

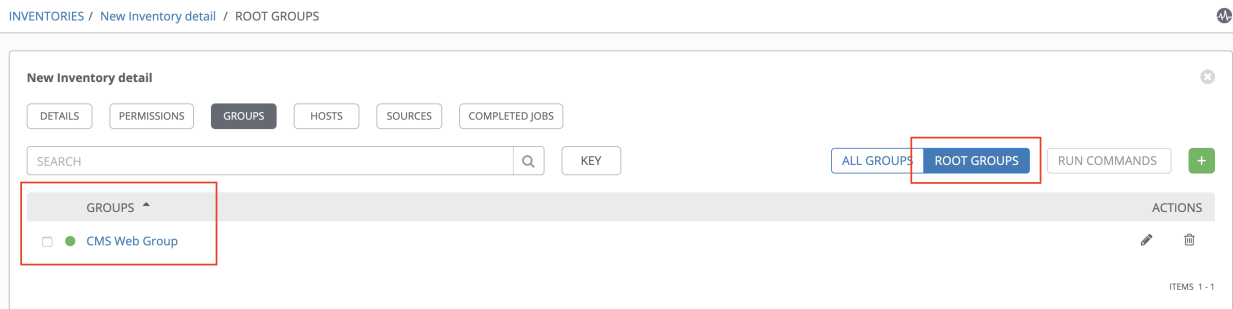
5. To configure additional groups and hosts under the subgroup, click on the name of the subgroup from the list of groups and repeat the same steps described in this section.



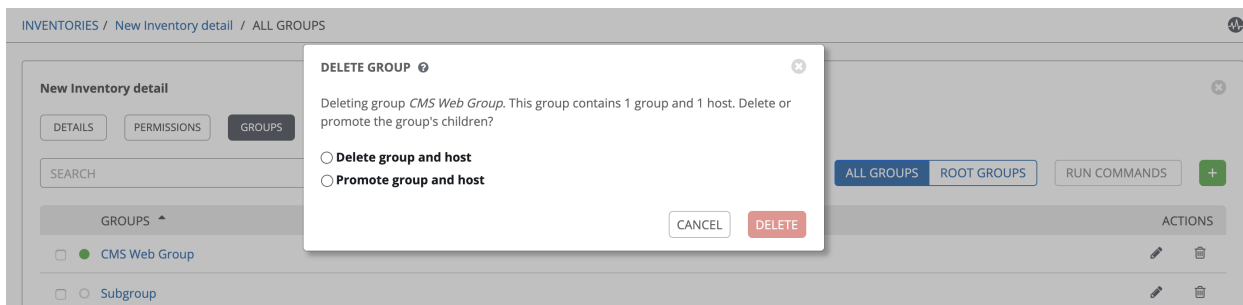
View or edit inventory groups

Starting in Ansible Tower 3.5, you can view all your inventory groups at once, or you can filter it to only display the root group(s). An inventory group is considered a root group if it is not a subset of another group.

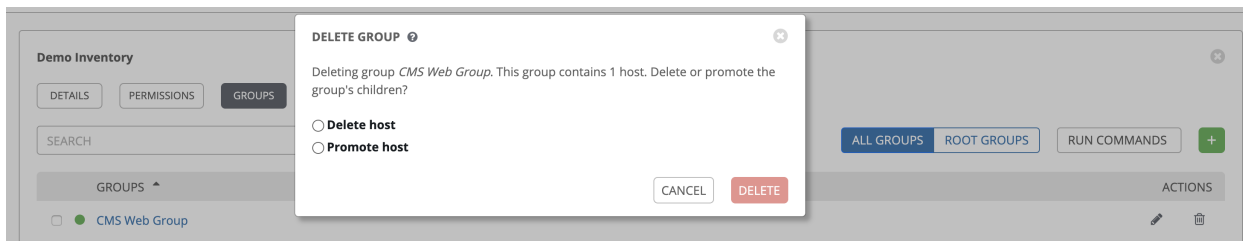




You may be able to delete a subgroup without concern for dependencies, but if you want to delete a root group, Tower will look for dependencies such as any child groups or hosts. If the root group you want to delete has both, a confirmation dialog displays for you to choose whether to delete the root group and all of its subgroups and hosts; or promote the subgroup(s) so they become the top-level inventory group(s), along with their host(s).



If the root group has a subgroup that does not have any hosts, the confirmation dialog simply asks if you want to delete everything; or promote your group.




15.3.3 Add hosts

You can configure hosts for the inventory as well as for groups and groups within groups. To configure hosts:

1. Click the **Hosts** tab.



2. Click the  button, and select whether to add a host that already exists in your configuration or create a new host.

3. If creating a new host, select the  button to specify whether or not to include this host while running jobs.

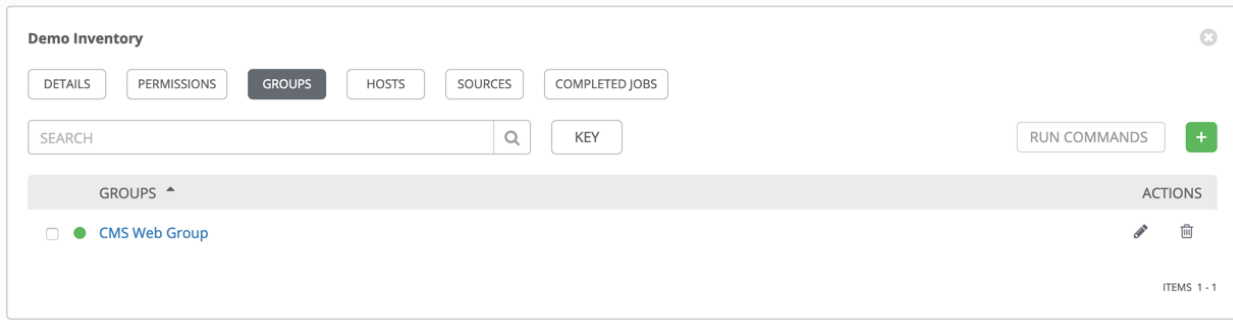
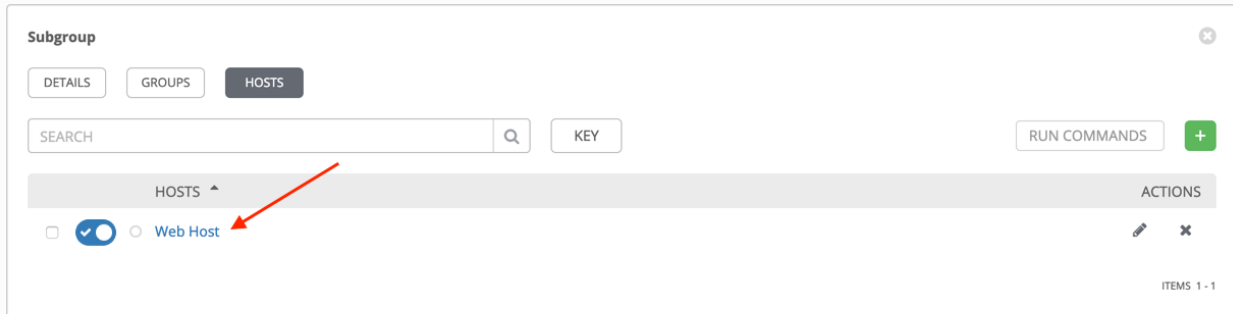
4. Enter the appropriate details into the required and optional fields:

- **Host Name:** Required
- **Description:** Enter an arbitrary description as appropriate (optional)

- **Variables:** Enter definitions and values to be applied to all hosts in this group. Enter variables using either JSON or YAML syntax. Use the radio button to toggle between the two.

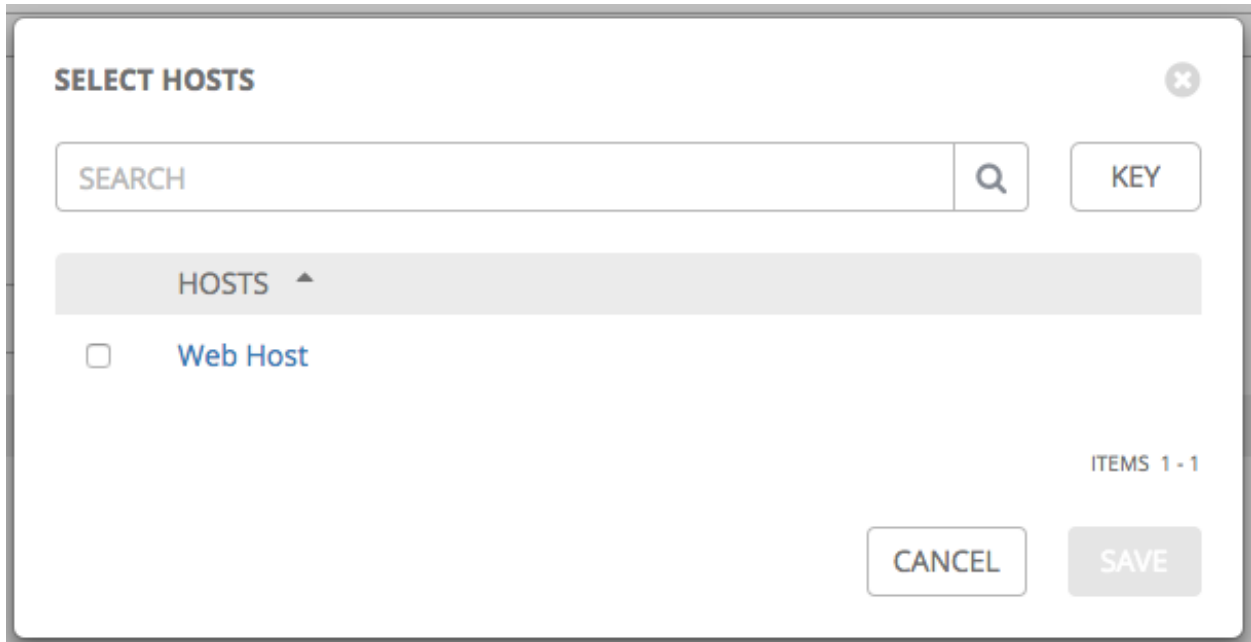
5. When done, click **Save**.

The **Create Host** window closes and the newly created host displays as an entry in the list of hosts associated with the group that it was created for.



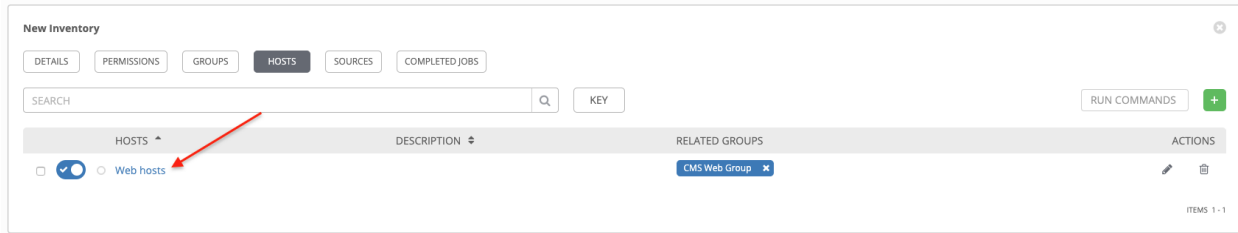
Note: You may also run ad hoc commands from this screen. Refer to *Running Ad Hoc Commands* for more detail.

If you chose to add an existing host, available hosts will appear in a separate selection window.

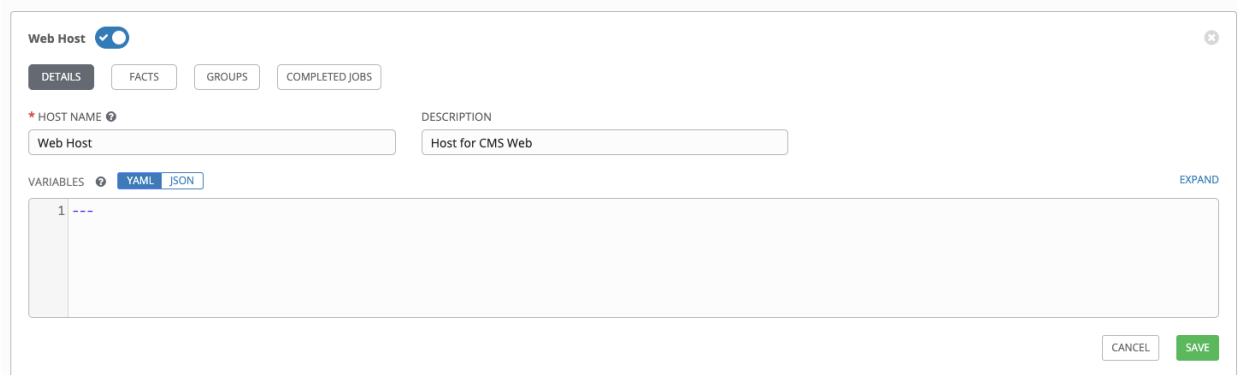


Once a host is selected, it displays as an entry in the list of hosts associated with the group.

6. To configure facts and additional groups for the host, click on the name of the host from the list of hosts.




This opens the Details tab of the selected host.

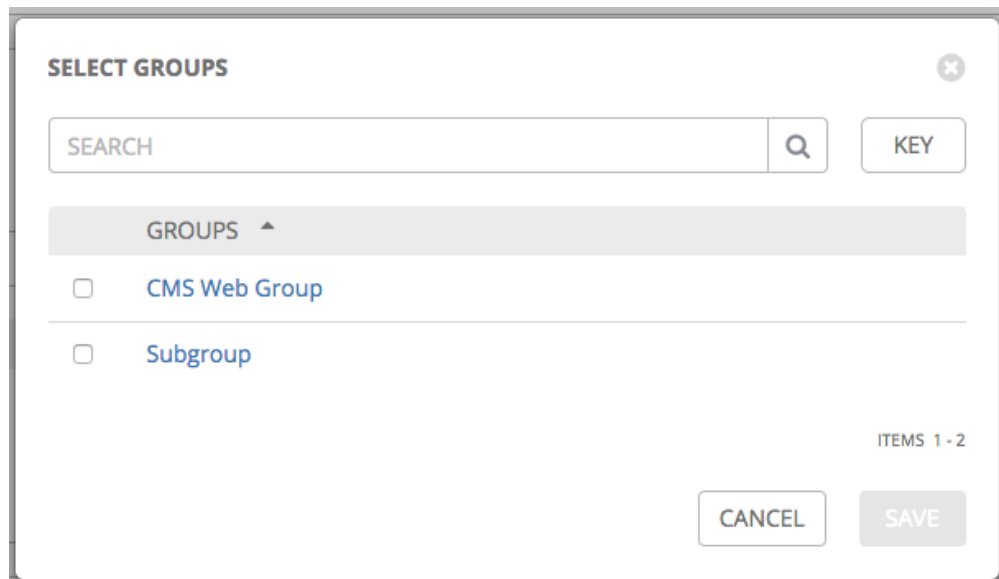


7. Click the **Facts** tab to input facts you want to gather. Refer to the *Fact Caching* section for more information about facts.

8. Click the **Groups** tab to configure groups for the host.

- a. Click the  button to associate the host with an existing group.

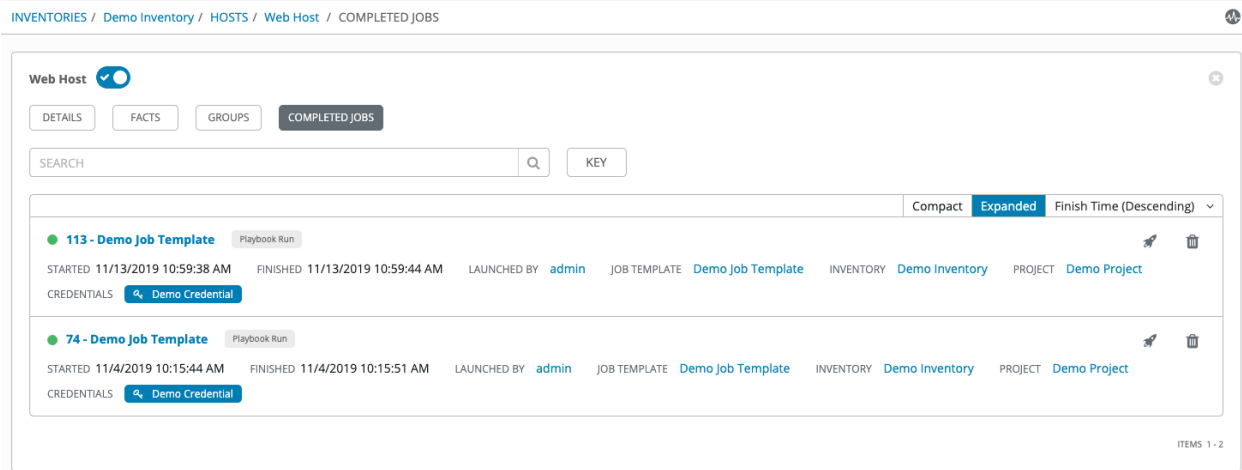
Available groups appear in a separate selection window.



- b. Click to select the group(s) to associate with the host and click **Save**.

Once a group is associated, it displays as an entry in the list of groups associated with the host.

9. If a host was used to run a job, you can view details about those jobs in the **Completed Jobs** tab of the host and click **Expanded** to view details about each job.



15.3.4 Add source

Inventory sources are no longer associated with groups. Prior to Ansible Tower 3.2, spawned groups and hosts would be children of our inventory source group. Now, spawned groups are top-level. These groups may still have child groups, and all of these spawned groups may have hosts.

Adding a source to an inventory only applies to standard inventories. Smart inventories inherit their source from the standard inventories they are associated with. To configure the source for the inventory:

1. In the inventory you want to add a source, click the **Sources** tab.

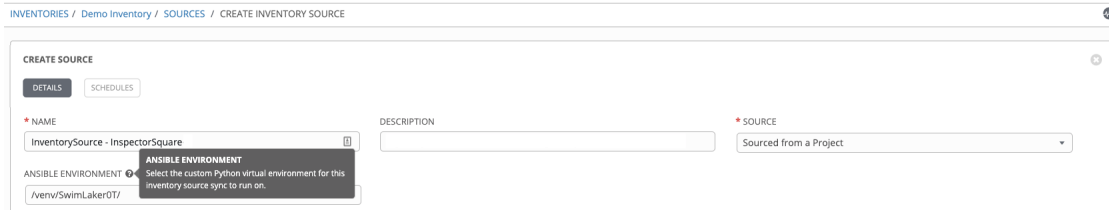
2. Click the  button.

This opens the Create Source window.



3. Enter the appropriate details into the required and optional fields:
 - **Name:** Required
 - **Description:** Enter an arbitrary description as appropriate (optional)

- **Source:** Choose a source for your inventory. Refer to the *Inventory Sources* section for more information about each source and details for entering the appropriate information. Starting with Ansible Tower version 3.2, support for Rackspace Cloud Servers was discontinued.
- **Ansible Environment:** This field is only present if custom virtual environments (venvs) are setup. Choose the venv with which you want to run your inventory imports. Refer to [Using virtualenv with Ansible Tower](#) for details on setting up a custom venvs.



4. After completing the required information for your chosen *inventory source*, you can configure the level of output on any inventory source’s update jobs by selecting the appropriate option from the **Verbosity** drop-down menu.
5. All cloud inventory sources have the following update options:

- **Overwrite:** If checked, any hosts and groups that were previously present on the external source but are now removed, will be removed from the Tower inventory. Hosts and groups that were not managed by the inventory source will be promoted to the next manually created group, or if there is no manually created group to promote them into, they will be left in the “all” default group for the inventory.

When not checked, local child hosts and groups not found on the external source will remain untouched by the inventory update process.

- **Overwrite Variables:** If checked, all variables for child groups and hosts will be removed and replaced by those found on the external source. When not checked, a merge will be performed, combining local variables with those found on the external source.
- **Update on Launch:** Each time a job runs using this inventory, refresh the inventory from the selected source before executing job tasks. To avoid job overflows if jobs are spawned faster than the inventory can sync, selecting this allows you to configure a **Cache Timeout** to cache prior inventory syncs for a certain number of seconds.

The “Update on Launch” setting refers to a dependency system for projects and inventory, and it will not specifically exclude two jobs from running at the same time. If a cache timeout is specified, then the dependencies for the second job is created and it uses the project and inventory update that the first job spawned. Both jobs then wait for that project and/or inventory update to finish before proceeding. If they are different job templates, they can then both start and run at the same time, if the system has the capacity to do so. If you intend to use Tower’s provisioning callback feature with a dynamic inventory source, “Update on Launch” should be set for the inventory group.

6. Review your entries and selections and click **Save** when done. This allows you to configure additional details, such as notifications and schedules.

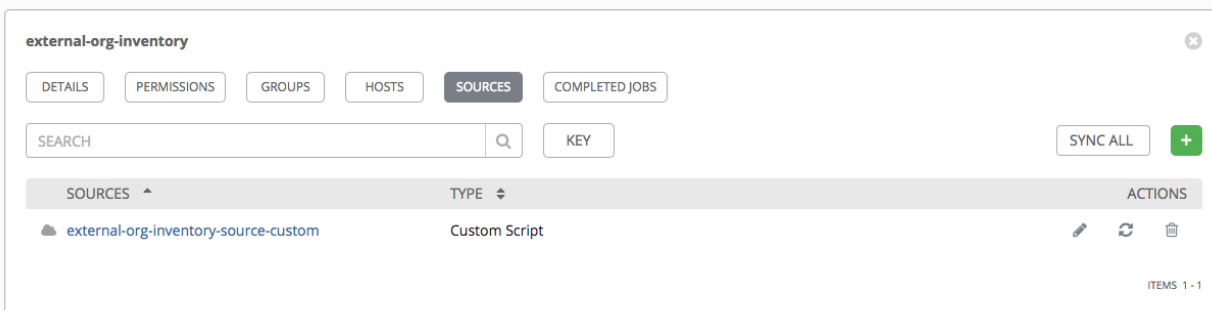
Note: The **Notifications** tab is only present after you save the newly-created source.

Source A



7. To configure notifications for the source, click the **Notifications** tab.
 - a. If notifications are already set up, use the toggles to enable or disable the notifications to use with your particular source. For more detail, see [Enable and Disable Notifications](#).
 - b. if notifications have not been set up, refer to [Notifications](#) for more information.
8. To configure schedules associated with this inventory source, click the **Schedules** tab.
 - a. If schedules are already set up; review, edit, or enable/disable your schedule preferences.
 - b. if schedules have not been set up, refer to [Schedules](#) for more information.
9. Review your entries and selections and click **Save** when done.

Once a source is defined, it displays as an entry in the list of sources associated with the inventory. From the **Sources** tab you can perform a sync on a single source, or sync all of them at once. You can also perform additional actions such as scheduling a sync process, and edit or delete the source.



Inventory Sources


Choose a source which matches the inventory type against which a host can be entered:

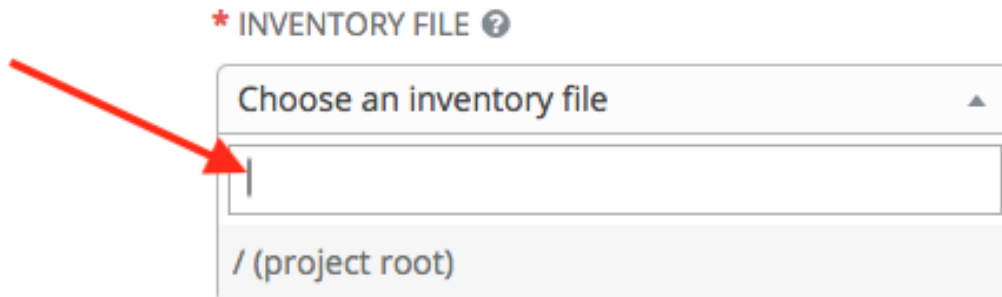
- *Sourced from a Project*
- *Amazon Web Services EC2*
- *Google Compute Engine*
- *Microsoft Azure Resource Manager*
- *VMware vCenter*
- *Red Hat Satellite 6*
- *Red Hat CloudForms*

- *OpenStack*
- *Red Hat Virtualization*
- *Ansible Tower*
- *Custom Script*

Sourced from a Project

An inventory that is sourced from a project means that it uses the SCM type from the project it is tied to. For example, if the project's source is from GitHub, or a Red Hat Insights project, then the inventory will use the same source.

1. To configure a project-sourced inventory, select **Sourced from a Project** from the Source field.
2. The Create Source window expands with additional fields. Enter the following details:
 - **Credential:** Optionally specify the credential to use for this source.
 - **Project:** Required. Specify the project this inventory is using as its source. Click the  button to choose from a list of projects. If the list is extensive, use the search to narrow the options.
 - **Inventory File:** Required. Select an inventory file associated with the sourced project. If not already populated, you can type it into the text field within the drop down menu to filter the extraneous file types. In addition to a flat file inventory, you can point to a directory or an inventory script.



3. In addition to the update options available for cloud inventory sources, you can specify whether or not to update on project changes. Check the **Update on Project Update** option to refresh the inventory from the selected source after every project update where the SCM revision changes before executing job tasks. For more detail, refer to [Update on Project Update](#) in the *Ansible Tower Administration Guide*.
4. In order to pass to the custom inventory script, you can optionally set environment variables in the **Environment Variables** field.

Note: If you are executing a custom inventory script from SCM, please make sure you set the execution bit (i.e. `chmod +x`) on the script in your upstream source control. If you do not, Tower will throw a `[Errno 13] Permission denied` error upon execution.

Amazon Web Services EC2

- To configure an AWS EC2-sourced inventory, select **Amazon EC2** from the Source field.
- The Create Source window expands with additional fields. Enter the following details:
 - Credential:** Optionally choose from an existing credential (for more information, refer to [Credentials](#)).

If Tower is running on an EC2 instance with an assigned IAM Role, the credential may be omitted, and the security credentials from the instance metadata will be used instead. For more information on using IAM Roles, refer to the [IAM_Roles_for_Amazon_EC2_documentation_at_Amazon](#).

- Regions:** Click on the regions field to see a list of regions for your cloud provider. You can select multiple regions, or choose “All” to include all regions. Tower will only be updated with Hosts associated with the selected regions.
- Instance Filters:** Rather than importing your entire Amazon EC2 inventory, filter the instances returned by the inventory script based on a variety of metadata. Hosts are imported if they match any of the filters entered here.

Examples:

- To limit to hosts having the tag `TowerManaged`: Enter `tag-key=TowerManaged`
- To limit to hosts using either the key-name `staging` or `production`: Enter `key-name=staging, key-name=production`
- To limit to hosts where the Name tag begins with `test`: Enter `tag:Name=test*`

For more information on the filters that can be used here, refer to the [Describe Instances](#) documentation at Amazon.

- Only Group By:** By default, Tower creates groups based on the following Amazon EC2 parameters:

- Availability Zones
- Image ID
- Instance ID
- Instance Type
- Key Name
- Region
- Security Group
- Tags (by name)
- VPC ID
- Tag None

If you do not want all these groups created, select from the dropdown the list of groups that you would like created by default. You can also select Instance ID to create groups based on the Instance ID of your instances.

3. Use the **Source Variables** field to override variables found in `ec2.ini` and used by the inventory update script. Enter variables using either JSON or YAML syntax. Use the radio button to toggle between the two. For a detailed description of these variables [view ec2.ini in the Ansible Collections GitHub repo](#).

Google Compute Engine

1. To configure a Google-sourced inventory, select **Google Compute Engine** from the Source field.
2. The Create Source window expands with additional fields. Enter the following details:
 - **Credential:** Required. Choose from an existing Credential. For more information, refer to [Credentials](#).
 - **Regions:** Click on the regions field to see a list of regions for your cloud provider. You can select multiple regions, or choose “All” to include all regions. Tower will only be updated with Hosts associated with the selected regions.

CREATE SOURCE

DETAILS | SCHEDULES

* NAME: Source from GCE

DESCRIPTION:

* SOURCE: Google Compute Engine

SOURCE DETAILS

* CREDENTIAL: Inventory Credential

REGIONS: All

VERBOSITY: 1 (INFO)

UPDATE OPTIONS

OVERWRITE

OVERWRITE VARIABLES

UPDATE ON LAUNCH

CANCEL | SAVE

Microsoft Azure Resource Manager

- To configure a Azure Resource Manager-sourced inventory, select **Microsoft Azure Resource Manager** from the Source field.
- The Create Source window expands with additional fields. Enter the following details:
 - Credential:** Required. Choose from an existing Credential. For more information, refer to [Credentials](#).
 - Regions:** Click on the regions field to see a list of regions for your cloud provider. You can select multiple regions, or choose “All” to include all regions. Tower will only be updated with Hosts associated with the selected regions.

CREATE SOURCE

DETAILS | SCHEDULES

* NAME: Source from Aure RM

DESCRIPTION:

* SOURCE: Microsoft Azure Resource Manager

SOURCE DETAILS

* CREDENTIAL: Inventory Credential

REGIONS:

VERBOSITY: 1 (INFO)

UPDATE OPTIONS

OVERWRITE

OVERWRITE VARIABLES

UPDATE ON LAUNCH

SOURCE VARIABLES: YAML JSON

1 ---

CANCEL | SAVE

VMware vCenter

1. To configure a VMWare-sourced inventory, select **VMware vCenter** from the Source field.
2. The Create Source window expands with additional fields. Enter the following details:
 - **Credential:** Required. Choose from an existing credential (for more information, refer to [Credentials](#)).
 - **Instance Filters:** Rather than importing your entire VMWare inventory, filter the instances returned by the inventory script based on a variety of metadata. Hosts are imported if they match any of the filters entered here.

For more information on the filters that can be used here, refer to the [Quick Filters Available for vSphere Objects](#) documentation at VMware.

- **Only Group By:** By default, Tower creates groups based on user-specified VMWare parameters. For example, enter `Instance ID` to create groups based on the Instance ID of your instances.
3. Use the **Source Variables** field to override variables found in `vmware_inventory.ini` and used by the inventory update script. Enter variables using either JSON or YAML syntax. Use the radio button to toggle between the two. For a detailed description of these variables, view the `vmware_inventory.ini` file in the Ansible GitHub repo.

Note: The inventory script for VMware was updated in Ansible Tower 3.1.2 to allow configuration of the `host_filters` or `groupby_patterns` parameter. Specify those values in the **Source Variables** text field of the Create Group screen or Edit Group screen. For example:

SOURCE VARIABLES YAML JSON

```

1 ---
2 host_filters: "{{ config.guestid == 'rhel7_64Guest' }}"
3 groupby_patterns: "{{ guest.guestid }},{{ 'templates' if config.template else 'guests' }}"
    
```

CANCEL SAVE

Red Hat Satellite 6

1. To configure a Red Hat Satellite-sourced inventory, select **Red Hat Satellite** from the Source field.
2. The Create Source window expands with additional fields.
 - **Credential:** Required. Choose from an existing credential (for more information, refer to [Credentials](#)).
 - Use the **Source Variables** field to override variables found in `foreman.ini` and used by the inventory update script.

Note: The variable `want_facts` from `foreman.ini` is hard-coded to `True` and cannot be overridden at this time. If you want to set the `group_patterns`, `group_prefix`, or `want_hostcollections` variables, prefix them with `satellite6`, e.g.: `satellite6_group_prefix: myprefix`

Enter variables using either JSON or YAML syntax. Use the radio button to toggle between the two. For a detailed description of these variables [view foreman.ini in the Ansible Collections GitHub repo](#).

Red Hat CloudForms

1. To configure a Red Hat CloudForms-sourced inventory, select **Red Hat CloudForms** from the Source field.
2. The Create Source window expands with additional fields. Enter the following details:
 - **Credential:** Required. Choose from an existing credential (for more information, refer to [Credentials](#)).
 - Use the **Source Variables** field to override variables found in `cloudforms.ini` and used by the inventory update script. Enter variables using either JSON or YAML syntax. Use the radio button to toggle between the two. For a detailed description of these variables [view cloudforms.ini in the Ansible Collections GitHub repo](#).

OpenStack

1. To configure an OpenStack-sourced inventory, select **OpenStack** from the Source field.
2. The Create Source window expands with additional fields. Enter the following details:
 - **Credential:** Required. Choose from an existing credential (for more information, refer to [Credentials](#)).
 - Use the **Source Variables** field to override variables found in `openstack.yml` and used by the inventory update script. Enter variables using either JSON or YAML syntax. Use the radio button to toggle between the two. For a detailed description of these variables [view openstack.yml in the Ansible GitHub repo](#).

Red Hat Virtualization

1. To configure a Red Hat Virtualization-sourced inventory, select **Red Hat Virtualization** from the Source field.
2. The Create Source window expands with additional fields. The **Credential** is required. Choose from an existing credential (for more information, refer to [Credentials](#)).

Ansible Tower

1. To configure a Ansible Tower-sourced inventory, select **Ansible Tower** from the Source field.
2. The Create Source window expands with additional fields. Enter the following details:
 - **Credential:** Required. Choose from an existing credential (for more information, refer to [Credentials](#)).
 - **Instance Filters:** Rather than importing your entire Tower inventory, filter the instances by an inventory ID/name; then the inventory script would return that inventory from the other Tower instance.

Custom Script

Tower allows you to use a custom dynamic inventory script, if your administrator has added one.

1. To configure a Custom Script-sourced inventory, select **Custom Script** from the Source field.
2. The Create Source window expands with additional fields. Enter the following details:
 - **Credential:** You can optionally provide a credential for custom sources. The kind of credential is limited to cloud and network. Refer to [Custom Credential Types](#) for more information.
 - **Custom Inventory Script:** Required. Choose from an existing Inventory Script (for more information, refer to [Custom Inventory Scripts](#)).
 - **Environment Variables:** Set variables in the environment to be used by the inventory update script. The variables would be specific to the script that you have written. Enter variables using either JSON or YAML syntax. Use the radio button to toggle between the two.

For more information on syncing or using custom inventory scripts, refer to [Custom Inventory Scripts](#) in the *Ansible Tower Administration Guide*.

15.3.5 View completed jobs

If an inventory was used to run a job, you can view details about those jobs in the **Completed Jobs** tab of the inventory and click **Expanded** to view details about each job.

Smart Host Filter

You can use a search filter to populate hosts for an inventory. This feature was introduced in Ansible Tower 3.2 utilizing the capability of the fact searching feature.

Facts generated by an Ansible playbook during a Job Template run are stored by Tower into the database whenever `use_fact_cache=True` is set per-Job Template. New facts are merged with existing facts and are per-host. These stored facts can be used to filter hosts via the `/api/v2/hosts` endpoint, using the GET query parameter `host_filter`. For example: `/api/v2/hosts?host_filter=ansible_facts__ansible_processor_vcpus=8`

The `host_filter` parameter allows for:

- grouping via `()`
- use of the boolean and operator:
 - `__` to reference related fields in relational fields

- `__` is used on `ansible_facts` to separate keys in a JSON key path
 - `[]` is used to denote a json array in the path specification
 - `" "` can be used in the value when spaces are wanted in the value
- “classic” Django queries may be embedded in the `host_filter`

Examples:

```
/api/v2/hosts/?host_filter=name=localhost
/api/v2/hosts/?host_filter=ansible_facts__ansible_date_time__weekday_number="3"
/api/v2/hosts/?host_filter=ansible_facts__ansible_processor[]="GenuineIntel"
/api/v2/hosts/?host_filter=ansible_facts__ansible_lo__ipv6[]__scope="host"
/api/v2/hosts/?host_filter=ansible_facts__ansible_processor_vcpus=8
/api/v2/hosts/?host_filter=ansible_facts__ansible_env__PYTHONUNBUFFERED="true"
/api/v2/hosts/?host_filter=(name=localhost or name=database) and (groups__name=east_
↳ or groups__name="west coast") and ansible_facts__an
```

You can search `host_filter` by host name, group name, and Ansible facts.

The format for a group search is:

```
groups.name:groupA
```

The format for a fact search is:

```
ansible_facts.ansible_fips:false
```

You can also perform Smart Search searches, which consist a host name and host description.

```
host_filter=name=my_host
```

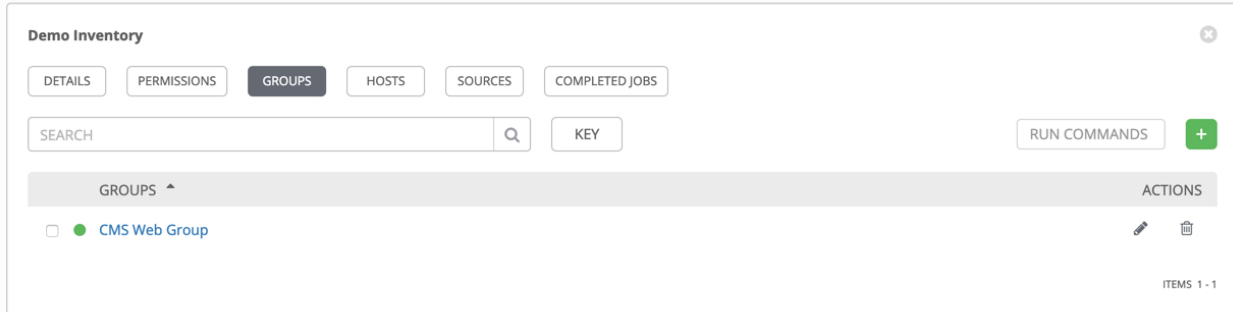
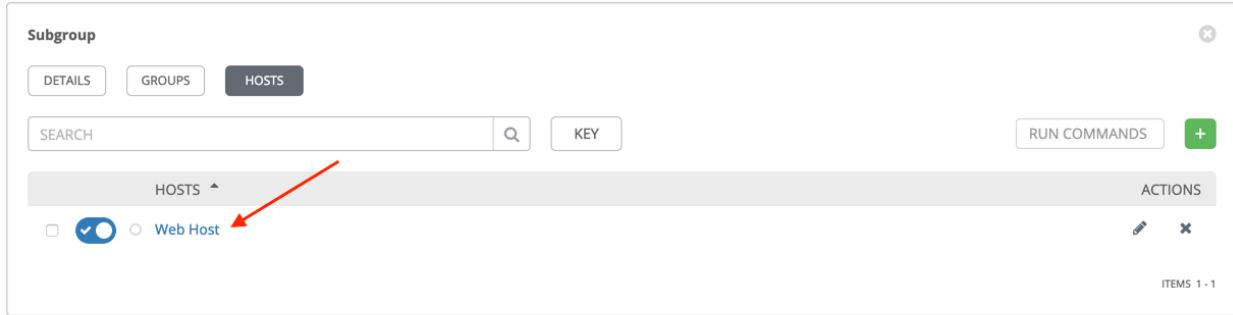
If a search term in `host_filter` is of string type, to make the value a number (e.g. `2.66`), or a JSON keyword (e.g. `null`, `true` or `false`) valid, add double quotations around the value to prevent Tower from mistakenly parsing it as a non-string:

```
host_filter=ansible_facts__packages__dnsmasq[]__version="2.66"
```

15.4 Running Ad Hoc Commands

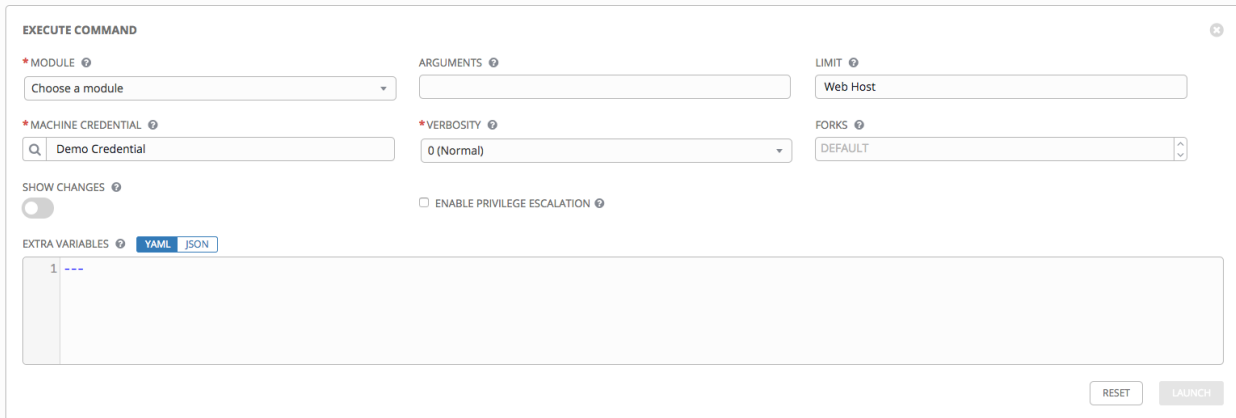
To run an ad hoc command:

1. Select an inventory source from the list of hosts or groups. The inventory source can be a single group or host, a selection of multiple hosts, or a selection of multiple groups.



2. Click the  button.

The Execute Command window opens.



3. Enter the details for the following fields:

- **Module:** Select one of the modules that Tower supports running commands against.

command	apt_repository	mount	win_service
shell	apt_rpm	ping	win_updates
yum	service	selinux	win_group
apt	group	setup	win_user
apt_key	user	win_ping	

- **Arguments:** Provide arguments to be used with the module you selected.
- **Limit:** Enter the limit used to target hosts in the inventory. To target all hosts in the inventory enter `all` or `*`, or leave the field blank. This is automatically populated with whatever was selected in the previous view prior to clicking the launch button.

- **Machine Credential:** Select the credential to use when accessing the remote hosts to run the command. Choose the credential containing the username and SSH key or password that Ansible needs to log into the remote hosts.
- **Verbosity:** Select a verbosity level for the standard output.
- **Forks:** If needed, select the number of parallel or simultaneous processes to use while executing the command.
- **Show Changes:** Select to enable the display of Ansible changes in the standard output. The default is OFF.
- **Enable Privilege Escalation:** If enabled, the playbook is run with administrator privileges. This is the equivalent of passing the `--become` option to the `ansible` command.
- **Extra Variables:** Provide extra command line variables to be applied when running this inventory. Enter variables using either JSON or YAML syntax. Use the radio button to toggle between the two.

The screenshot shows the 'RUN COMMAND' interface. It features several input fields: 'MODULE' set to 'ping', 'LIMIT' set to 'Web Host', 'MACHINE CREDENTIAL' set to 'Demo Credential', 'VERBOSITY' set to '0 (Normal)', and 'FORKS' set to 'DEFAULT'. There are also checkboxes for 'SHOW CHANGES' (checked) and 'ENABLE PRIVILEGE ESCALATION' (unchecked). A text area for 'EXTRA VARIABLES' is present with 'YAML' selected. At the bottom right, there are 'CANCEL' and 'LAUNCH' buttons.



4. Click the **LAUNCH** button to run this ad hoc command.

The results display in the Details pane and Standard Out window.

DETAILS ✈️ 🗑️

STATUS ● Successful

STARTED 5/28/2019 5:58:28 PM

FINISHED 5/28/2019 5:58:30 PM

JOB TYPE Run

LAUNCHED BY admin

INVENTORY Database Servers

CREDENTIAL 🔍 Demo Credential

LIMIT CMS Web Group:Subgroup

EXECUTION NODE localhost

INSTANCE GROUP tower

EXTRA VARIABLES YAML JSON EXPAND

1 ---

ELAPSED 00:00:01 📄 🗑️

ping

SEARCH 🔍 KEY

^ v ^


```

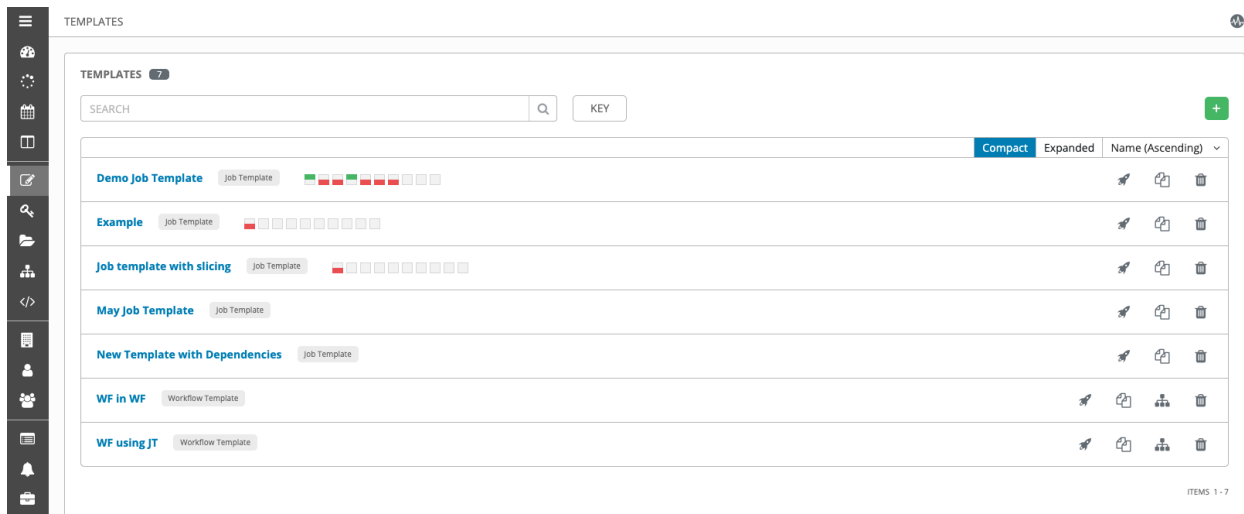
1 [DEPRECATION WARNING]: The TRANSFORM_INVALID_GROUP_CHARS settings is set to
2 allow bad characters in group names by default, this will change, but still be
3 user configurable on deprecation. This feature will be removed in version 2.10.
4 Deprecation warnings can be disabled by setting deprecation_warnings=False in
5 ansible.cfg.
6 [WARNING]: Invalid characters were found in group names but not replaced, use
7 -vvvv to see details
8
9 [WARNING]: Could not match supplied host pattern, ignoring: CMS
10
11 [WARNING]: Could not match supplied host pattern, ignoring: Web
12
13 [WARNING]: Could not match supplied host pattern, ignoring: Group
            
```




JOB TEMPLATES

A job template is a definition and set of parameters for running an Ansible job. Job templates are useful to execute the same job many times. Job templates also encourage the reuse of Ansible playbook content and collaboration between teams. While the REST API allows for the execution of jobs directly, Tower requires that you first create a job template.

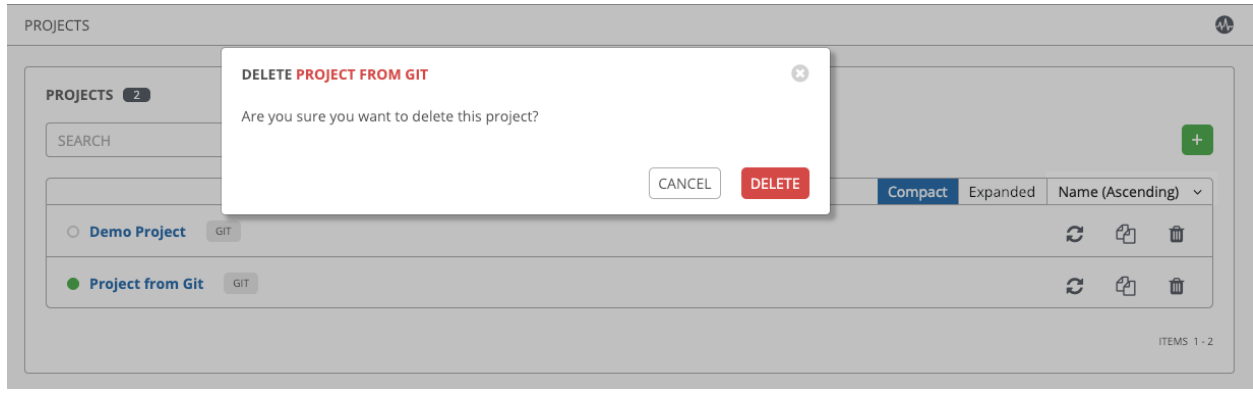



The () menu opens a list of the job templates that are currently available. The default view is collapsed (Compact), showing the template name, template type, and the statuses of the jobs that ran using that template, but you can click **Expanded** to view more information. This list is sorted alphabetically by name, but you can sort by other criteria, or search by various fields and attributes of a template.



From this screen, you can launch (), copy (), and remove () a job template. Before deleting a job template, be sure it is not used in a workflow job template.


Note: If deleting items that are used by other work items, a message opens listing the items are affected by the deletion and prompts you to confirm the deletion. Some screens will contain items that are invalid or previously deleted, so they will fail to run. Below is an example of such a message:



Note: Job templates can be used to build a workflow template. For templates that show the Workflow Visualizer () icon next to them are workflow templates. Clicking it allows you to graphically build a workflow. Many parameters in a job template allow you to enable **Prompt on Launch** that can be modified at the workflow level, and do not affect the values assigned at the job template level. For instructions, see the [Workflow Visualizer](#) section.

16.1 Create a Job Template

To create a new job template:

1. Click the  button then select **Job Template** from the menu list.

The screenshot shows the configuration interface for a job template named "Job template with slicing". The interface includes several tabs: DETAILS (selected), PERMISSIONS, NOTIFICATIONS, COMPLETED JOBS, SCHEDULES, and ADD SURVEY. The configuration fields are organized into a grid:

- Name:** Job template with slicing
- Description:** (empty)
- Job Type:** Run (dropdown)
- Inventory:** King PLC (dropdown)
- Project:** Project from Git (dropdown)
- Playbook:** gen_host_status.yml (dropdown)
- Credentials:** (empty)
- Forks:** 0 (dropdown)
- Limit:** (empty)
- Verbosity:** 0 (Normal) (dropdown)
- Job Tags:** (empty)
- Skip Tags:** (empty)
- Labels:** (empty)
- Instance Groups:** (empty)
- Job Slicing:** 1 (dropdown)
- Timeout:** 0 (dropdown)
- Show Changes:** (toggle off)
- Options:**
 - ENABLE PRIVILEGE ESCALATION (checkbox off)
 - ENABLE PROVISIONING CALLBACKS (checkbox off)
 - ENABLE WEBHOOK (checkbox off)
 - ENABLE CONCURRENT JOBS (checkbox checked)
 - ENABLE FACT CACHE (checkbox off)
- Extra Variables:** (YAML/JSON tabs)


```

1 ---
2 ansible_ssh_user: ec2
3 ansible_connection: local
      
```


At the bottom right, there are three buttons: LAUNCH (blue), CANCEL (white), and SAVE (green).

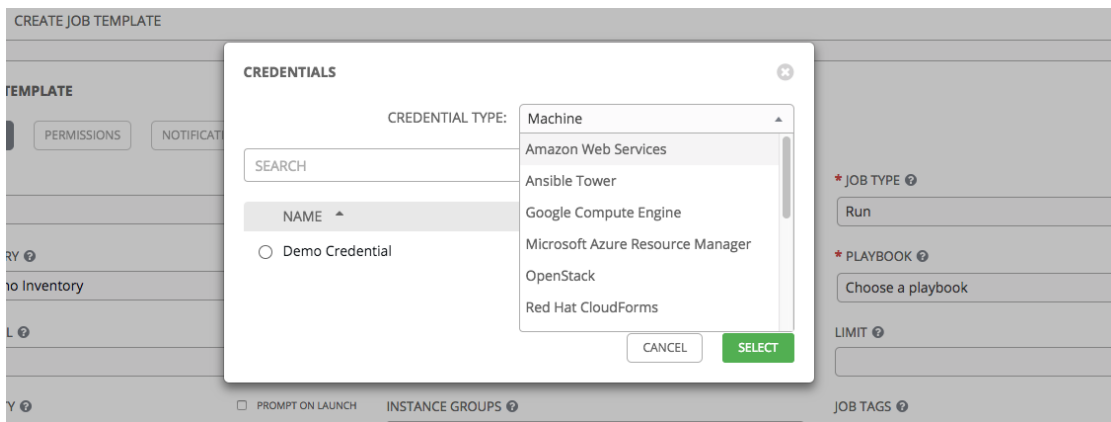
2. Enter the appropriate details into the following fields:

- **Name:** Enter a name for the job.
- **Description:** Enter an arbitrary description as appropriate (optional).
- **Job Type:**
 - **Run:** Execute the playbook when launched, running Ansible tasks on the selected hosts.
 - **Check:** Perform a “dry run” of the playbook and report changes that would be made without actually making them. Tasks that do not support check mode will be skipped and will not report potential changes.
 - **Prompt on Launch:** If selected, even if a default value is supplied, you will be prompted upon launch to choose a job type of run or check.

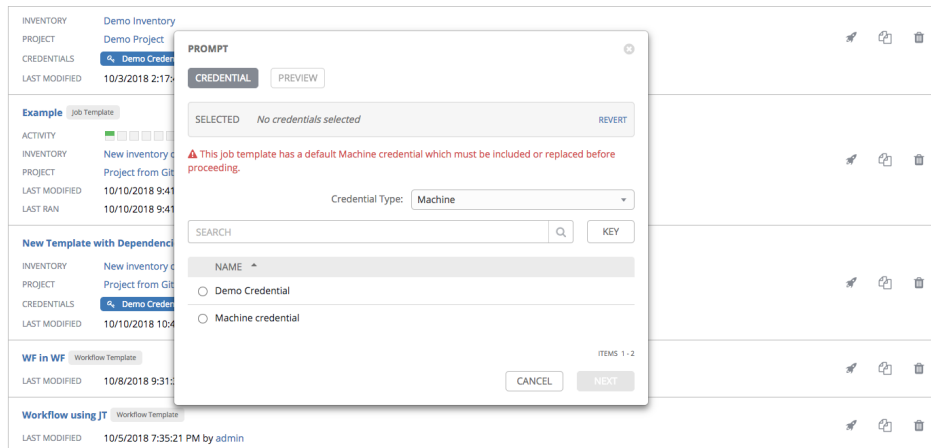
Note: More information on the *Check* job type, refer to [Using check mode](#) in the Ansible User Guide.

- **Inventory:** Choose the inventory to be used with this job template from the inventories available to the currently logged in Tower user.
- **Prompt on Launch:** If selected, even if a default value is supplied, you will be prompted upon launch to choose an inventory to run this job template against.
- **Project:** Choose the project to be used with this job template from the projects available to the currently logged in Tower user.

- **SCM Branch:** This field is only present if you chose a project that allows branch override. Specify the overriding branch to use in your job run. If left blank, the specified SCM branch (or commit hash or tag) from the project is used. For more detail, see [job branch overriding](#).
 - **Prompt on Launch:** If selected, even if a default value is supplied, you will be prompted upon launch to choose an SCM branch.
- **Playbook:** Choose the playbook to be launched with this job template from the available playbooks. This field automatically populates with the names of the playbooks found in the project base path for the selected project. Alternatively, you can enter the name of the playbook if it is not listed, such as the name of a file (like `foo.yml`) you want to use to run with that playbook. If you enter a filename that is not valid, the template will display an error, or cause the job to fail.
- **Credential:** Click the  button to open a separate window. Choose the credential from the available options to be used with this job template. Use the drop-down menu list to filter by credential type if the list is extensive.



- **Prompt on Launch:** If selected, upon launching a job template that has a default machine credential, you will not be able to remove the default machine credential in the Prompt dialog without replacing it with another machine credential before it can launch. Alternatively, you can add more credentials as you see fit. Below is an example of such a message:



- **Forks:** The number of parallel or simultaneous processes to use while executing the playbook. A value of zero uses the Ansible default setting, which is 5 parallel processes unless overridden in `/etc/ansible/ansible.cfg`.
- **Limit:** A host pattern to further constrain the list of hosts managed or affected by the playbook. Multiple patterns can be separated by colons (":"). As with core Ansible, "a:b" means "in group a or b", "a:b:&c" means

“in a or b but must be in c”, and “a:!b” means “in a, and definitely not in b”.

- **Prompt on Launch:** If selected, even if a default value is supplied, you will be prompted upon launch to choose a limit.

Note: For more information and examples refer to [Patterns](#) in the Ansible documentation.

- **Verbosity:** Control the level of output Ansible produces as the playbook executes. Set the verbosity to any of Default, Verbose, or Debug. This only appears in the “details” report view. Verbose logging includes the output of all commands. Debug logging is exceedingly verbose and includes information on SSH operations that can be useful in certain support instances. Most users do not need to see debug mode output.

Warning: Verbosity 5 causes Tower to block heavily when jobs are running, which could delay reporting that the job has finished (even though it has) and can cause the browser tab to lock up.

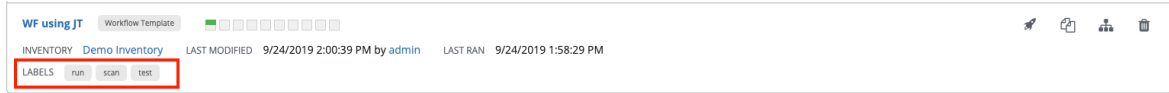
- **Prompt on Launch:** If selected, even if a default value is supplied, you will be prompted upon launch to choose a verbosity.
- **Job Tags:** Provide a comma-separated list of playbook tags to specify what parts of the playbooks should be executed.
- **Prompt on Launch:** If selected, even if a default value is supplied, you will be prompted upon launch to choose a job tag.
- **Skip Tags:** Provide a comma-separated list of playbook tags to skip certain tasks or parts of the playbooks to be executed.
- **Prompt on Launch:** If selected, even if a default value is supplied, you will be prompted upon launch to choose tag(s) to skip.


Note: For more information on tags and examples, refer to [Tags](#) in the Ansible documentation.

- **Labels:** Supply optional labels that describe this job template, such as “dev” or “test”. Labels can be used to group and filter job templates and completed jobs in the Tower display.
- Labels are created when they are added to the Job Template. Labels are associated to a single Organization using the Project that is provided in the Job Template. Members of the Organization can create labels on a Job Template if they have edit permissions (such as admin role).
- Once the Job Template is saved, the labels appear in the Job Templates overview in the *Expanded* view.
- Click on the “x” beside a label to remove it. When a label is removed, and is no longer associated with a Job or Job Template, the label is permanently deleted from the list of Organization labels.
- Jobs inherit labels from the Job Template at the time of launch. If a label is deleted from a Job Template, it is also deleted from the Job.

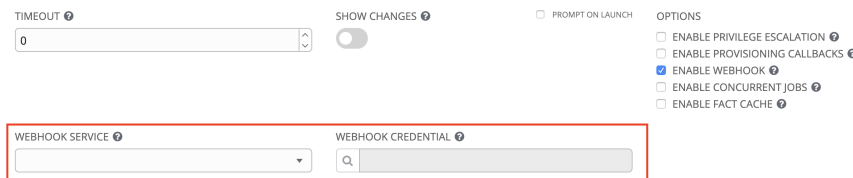
LABELS ?





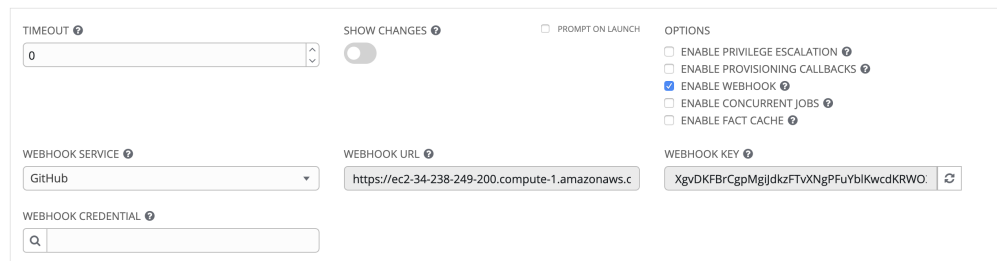
- **Instance Groups:** Click the  button to open a separate window. Choose the instance groups on which you want to run this job template. If the list is extensive, use the search to narrow the options.
- **Job Slicing:** Specify the number of slices you want this job template to run. Each slice will run the same tasks against a portion of the inventory. For more information about job slices, see [Job Slicing](#).
- **Timeout:** Allows you to specify the length of time (in seconds) Tower may run the task before it is canceled. Defaults to 0 for no job timeout.
- **Show Changes:** Allows you to see the changes made by Ansible tasks.
- **Prompt on Launch:** If selected, even if a default value is supplied, you will be prompted upon launch to choose whether or not to show changes.
- **Options:** Supply optional labels that describe this job template, such as “dev” or “test”. Labels can be used to group and filter job templates and completed jobs in the Tower display.
 - **Enable Privilege Escalation:** If enabled, run this playbook as an administrator. This is the equivalent of passing the `--become` option to the `ansible-playbook` command.
 - **Allow Provisioning Callbacks:** Enable a host to call back to Tower via the Tower API and invoke the launch of a job from this job template. Refer to [Provisioning Callbacks](#) for additional information.
 - **Enable Webhook:** Turns on the ability to interface with a predefined SCM system web service that is used to launch a job template. Currently supported SCM systems are GitHub and GitLab.

If you enable webhooks, other fields display, prompting for additional information:



- **Webhook Service:** Select which service to listen for webhooks from
- **Webhook Credential:** Optionally, provide a GitHub or GitLab personal access token (PAT) as a credential to use to send status updates back to the webhook service. Before you can select it, the credential must exist. See [Credential Types](#) to create one.

Upon **Save**, additional fields display and remain present while viewing or editing.



- **Webhook URL:** Automatically populated with the URL for the webhook service to POST requests to

- **Webhook Key:** Generated shared secret to be used by the webhook service to sign payloads sent to Tower. This must be configured in the settings on the webhook service in order for Tower to accept webhooks from this service.

For additional information on setting up webhooks in GitHub, refer to [GitHub Developer Documentation Creating Webhooks](#) and [GitLab Documentation on Webhooks](#)

- **Enable Concurrent Jobs:** Allow jobs in the queue to run simultaneously if not dependent on one another. Check this box if you want to run job slices simultaneously. Refer to [latl Capacity Determination and Job Impact](#) for additional information.
- **Use Fact Cache:** When enabled, Tower will activate an Ansible fact cache plugin for all hosts in an inventory related to the job running.

- **Extra Variables:**

- Pass extra command line variables to the playbook. This is the “-e” or “--extra-vars” command line parameter for ansible-playbook that is documented in the Ansible documentation, [Defining variables at runtime](#).
- Provide key/value pairs using either YAML or JSON. These variables have a maximum value of precedence and overrides other variables specified elsewhere. An example value might be:

```
git_branch: production
release_version: 1.5
```

For more information about extra variables, refer to [Extra Variables](#).

- **Prompt on Launch:** If selected, even if a default value is supplied, you will be prompted upon launch to choose command line variables.

Note: If you want to be able to specify `extra_vars` on a schedule, you must select **Prompt on Launch** for **EXTRA VARIABLES** on the job template, or enable a survey on the job template, then those answered survey questions become `extra_vars`.

3. When you have completed configuring the details of the job template, click **Save**.

Saving the template does not exit the job template page but remains on the Job Template Details view for further editing, if necessary. After saving the template, you can click **Launch** to launch the job, or proceed with adding more attributes about the template, such as permissions, notifications, view completed jobs, and add a survey (if the job type is not a scan). You must first save the template prior to launching, otherwise, the **Launch** button remains grayed-out.

Job template with slicing
✕

DETAILS
PERMISSIONS
NOTIFICATIONS
COMPLETED JOBS
SCHEDULES
ADD SURVEY

*** NAME**

DESCRIPTION

*** JOB TYPE** ? PROMPT ON LAUNCH

*** INVENTORY** ? PROMPT ON LAUNCH

*** PROJECT** ?

*** PLAYBOOK** ?

CREENTIALS ? PROMPT ON LAUNCH

FORKS ?

LIMIT ? PROMPT ON LAUNCH

*** VERBOSITY** ? PROMPT ON LAUNCH

JOB TAGS ? PROMPT ON LAUNCH

SKIP TAGS ? PROMPT ON LAUNCH

LABELS ?

INSTANCE GROUPS ?

JOB SLICING ?

TIMEOUT ?

SHOW CHANGES ? PROMPT ON LAUNCH

OPTIONS

ENABLE PRIVILEGE ESCALATION ?

ENABLE PROVISIONING CALLBACKS ?

ENABLE WEBHOOK ?

ENABLE CONCURRENT JOBS ?

ENABLE FACT CACHE ?

EXTRA VARIABLES ? YAML JSON PROMPT ON LAUNCH

```

1 ---
2 ansible_ssh_user: ec2
3 ansible_connection: local
            
```

LAUNCH
CANCEL
SAVE

You can verify the template is saved when the newly created template appears on the list of templates at the bottom of the screen.

TEMPLATES 3
+

Q KEY

	Compact	Expanded	Name (Ascending) ▾
Demo Job Template Job Template 🚀 📄 🗑️	🟢 🟡 🟠 🟤 🟡 🟠 🟡 🟢		
Job template with slicing Job Template 🚀 📄 🗑️	🟢 🟡 🟠 🟤 🟡 🟠 🟡 🟢		
May Job Template Job Template 🚀 📄 🗑️	🟢 🟡 🟠 🟤 🟡 🟠 🟡 🟢		

ITEMS 1 - 3

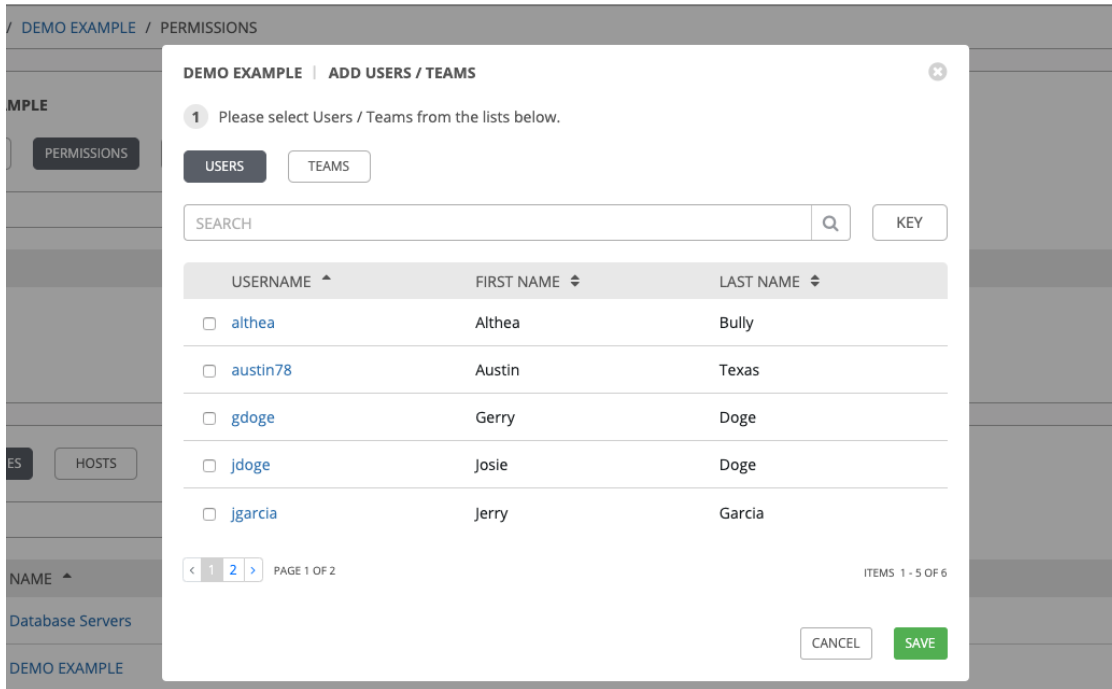
16.2 Add Permissions

The **Permissions** tab allows you to review, grant, edit, and remove associated permissions for users as well as team members. To assign permissions to a particular user for this resource:

1. Click the **Permissions** tab.



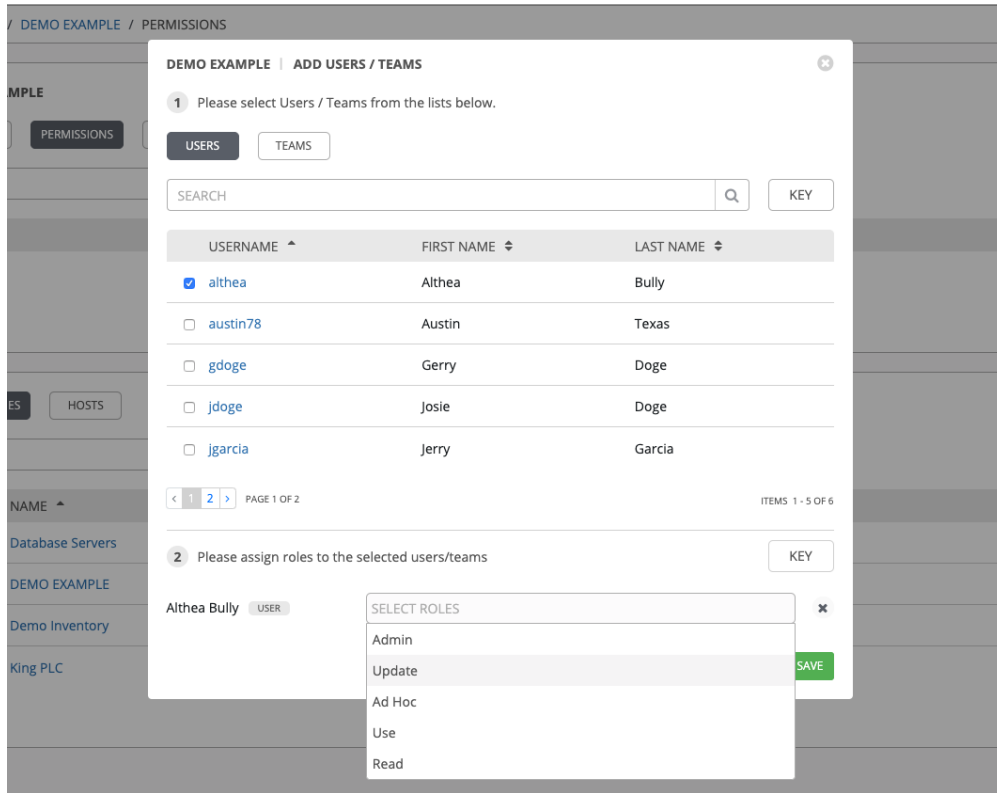
2. Click the  button to open the Add Users/Teams window.



3. Specify the users or teams that will have access then assign them specific roles:
 - a. Click to select one or multiple check boxes beside the name(s) of the user(s) or team(s) to select them.

Note: You can select multiple users and teams at the same time by navigating between the **Users** and **Teams** tabs without saving.

After selections are made, the window expands to allow you to select a role from the drop-down menu list for each user or team you chose.



The example above shows options associated with inventories. Different resources have different options available:

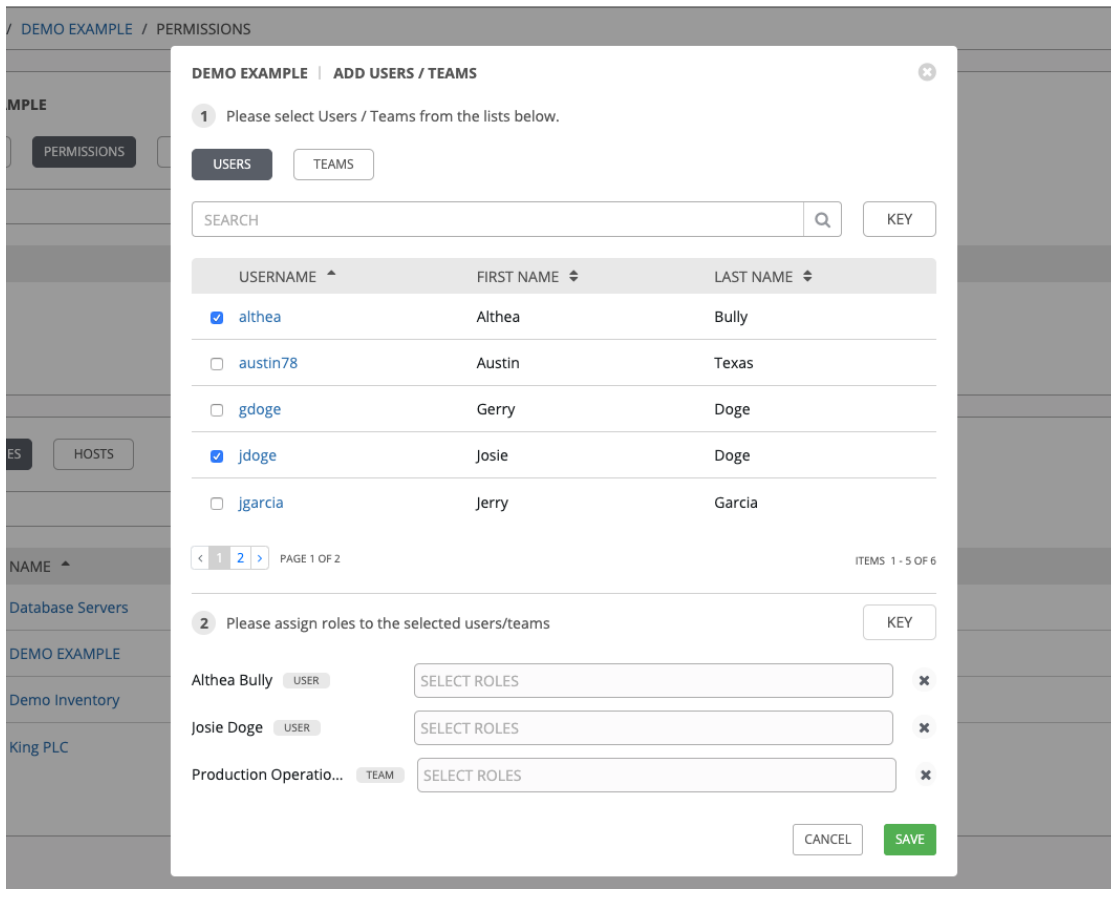
- **Admin** allows read, run, and edit privileges (applies to all resources)
- **Use** allows use of a resource in a job template (applies all resources except job templates)
- **Update** allows updating of project via the SCM Update (applies to projects and inventories)
- **Ad Hoc** allows use of Ad Hoc commands (applies to inventories)
- **Execute** allows launching of a job template (applies to job templates)
- **Read** allows view-only access (applies to all resources)

Tip: Use the **Key** button in the roles selection pane to display a description of each of the roles. For more information, refer to the *Roles* section of this guide.

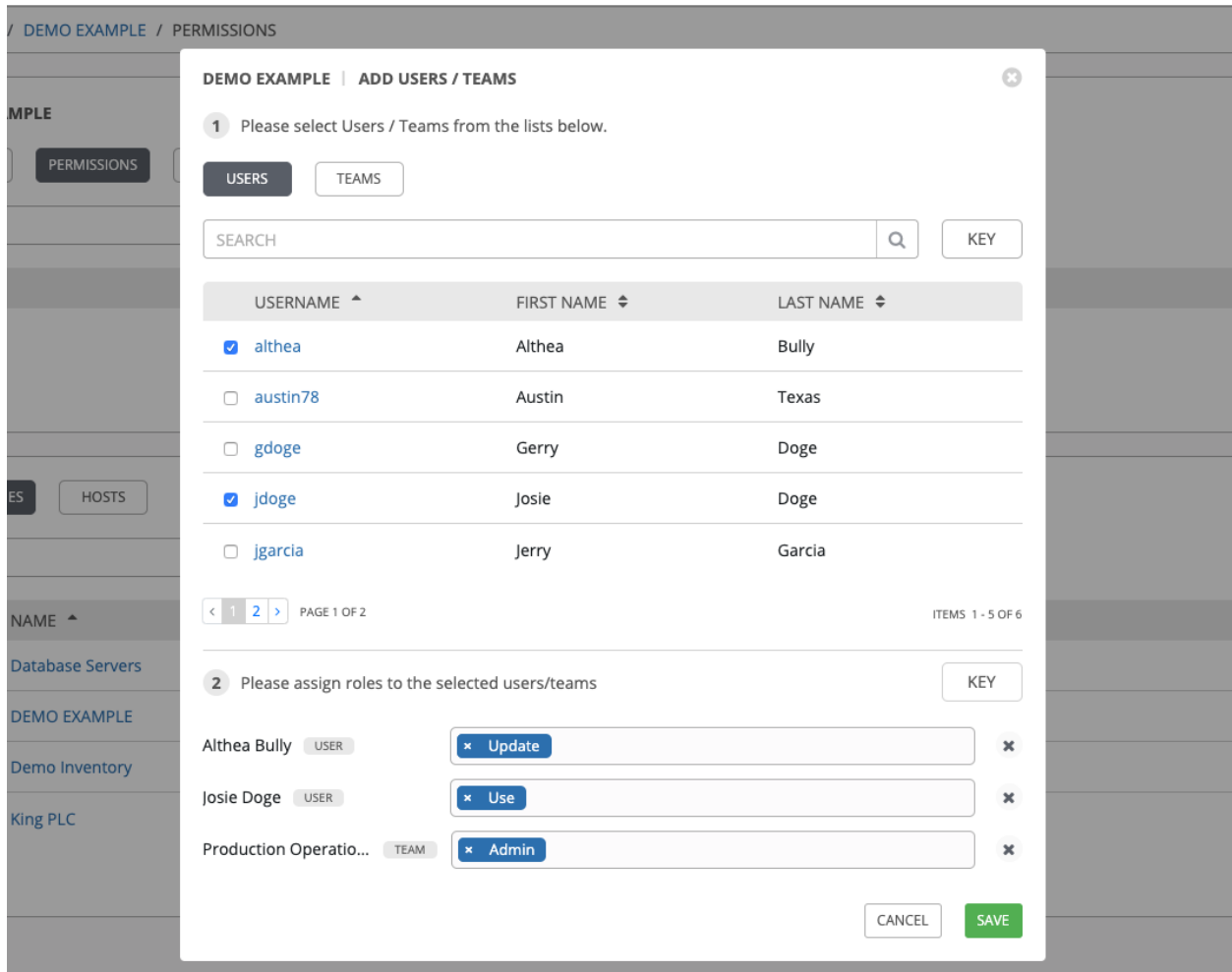
- Select the role to apply to the selected user or team.

Note:

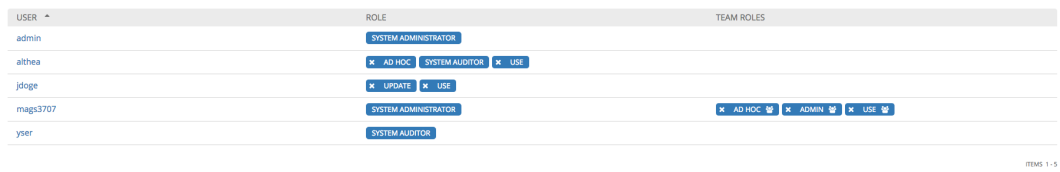
You can assign roles to multiple users and teams by navigating between the **Users** and **Teams** tabs without saving.



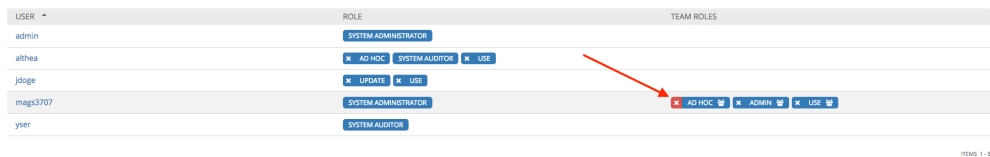
4. Review your role assignments for each user and team.



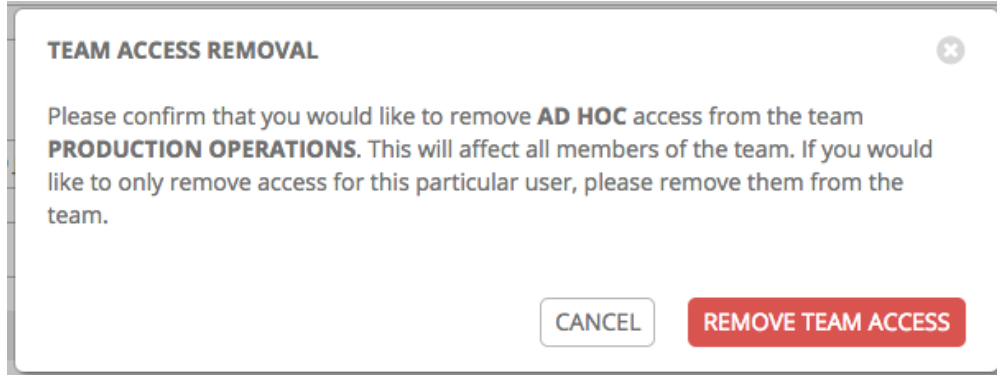
5. Click **Save** when done, and the Add Users/Teams window closes to display the updated roles assigned for each user and team.



To remove Permissions for a particular user, click the Disassociate (x) button next to its resource.

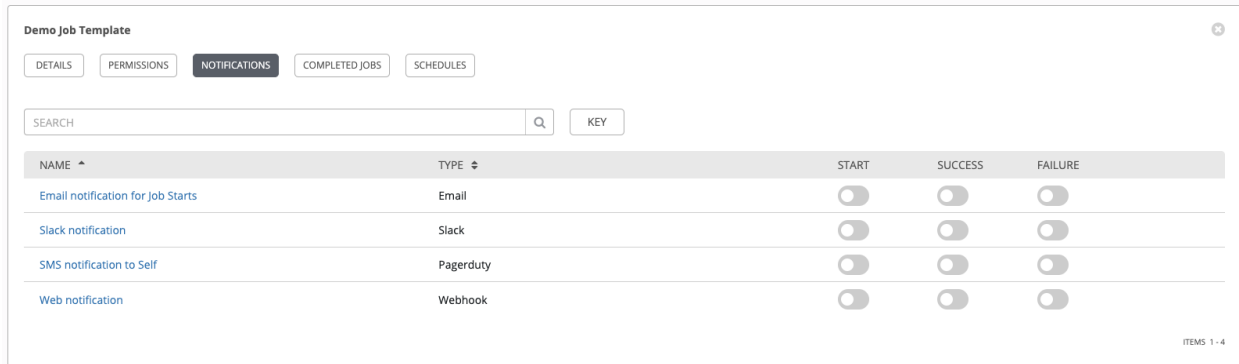


This launches a confirmation dialog, asking you to confirm the disassociation.



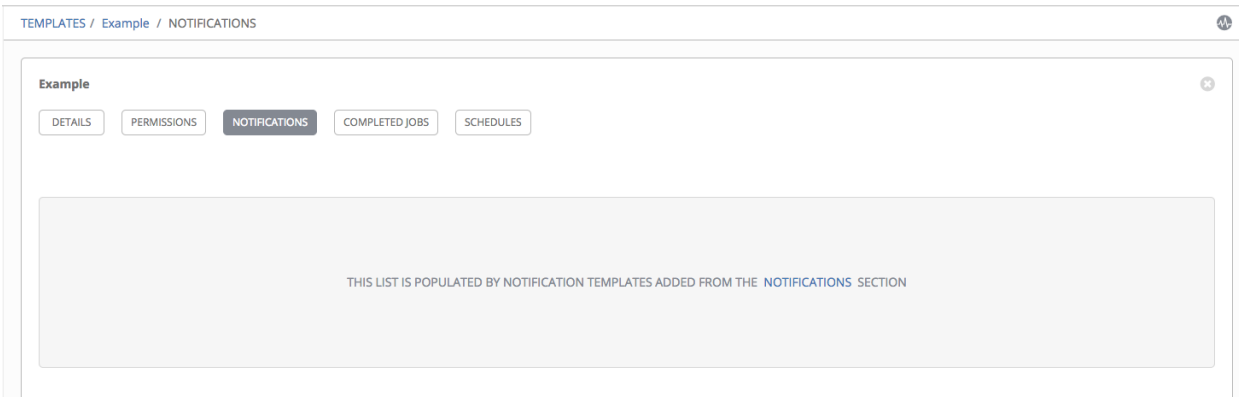
16.3 Work with Notifications

Clicking the **Notifications** tab allows you to review any notification integrations you have setup.



Use the toggles to enable or disable the notifications to use with your particular template. For more detail, see [Enable and Disable Notifications](#).

If no notifications have been set up, click the **NOTIFICATIONS** link from inside the gray box to create a new notification.



Refer to [Notification Types](#) for additional details on configuring various notification types.

16.4 View Completed Jobs

The **Completed Jobs** tab provides the list of job templates that have ran. Click **Expanded** to view details of each job, including its status, ID, and name; type of job, time started and completed, who started the job; and which template, inventory, project, and credential were used. You can filter the list of completed jobs using any of these criteria.

The screenshot shows the 'Completed Jobs' tab for a 'Demo Job Template'. The interface includes tabs for 'DETAILS', 'PERMISSIONS', 'NOTIFICATIONS', 'COMPLETED JOBS', and 'SCHEDULES'. A search bar and a 'KEY' button are present. The job list is displayed in 'Expanded' view, sorted by 'Finish Time (Descending)'. Each job entry includes a status icon, ID, name, type (Playbook Run), and a list of attributes: STARTED, FINISHED, LAUNCHED BY, JOB TEMPLATE, INVENTORY, and PROJECT. A 'CREDENTIALS' link is also provided for each job.

ID	Name	Type	Started	Finished	Launched By	Job Template	Inventory	Project
113	Demo Job Template	Playbook Run	5/13/2019 10:59:38 AM	5/13/2019 10:59:44 AM	admin	Demo Job Template	Demo Inventory	Demo Project
87	Demo Job Template	Playbook Run	4/24/2019 12:07:36 PM	4/24/2019 12:07:43 PM	admin	Demo Job Template	Inventory - CampDifference	Demo Project
74	Demo Job Template	Playbook Run	4/4/2019 10:15:44 AM	4/4/2019 10:15:51 AM	admin	Demo Job Template	Demo Inventory	Demo Project
23	Demo Job Template	Playbook Run	2/5/2019 10:13:32 AM	2/5/2019 10:13:39 AM	admin	Demo Job Template	Demo Inventory	Demo Project

Sliced jobs that display on this list are labeled accordingly, with the number of sliced jobs that have run:

The screenshot shows the 'Completed Jobs' tab for a 'Demo Job Template' with sliced jobs. The interface is similar to the previous screenshot, but the job list is filtered to show only sliced jobs. Each job entry includes a status icon, ID, name, type (Playbook Run), and a label indicating the slice number (e.g., 'Slice Job 2/2'). The attributes listed are STARTED, FINISHED, LAUNCHED BY, WORKFLOW JOB, and JOB TEMPLATE. A 'CREDENTIALS' link is also provided for each job.

ID	Name	Type	Label	Started	Finished	Launched By	Workflow Job	Job Template
118	Demo Job Template	Playbook Run	Slice Job 2/2	5/13/2019 9:16:11 PM	5/13/2019 9:16:20 PM	admin	Demo Job Template	Demo Job Template
117	Demo Job Template	Playbook Run	Slice Job 1/2	5/13/2019 9:16:11 PM	5/13/2019 9:16:18 PM	admin	Demo Job Template	Demo Job Template

16.5 Scheduling

Access the schedules for a particular job template from the **Schedules** tab.

The screenshot shows the 'Schedules' tab for a 'New Template with Dependencies'. The interface includes tabs for 'DETAILS', 'PERMISSIONS', 'NOTIFICATIONS', 'COMPLETED JOBS', and 'SCHEDULES'. A search bar and a 'KEY' button are present. The schedule list is displayed in a table with columns for NAME, FIRST RUN, NEXT RUN, FINAL RUN, and ACTIONS. A green '+' button is visible in the top right corner.

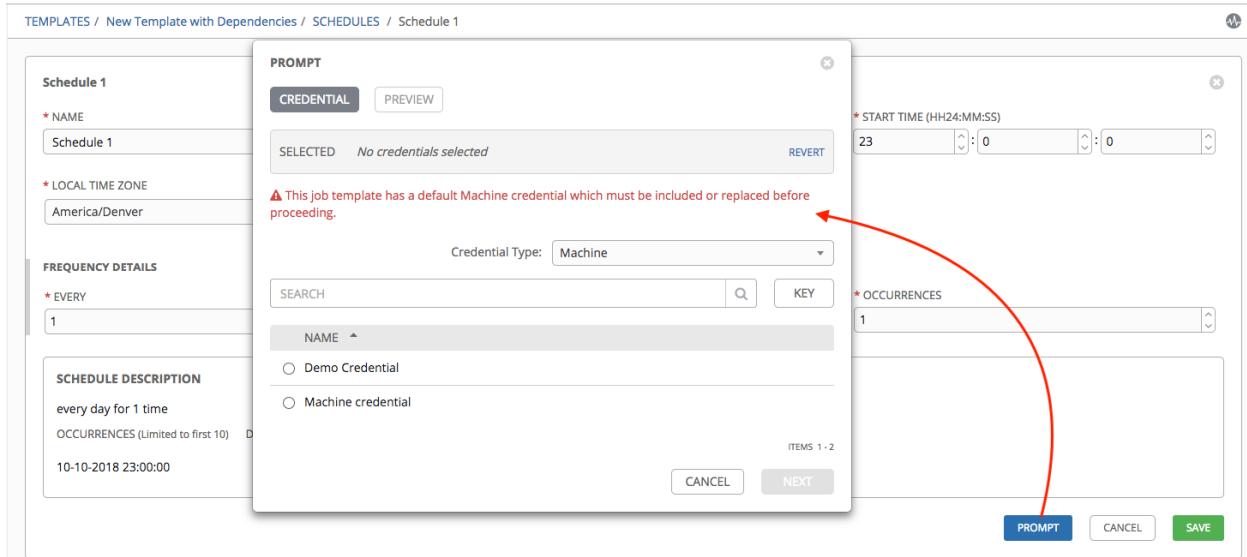
NAME	FIRST RUN	NEXT RUN	FINAL RUN	ACTIONS
Schedule 1	10/10/2018 11:00:00 PM	10/10/2018 11:00:00 PM	10/10/2018 11:00:00 PM	[Edit] [Delete]

16.5.1 Schedule a Job Template

To schedule a job template run, click the **Schedules** tab.

- If schedules are already set up; review, edit, or enable/disable your schedule preferences.
- If schedules have not been set up, refer to *Schedules* for more information.

If **Prompt on Launch** was selected for the **Credentials** field, and you create or edit scheduling information for your job template, a **Prompt** button displays at the bottom of the Schedules form. You will not be able to remove the default machine credential in the Prompt dialog without replacing it with another machine credential before you can save it. Below is an example of such a message:



Note: To able to set `extra_vars` on schedules, you must select **Prompt on Launch** for **EXTRA VARIABLES** on the job template, or a enable a survey on the job template, then those answered survey questions become `extra_vars`.

16.6 Surveys

Job types of Run or Check will provide a way to set up surveys in the Job Template creation or editing screens. Surveys set extra variables for the playbook similar to ‘Prompt for Extra Variables’ does, but in a user-friendly question and

ADD SURVEY

answer way. Surveys also allow for validation of user input. Click the **ADD SURVEY** button to create a survey.

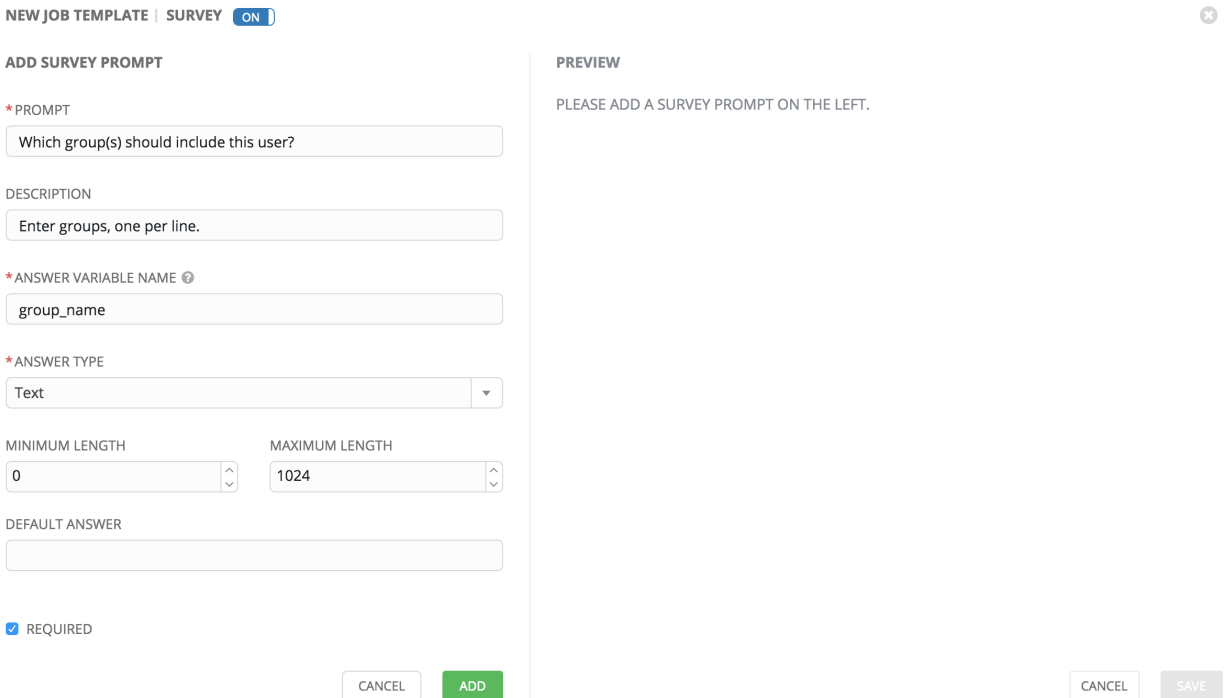
Use cases for surveys are numerous. An example might be if operations wanted to give developers a “push to stage” button they could run without advanced Ansible knowledge. When launched, this task could prompt for answers to questions such as, “What tag should we release?”

Many types of questions can be asked, including multiple-choice questions.

16.6.1 Create a Survey

To create a survey:

1. Click on the  button to bring up the **Add Survey** window.




Use the **ON/OFF** toggle button at the top of the screen to quickly activate or deactivate this survey prompt.

2. A survey can consist of any number of questions. For each question, enter the following information:
 - **Name:** The question to ask the user
 - **Description:** (optional) A description of what's being asked of the user.
 - **Answer Variable Name:** The Ansible variable name to store the user's response in. This is the variable to be used by the playbook. Variable names cannot contain spaces.
 - **Answer Type:** Choose from the following question types.
 - *Text:* A single line of text. You can set the minimum and maximum length (in characters) for this answer.
 - *Textarea:* A multi-line text field. You can set the minimum and maximum length (in characters) for this answer.
 - *Password:* Responses are treated as sensitive information, much like an actual password is treated. You can set the minimum and maximum length (in characters) for this answer.
 - *Multiple Choice (single select):* A list of options, of which only one can be selected at a time. Enter the options, one per line, in the **Multiple Choice Options** box.
 - *Multiple Choice (multiple select):* A list of options, any number of which can be selected at a time. Enter the options, one per line, in the **Multiple Choice Options** box.
 - *Integer:* An integer number. You can set the minimum and maximum length (in characters) for this answer.

– *Float*: A decimal number. You can set the minimum and maximum length (in characters) for this answer.

- **Default Answer**: The default answer to the question. This value is pre-filled in the interface and is used if the answer is not provided by the user.
- **Required**: Whether or not an answer to this question is required from the user.



3. Once you have entered the question information, click the  button to add the question.

A stylized version of the survey is presented in the Preview pane. For any question, you can click on the **Edit** button to edit the question, the **Delete** button to delete the question, and click and drag on the grid icon to rearrange the order of the questions.

4. Return to the left pane to add additional questions.
5. When done, click **Save** to save the survey.

The screenshot shows the 'NEW JOB TEMPLATE | SURVEY ON' interface. On the left, the 'ADD SURVEY PROMPT' form includes fields for 'PROMPT', 'DESCRIPTION', 'ANSWER VARIABLE NAME', and 'ANSWER TYPE' (a dropdown menu). There is a 'REQUIRED' checkbox checked and 'CANCEL' and 'ADD' buttons at the bottom. On the right, the 'PREVIEW' pane displays the question: '*WHICH GROUP(S) SHOULD INCLUDE THIS USER?' with the instruction 'Enter groups, one per line.' Below the question is a text input field with a grid icon on the left and edit/delete icons on the right. A red arrow points to the grid icon with the text 'Click and hold down to drag the question to reorder it.' At the bottom right of the preview pane are 'CANCEL' and 'SAVE' buttons.

16.6.2 Optional Survey Questions

The **Required** setting on a survey question determines whether the answer is optional or not for the user interacting with it.

Behind the scenes, optional survey variables can be passed to the playbook in `extra_vars`, even when they aren't filled in.



- If a non-text variable (input type) is marked as optional, and is not filled in, no survey `extra_var` is passed to the playbook.
- If a text input or text area input is marked as optional, is not filled in, and has a `minimum length > 0`, no survey `extra_var` is passed to the playbook.
- If a text input or text area input is marked as optional, is not filled in, and has a `minimum length === 0`, that survey `extra_var` is passed to the playbook, with the value set to an empty string ("").

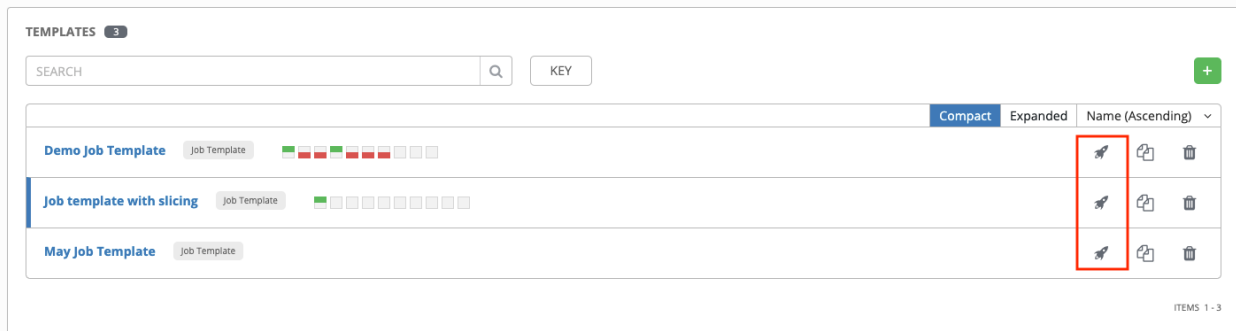
16.7 Launch a Job Template

A major benefit of Ansible Tower is the push-button deployment of Ansible playbooks. You can easily configure a template within Tower to store all parameters you would normally pass to the ansible-playbook on the command line—not just the playbooks, but the inventory, credentials, extra variables, and all options and settings you can specify on the command line.

Easier deployments drive consistency, by running your playbooks the same way each time, and allow you to delegate responsibilities—even users who aren't Ansible experts can run Tower playbooks written by others.

Launch a job template by any of the following ways:

- Access the job template list from the  navigational link or while in the Job Template Details view, scroll to the bottom to access the  button from the list of templates.



- While in the Job Template Details view of the job template you want to launch, click **Launch**.

A job may require additional information to run. The following data may be requested at launch:

- Credentials that were setup
- The option `Prompt on Launch` is selected for any parameter
- Passwords or passphrases that have been set to **Ask**
- A survey, if one has been configured for the job templates
- Extra variables, if requested by the job template

Note: If a job has user-provided values, then those are respected upon relaunch. If the user did not specify a value, then the job uses the default value from the job template. Jobs are not relaunched as-is. They are relaunched with the user prompts re-applied to the job template.

Below is an example job launch that prompts for Job Tags, and runs the example survey created in *Surveys*.

LAUNCH JOB | HELLO WORLD ✕

OTHER PROMPTS SURVEY

JOB TAGS

INVENTORY Demo Inventory CREDENTIAL Demo Credential

CANCEL NEXT

LAUNCH JOB | HELLO WORLD ✕

OTHER PROMPTS SURVEY

*WHICH GROUP(S) SHOULD INCLUDE THIS USER?
Enter groups, one per line.

INVENTORY Demo Inventory CREDENTIAL Demo Credential

CANCEL LAUNCH

Note: Providing values on one tab, and going back to a previous tab, and then continuing on to the next tab will result in having to re-provide values on the rest of the tabs. Make sure you fill in the tabs in the order the prompts appear to avoid this.

Along with any extra variables set in the job template and survey, Tower automatically adds the following variables to the job environment:

- `tower_job_id`: The Job ID for this job run
- `tower_job_launch_type`: The description to indicate how the job was started:
 - **manual**: Job was started manually by a user.
 - **relaunch**: Job was started via relaunch.

- **callback**: Job was started via host callback.
 - **scheduled**: Job was started from a schedule.
 - **dependency**: Job was started as a dependency of another job.
 - **workflow**: Job was started from a workflow job.
 - **sync**: Job was started from a project sync.
 - **scm**: Job was created as an Inventory SCM sync.
- `tower_job_template_id`: The Job Template ID that this job run uses
 - `tower_job_template_name`: The Job Template name that this job uses
 - `tower_project_revision`: The revision identifier for the source tree that this particular job uses (it is also the same as the job’s field `scm_revision`)
 - `tower_user_email`: The user email of the Tower user that started this job. This is not available for callback or scheduled jobs.
 - `tower_user_first_name`: The user’s first name of the Tower user that started this job. This is not available for callback or scheduled jobs.
 - `tower_user_id`: The user ID of the Tower user that started this job. This is not available for callback or scheduled jobs.
 - `tower_user_last_name`: The user’s last name of the Tower user that started this job. This is not available for callback or scheduled jobs.
 - `tower_user_name`: The user name of the Tower user that started this job. This is not available for callback or scheduled jobs.
 - `tower_schedule_id`: If applicable, the ID of the schedule that launched this job
 - `tower_schedule_name`: If applicable, the name of the schedule that launched this job
 - `tower_workflow_job_id`: If applicable, the ID of the workflow job that launched this job
 - `tower_workflow_job_name`: If applicable, the name of the workflow job that launched this job. Note this is also the same as the workflow job template.
 - `tower_inventory_id`: If applicable, the ID of the inventory this job uses
 - `tower_inventory_name`: If applicable, the name of the inventory this job uses

All variables are also given an “awx” prefix, for example, `awx_job_id`.

Upon launch, Tower automatically redirects the web browser to the Job Status page for this job under the **Jobs** tab.

Note: You can re-launch the most recent job from the list view to re-run on all hosts or just failed hosts in the specified inventory. Refer to *Jobs* in the *Ansible Tower User Guide* for more detail.

When slice jobs are running, job lists display the workflow and job slices, as well as a link to view their details individually.

		Compact	Expanded	Finish Time (Descending) ▾
118 - Demo Job Template	Playbook Run	Slice Job 2/2		
STARTED	5/13/2019 9:16:11 PM	FINISHED	5/13/2019 9:16:20 PM	LAUNCHED BY admin WORKFLOW JOB Demo Job Template JOB TEMPLATE Demo Job Template
INVENTORY	Demo Inventory	PROJECT	Demo Project	
CREDENTIALS	Demo Credential			
117 - Demo Job Template	Playbook Run	Slice Job 1/2		
STARTED	5/13/2019 9:16:11 PM	FINISHED	5/13/2019 9:16:18 PM	LAUNCHED BY admin WORKFLOW JOB Demo Job Template JOB TEMPLATE Demo Job Template
INVENTORY	Demo Inventory	PROJECT	Demo Project	
CREDENTIALS	Demo Credential			

16.8 Copy a Job Template

Ansible Tower 3.0 introduced the ability to copy a Job Template. If you choose to copy Job Template, it **does not** copy any associated schedule, notifications, or permissions. Schedules and notifications must be recreated by the user or admin creating the copy of the Job Template. The user copying the Job Template will be granted the admin permission, but no permissions are assigned (copied) to the Job Template.



1. Access the job template list from the navigational link or while in the Job Template Details view, scroll to the bottom to access it from the list of templates.

TEMPLATES 3		SEARCH	KEY	+
Demo Job Template	Job Template			
Job template with slicing	Job Template			
May Job Template	Job Template			

ITEMS 1 - 3

2. Click the button.

A new template opens with the name of the template from which you copied and a timestamp.

3. Replace the contents of the **Name** field with a new name, and provide or modify the entries in the other fields to complete this page.
4. Click **Save** when done.

16.9 Scan Job Templates

Scan jobs are no longer supported starting with Ansible Tower 3.2. This system tracking feature was used as a way to capture and store facts as historical data. Facts are now stored in Tower via fact caching. For more information, see [Fact Caching](#).

If you have Job Template Scan Jobs in your system prior to Ansible Tower 3.2, they have been converted to type run (like normal job templates) and retained their associated resources (i.e. inventory, credential). Job Template Scan Jobs that do not have a related project are assigned a special playbook by default, or you can specify a project with your own scan playbook. A project was created for each organization that points to <https://github.com/ansible/>

tower-fact-modules and the Job Template was set to the playbook, https://github.com/ansible/tower-fact-modules/blob/master/scan_facts.yml.

16.9.1 Fact Scan Playbooks

The scan job playbook, `scan_facts.yml`, contains invocations of three fact scan modules - packages, services, and files, along with Ansible’s standard fact gathering. The `scan_facts.yml` playbook file looks like the following:

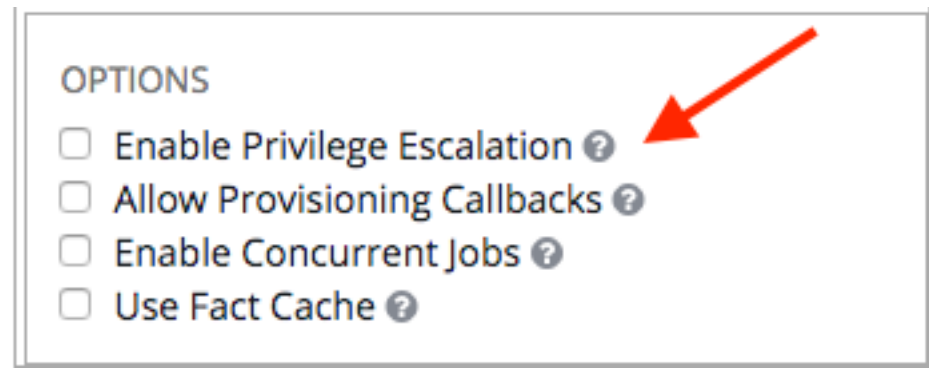
```
- hosts: all
  vars:
    scan_use_checksum: false
    scan_use_recursive: false
  tasks:
    - scan_packages:
    - scan_services:
    - scan_files:
      paths: '{{ scan_file_paths }}'
      get_checksum: '{{ scan_use_checksum }}'
      recursive: '{{ scan_use_recursive }}'
      when: scan_file_paths is defined
```

The `scan_files` fact module is the only module that accepts parameters, passed via `extra_vars` on the scan job template.

```
scan_file_paths: '/tmp/'
scan_use_checksum: true
scan_use_recursive: true
```

- The `scan_file_paths` parameter may have multiple settings (such as `/tmp/` or `/var/log`).
- The `scan_use_checksum` and `scan_use_recursive` parameters may also be set to false or omitted. An omission is the same as a false setting.

Scan job templates should enable `become` and use credentials for which `become` is a possibility. You can enable `become` by checking the **Enable Privilege Escalation** from the Options menu:



Note: If you maintained scan job templates in Ansible Tower 3.1.x and then upgrade to Ansible Tower 3.2, a new “Tower Fact Scan - Default” project is automatically created for you. This project contains the old scan playbook previously used in earlier versions of Ansible Tower.

16.9.2 Supported OSES for `scan_facts.yml`

If you use the `scan_facts.yml` playbook with use fact cache, ensure that your OS is supported:

- Red Hat Enterprise Linux 5, 6, & 7
- CentOS 5, 6, & 7
- Ubuntu 16.04 (Support for Ubuntu is deprecated and will be removed in a future release)
- OEL 6 & 7
- SLES 11 & 12
- Debian 6, 7, 8
- Fedora 22, 23, 24
- Amazon Linux 2016.03
- Windows Server 2008 and later

Note that some of these operating systems may require initial configuration in order to be able to run python and/or have access to the python packages (such as `python-apt`) that the scan modules depend on.

16.9.3 Pre-scan Setup

The following are examples of playbooks that configure certain distributions so that scan jobs can be run against them.

Bootstrap Ubuntu (16.04)

```
---
- name: Get Ubuntu 16, and on ready
  hosts: all
  sudo: yes
  gather_facts: no

  tasks:

  - name: install python-simplejson
    raw: sudo apt-get -y update
    raw: sudo apt-get -y install python-simplejson
    raw: sudo apt-get install python-apt
```

Bootstrap Fedora (23, 24)

```
---
- name: Get Fedora ready
  hosts: all
  sudo: yes
  gather_facts: no

  tasks:

  - name: install python-simplejson
    raw: sudo dnf -y update
    raw: sudo dnf -y install python-simplejson
    raw: sudo dnf -y install rpm-python
```

CentOS 5 or Red Hat Enterprise Linux 5 may also need the `simplejson` package installed.

16.9.4 Custom Fact Scans

A playbook for a custom fact scan is similar to the example of the Fact Scan Playbook above. As an example, a playbook that only uses a custom `scan_foo` Ansible fact module would look like this:

scan_custom.yml:

```
- hosts: all
  gather_facts: false
  tasks:
    - scan_foo:
```

scan_foo.py:

```
def main():
    module = AnsibleModule(
        argument_spec = dict())

    foo = [
        {
            "hello": "world"
        },
        {
            "foo": "bar"
        }
    ]
    results = dict(ansible_facts=dict(foo=foo))
    module.exit_json(**results)

main()
```

To use a custom fact module, ensure that it lives in the `/library/` subdirectory of the Ansible project used in the scan job template. This fact scan module is very simple, returning a hard-coded set of facts:

```
[
  {
    "hello": "world"
  },
  {
    "foo": "bar"
  }
]
```

Refer to the [Ansible module development](#) section of the Ansible documentation for more information.

16.10 Fact Caching

Tower can store and retrieve facts on a per-host basis through an Ansible Fact Cache plugin. This behavior is configurable on a per-job template basis. Fact caching is turned off by default but can be enabled to serve fact requests for all hosts in an inventory related to the job running. This allows you to use job templates with `--limit` while still having access to the entire inventory of host facts. A global timeout setting that the plugin enforces per-host, can be specified (in seconds) through the Configure Tower interface under the Jobs tab:

SETTINGS / JOBS

JOBS

ANSIBLE MODULES ALLOWED FOR AD HOC JOBS REVERT

- command
- shell
- yum
- apt
- apt_key
- apt_repository
- apt_rpm
- service
- group
- user
- mount
- ping
- selinux
- setup
- win_ping
- win_service
- win_updates
- win_group

* JOB EXECUTION PATH REVERT

* MAXIMUM SCHEDULED JOBS REVERT

PATHS TO EXPOSE TO ISOLATED JOBS REVERT

ANSIBLE CALLBACK PLUGINS REVERT

PATHS TO HIDE FROM ISOLATED JOBS REVERT

* ENABLE JOB ISOLATION REVERT

 ON

DEFAULT JOB TIMEOUT REVERT

DEFAULT INVENTORY UPDATE TIMEOUT REVERT

DEFAULT PROJECT UPDATE TIMEOUT REVERT

PER-HOST ANSIBLE FACT CACHE TIMEOUT REVERT

ENABLE ROLE DOWNLOAD REVERT

 ON

* ISOLATED STATUS CHECK INTERVAL REVERT

* ISOLATED LAUNCH TIMEOUT REVERT

ISOLATED CONNECTION TIMEOUT REVERT

EXTRA ENVIRONMENT VARIABLES REVERT

1 {}

REVERT ALL TO DEFAULT
CANCEL SAVE

Upon launching a job that uses fact cache (`use_fact_cache=True`), Tower will store all `ansible_facts` associated with each host in the inventory associated with the job. The Ansible Fact Cache plugin that ships with Ansible Tower will only be enabled on jobs with fact cache enabled (`use_fact_cache=True`).

When a job that has fact cache enabled (`use_fact_cache=True`) finishes running, Tower will restore all records for the hosts in the inventory. Any records with update times *newer* than the currently stored facts per-host will be updated in the database.

New and changed facts will be logged via Tower's logging facility. Specifically, to the `system_tracking` namespace or logger. The logging payload will include the fields:

- `host_name`
- `inventory_id`
- `ansible_facts`

where `ansible_facts` is a dictionary of all Ansible facts for `host_name` in Tower inventory, `inventory_id`.

Note: If a hostname includes a forward slash (/), fact cache will not work for that host. If you have an inventory with

100 hosts and one host has a / in the name, 99 of those hosts will still collect facts.

16.10.1 Benefits of Fact Caching

Fact caching saves a significant amount of time over running fact gathering. If you have a playbook in a job that runs against a thousand hosts and forks, you could easily spend 10 minutes gathering facts across all of those hosts. But if you run a job on a regular basis, the first run of it caches these facts and the next run will just pull them from the database. This cuts the runtime of jobs against large inventories, including Smart Inventories, by an enormous magnitude.

Note: Do not modify the `tower.cfg` file to apply fact caching. Custom fact caching could conflict with Tower's fact caching feature. It is recommended to use the fact caching module that comes with Ansible Tower. Fact caching is not supported for isolated nodes.

You can choose to use cached facts in your job by enabling it in the **Options** field of the Job Templates window.

OPTIONS

- ENABLE PRIVILEGE ESCALATION ?
- ENABLE PROVISIONING CALLBACKS ?
- ENABLE WEBHOOK ?
- ENABLE CONCURRENT JOBS ?
- ENABLE FACT CACHE ?

To clear facts, you need to run the Ansible `clear_facts meta` task. Below is an example playbook that uses the Ansible `clear_facts meta` task.

```
- hosts: all
  gather_facts: false
  tasks:
    - name: Clear gathered facts from all currently targeted hosts
      meta: clear_facts
```

The API endpoint for fact caching can be found at: `http://<Tower server name>/api/v2/hosts/x/ansible_facts`.

16.11 Utilizing Cloud Credentials

Cloud Credentials can be used when syncing a respective cloud inventory. Cloud Credentials may also be associated with a Job Template and included in the runtime environment for use by a playbook. Cloud Credentials were introduced in Ansible Tower version 2.4.0 and these are currently supported:

- *OpenStack*
- *Amazon Web Services*

- *Rackspace*
- *Google*
- *Azure*
- *VMware*

16.11.1 OpenStack

The sample playbook below invokes the `nova_compute` Ansible OpenStack cloud module and requires credentials to do anything meaningful, and specifically requires the following information: `auth_url`, `username`, `password`, and `project_name`. These fields are made available to the playbook via the environmental variable `OS_CLIENT_CONFIG_FILE`, which points to a YAML file written by Tower based on the contents of the cloud credential. This sample playbook loads the YAML file into the Ansible variable space.

`OS_CLIENT_CONFIG_FILE` example:

```
clouds:
  devstack:
    auth:
      auth_url: http://devstack.yoursite.com:5000/v2.0/
      username: admin
      password: your_password_here
      project_name: demo
```

Playbook example:

```
- hosts: all
  gather_facts: false
  vars:
    config_file: "{{ lookup('env', 'OS_CLIENT_CONFIG_FILE') }}"
    nova_tenant_name: demo
    nova_image_name: "cirros-0.3.2-x86_64-uec"
    nova_instance_name: autobot
    nova_instance_state: 'present'
    nova_flavor_name: m1.nano

    nova_group:
      group_name: antarctica
      instance_name: deceptacon
      instance_count: 3
  tasks:
    - debug: msg="{{ config_file }}"
    - stat: path="{{ config_file }}"
      register: st
    - include_vars: "{{ config_file }}"
      when: st.stat.exists and st.stat.isreg

    - name: "Print out clouds variable"
      debug: msg="{{ clouds|default('No clouds found') }}"

    - name: "Setting nova instance state to: {{ nova_instance_state }}"
      local_action:
        module: nova_compute
        login_username: "{{ clouds.devstack.auth.username }}"
        login_password: "{{ clouds.devstack.auth.password }}"
```

16.11.2 Amazon Web Services

Amazon Web Services cloud credentials are exposed as the following environment variables during playbook execution (in the job template, choose the cloud credential needed for your setup):

- `AWS_ACCESS_KEY_ID`
- `AWS_SECRET_ACCESS_KEY`

All of the AWS modules will implicitly use these credentials when run via Tower without having to set the `aws_access_key_id` or `aws_secret_access_key` module options.

16.11.3 Rackspace

Rackspace cloud credentials are exposed as the following environment variables during playbook execution (in the job template, choose the cloud credential needed for your setup):

- `RAX_USERNAME`
- `RAX_API_KEY`

All of the Rackspace modules will implicitly use these credentials when run via Tower without having to set the `username` or `api_key` module options.

16.11.4 Google

Google cloud credentials are exposed as the following environment variables during playbook execution (in the job template, choose the cloud credential needed for your setup):

- `GCE_EMAIL`
- `GCE_PROJECT`
- `GCE_CREDENTIALS_FILE_PATH`

All of the Google modules will implicitly use these credentials when run via Tower without having to set the `service_account_email`, `project_id`, or `pem_file` module options.

16.11.5 Azure

Azure cloud credentials are exposed as the following environment variables during playbook execution (in the job template, choose the cloud credential needed for your setup):

- `AZURE_SUBSCRIPTION_ID`
- `AZURE_CERT_PATH`

All of the Azure modules implicitly use these credentials when run via Tower without having to set the `subscription_id` or `management_cert_path` module options.

16.11.6 VMware

VMware cloud credentials are exposed as the following environment variables during playbook execution (in the job template, choose the cloud credential needed for your setup):

- VMWARE_USER
- VMWARE_PASSWORD
- VMWARE_HOST

The sample playbook below demonstrates usage of these credentials:

```
- vsphere_guest:
  vcenter_hostname: "{{ lookup('env', 'VMWARE_HOST') }}"
  username: "{{ lookup('env', 'VMWARE_USER') }}"
  password: "{{ lookup('env', 'VMWARE_PASSWORD') }}"
  guest: newvm001
  from_template: yes
  template_src: centosTemplate
  cluster: MainCluster
  resource_pool: "/Resources"
  vm_extra_config:
    folder: MyFolder
```





16.12 Provisioning Callbacks

Provisioning callbacks are a feature of Tower that allow a host to initiate a playbook run against itself, rather than waiting for a user to launch a job to manage the host from the tower console. Please note that provisioning callbacks are *only* used to run playbooks on the calling host. Provisioning callbacks are meant for cloud bursting, ie: new instances with a need for client to server communication for configuration (such as transmitting an authorization key), not to run a job against another host. This provides for automatically configuring a system after it has been provisioned by another system (such as AWS auto-scaling, or a OS provisioning system like kickstart or preseed) or for launching a job programmatically without invoking the Tower API directly. The Job Template launched only runs against the host requesting the provisioning.


Frequently this would be accessed via a firstboot type script, or from cron.

To enable callbacks, check the *Allow Provisioning Callbacks* checkbox in the Job Template. This displays the **Provisioning Callback URL** for this job template.

Note: If you intend to use Tower's provisioning callback feature with a dynamic inventory, Update on Launch should be set for the inventory group used in the Job Template.

<p>OPTIONS</p> <p><input type="checkbox"/> Enable Privilege Escalation </p> <p><input checked="" type="checkbox"/> Allow Provisioning Callbacks </p>	<p>PROVISIONING CALLBACK URL </p> <p><input type="text" value="https://10.42.0.42:443/api/v1/job_templates/5/callb"/></p>	<p>HOST CONFIG KEY </p> <p><input type="text" value=""/></p>
--	--	---

Callbacks also require a Host Config Key, to ensure that foreign hosts with the URL cannot request configuration.

Click the  button to create a unique host key for this callback, or enter your own key. The host key may be reused across multiple hosts to apply this job template against multiple hosts. Should you wish to control what hosts are able to request configuration, the key may be changed at any time.

To callback manually via REST, look at the callback URL in the UI, which is of the form:


```
http://<TOWER_SERVER_NAME>/api/v2/job_templates/1/callback/
```

The ‘1’ in this sample URL is the job template ID in Tower.

The request from the host must be a POST. Here is an example using curl (all on a single line):

```
curl -k -f -i -H 'Content-Type:application/json' -XPOST -d '{"host_config_key":
↪"cfbaae23-81c0-47f8-9a40-44493b82f06a"}' \
https://<TOWER_SERVER_NAME>/api/v2/job_templates/1/callback/
```

The requesting host must be defined in your inventory for the callback to succeed. If Tower fails to locate the host either by name or IP address in one of your defined inventories, the request is denied. When running a Job Template in this way, the host initiating the playbook run against itself must be in the inventory. If the host is missing from the inventory, the Job Template will fail with a “No Hosts Matched” type error message.

Note: If your host is not in inventory and `Update on Launch` is set for the inventory group, Tower attempts to update cloud based inventory source before running the callback.

Successful requests result in an entry on the Jobs tab, where the results and history can be viewed.

While the callback can be accessed via REST, the suggested method of using the callback is to use one of the example scripts that ships with Tower - `/usr/share/awx/request_tower_configuration.sh` (Linux/UNIX) or `/usr/share/awx/request_tower_configuration.ps1` (Windows). Usage is described in the source code of the file by passing the `-h` flag, as shown below:

```
./request_tower_configuration.sh -h
Usage: ./request_tower_configuration.sh <options>

Request server configuration from Ansible Tower.

OPTIONS:
  -h      Show this message
  -s      Tower server (e.g. https://tower.example.com) (required)
  -k      Allow insecure SSL connections and transfers
  -c      Host config key (required)
  -t      Job template ID (required)
  -e      Extra variables
  -s      Number of seconds between retries (default: 60)
```

This script is intelligent in that it knows how to retry commands and is therefore a more robust way to use callbacks than a simple curl request. As written, the script retries once per minute for up to ten minutes.

Note: Please note that this is an example script. You should edit this script if you need more dynamic behavior when detecting failure scenarios, as any non-200 error code may not be a transient error requiring retry.

Most likely you will use callbacks with dynamic inventory in Tower, such as pulling cloud inventory from one of the supported cloud providers. In these cases, along with setting *Update On Launch*, be sure to configure an inventory cache timeout for the inventory source, to avoid hammering of your Cloud’s API endpoints. Since the `request_tower_configuration.sh` script polls once per minute for up to ten minutes, a suggested cache invalidation time for inventory (configured on the inventory source itself) would be one or two minutes.

While we recommend against running the `request_tower_configuration.sh` script from a cron job, a suggested cron interval would be perhaps every 30 minutes. Repeated configuration can be easily handled by scheduling in Tower, so the primary use of callbacks by most users is to enable a base image that is bootstrapped into the latest configuration upon coming online. To do so, running at first boot is a better practice. First boot scripts

are just simple init scripts that typically self-delete, so you would set up an init script that called a copy of the `request_tower_configuration.sh` script and make that into an autoscaling image.

16.12.1 Passing Extra Variables to Provisioning Callbacks

Just as you can pass `extra_vars` in a regular Job Template, you can also pass them to provisioning callbacks. To pass `extra_vars`, the data sent must be part of the body of the POST request as `application/json` (as the content type). Use the following JSON format as an example when adding your own `extra_vars` to be passed:

```
'{"extra_vars": {"variable1": "value1", "variable2": "value2", ...}}'
```

(Added in Ansible Tower version 2.2.0.)

You can also pass extra variables to the Job Template call using `curl`, such as is shown in the following example:

```
root@localhost:~$ curl -f -H 'Content-Type: application/json' -XPOST \
    -d '{"host_config_key": "5a8ec154832b780b9bdef1061764ae5a", "extra_
    ↪vars": {"foo": "bar"}}' \
    http://<TOWER_SERVER_NAME>/api/v2/job_templates/1/callback
```

For more information, refer to [Launching Jobs with Curl](#).

16.13 Extra Variables

Note: Additional strict `extra_vars` validation was added in Ansible Tower 3.0.0. `extra_vars` passed to the job launch API are only honored if one of the following is true:

- They correspond to variables in an enabled survey
 - `ask_variables_on_launch` is set to `True`
-

When you pass survey variables, they are passed as extra variables (`extra_vars`) within Tower. This can be tricky, as passing extra variables to a job template (as you would do with a survey) can override other variables being passed from the inventory and project.

For example, say that you have a defined variable for an inventory for `debug = true`. It is entirely possible that this variable, `debug = true`, can be overridden in a job template survey.

To ensure that the variables you need to pass are not overridden, ensure they are included by redefining them in the survey. Keep in mind that extra variables can be defined at the inventory, group, and host levels.

Note: Beginning with Ansible Tower version 2.4, the behavior for Job Template extra variables and Survey variables has changed. Previously, variables set using a Survey overrode any extra variables specified in the Job Template. In 2.4 and later, the Job Template extra variables dictionary is merged with the Survey variables. This may result in a change of behavior upon upgrading to 2.4.

Here are some simplified examples of `extra_vars` in YAML and JSON formats:

The configuration in YAML format:

```
launch_to_orbit: true
satellites:
  - sputnik
  - explorer
  - satcom
```

The configuration in JSON format:

```
{
  "launch_to_orbit": true,
  "satellites": ["sputnik", "explorer", "satcom"]
}
```

The following table notes the behavior (hierarchy) of variable precedence in Ansible Tower as it compares to variable precedence in Ansible.

Ansible Tower Variable Precedence Hierarchy (last listed wins)

Ansible	Tower
role defaults	
dynamic inventory variables	
inventory variables	Tower inventory variables
inventory group_vars	Tower group variables
inventory host_vars	Tower host variables
playbook group_vars	
playbook host_vars	
host facts	
registered variables	
set_facts	
play variables	
play vars_prompt	(not supported in Tower)
play vars_files	
role and include variables	
block variables	
task variables	
extra variables	Job Template extra variables Job Template Survey (defaults) Job Launch extra variables

16.13.1 Relaunching Job Templates

Another change for Ansible Tower version 2.4 introduced a `launch_type` setting for your jobs. Instead of manually relaunching a job, a relaunch is denoted by setting `launch_type` to `relaunch`. The relaunch behavior deviates from the launch behavior in that it **does not** inherit `extra_vars`.

Job relaunching does not go through the inherit logic. It uses the same `extra_vars` that were calculated for the job being relaunched.

For example, say that you launch a Job Template with no `extra_vars` which results in the creation of a Job called **j1**. Next, say that you edit the Job Template and add in some `extra_vars` (such as adding `"{ \"hello\": \"world\" }"`).

Relaunching **j1** results in the creation of **j2**, but because there is no inherit logic and **j1** had no `extra_vars`, **j2** will not have any `extra_vars`.

To continue upon this example, if you launched the Job Template with the `extra_vars` you added after the creation of **j1**, the relaunch job created (**j3**) will include the `extra_vars`. And relaunching **j3** results in the creation of **j4**, which would also include `extra_vars`.

JOB SLICING

A sliced job refers to the concept of a distributed job. Distributed jobs are used for running a job across a very large number of hosts, allowing you to run multiple ansible-playbooks, each on a subset of an inventory, that can be scheduled in parallel across a cluster.

By default, Ansible runs jobs from a single control instance. Prior to Ansible Tower 3.4, a single Tower job would only be run as a single ansible-playbook run, which would not fully take advantage of Tower’s ability to distribute work to multiple nodes in a cluster.

For jobs that do not require cross-host orchestration, job slicing solves this. Job slicing works by adding a Job Template field `job_slice_count`, which specifies the number of jobs into which to slice the Ansible run. When this number is greater than 1, Tower will generate a workflow from a job template instead of a job. The inventory will be distributed evenly amongst the slice jobs. The workflow job is then started, and proceeds as though it were a normal workflow. When launching a job, the API will return either a job resource (if `job_slice_count = 1`) or a workflow job resource. The corresponding Tower User Interface will redirect to the appropriate screen to display the status of the run.

17.1 Job slice considerations

Consider the following when setting up job slices:

- A sliced job creates a workflow job, and then that creates jobs.
- A job slice consists of a job template, an inventory, and a slice count.
- When executed, a sliced job splits each inventory into a number of “slice size” chunks. It then queues jobs of ansible-playbook runs on each chunk of the appropriate inventory. The inventory fed into ansible-playbook is a pared-down version of the original inventory that only contains the hosts in that particular slice. The completed sliced job that displays on the Jobs list are labeled accordingly, with the number of sliced jobs that have run:

The screenshot shows a table of jobs in the Ansible Tower interface. The table has columns for job ID, name, type, status, start/finish times, and launcher. Two jobs are visible, both labeled as 'Slice Job'.

Job ID	Name	Type	Status	Start Time	Finish Time	Launched By	Workflow Job	Job Template
118	Demo Job Template	Playbook Run	Finished	5/13/2019 9:16:11 PM	5/13/2019 9:16:20 PM	admin	Demo Job Template	Demo Job Template
117	Demo Job Template	Playbook Run	Finished	5/13/2019 9:16:11 PM	5/13/2019 9:16:18 PM	admin	Demo Job Template	Demo Job Template

- These sliced jobs follow normal scheduling behavior (number of forks, queuing due to capacity, assignment to instance groups based on inventory mapping).

- Sliced job templates with prompts and/or extra variables behave the same as standard job templates, applying all variables and limits to the entire set of slice jobs in the resulting workflow job. However, when passing a limit to a Sliced Job, if the limit causes slices to have no hosts assigned, those slices will fail, causing the overall job to fail.
- A job slice job status of a distributed job is calculated in the same manner as workflow jobs; failure if there are any unhandled failures in its sub-jobs.

Warning: Any job that intends to orchestrate across hosts (rather than just applying changes to individual hosts) should not be configured as a slice job. Any job that does, may fail, and Tower will not attempt to discover or account for playbooks that fail when run as slice jobs.

17.2 Job slice execution behavior

When jobs are sliced, they can run on any Tower node and some may not run at the same time (insufficient capacity in the system, for example). When slice jobs are running, job details display the workflow and job slice(s) currently running, as well as a link to view their details individually.

JOBS / 56 - Demo Job Template

By default, job templates are not normally configured to execute simultaneously (`allow_simultaneous` must be checked in the API or **Enable Concurrent Jobs** in the UI). Slicing overrides this behavior and implies `allow_simultaneous` even if that setting is unchecked. See *Job Templates* for information on how to specify this, as well as the number of job slices on your job template configuration.

The *Job Templates* section provides additional detail on performing the following operations in the Tower User Interface:

- Launch workflow jobs with a job template that has a slice number greater than one
- Cancel the whole workflow or individual jobs after launching a slice job template
- Relaunch the whole workflow or individual jobs after slice jobs finish running
- View the details about the workflow and slice jobs after a launching a job template
- Search slice jobs specifically after you create them (see subsequent section, *Search job slices*)

17.3 Search job slices

To make it easier to find slice jobs, use the Search functionality to apply a search filter to:

- job lists to show only slice jobs
- job lists to show only parent workflow jobs of job slices
- job templates lists to only show job templates that produce slice jobs

To show only slice jobs in job lists, as with most cases, you can filter either on the type (jobs here) or `unified_jobs`:

```
/api/v2/jobs/?job_slice_count__gt=1
```

To show only parent workflow jobs of job slices:

```
/api/v2/workflow_jobs/?job_template__isnull=false
```

To show only job templates that produce slice jobs:

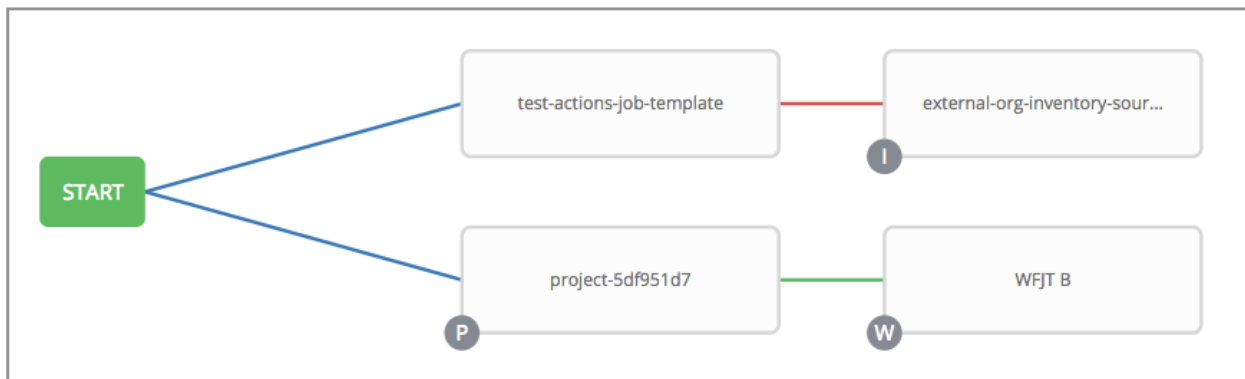
```
/api/v2/job_templates/?job_slice_count__gt=1
```

WORKFLOWS

Workflows allow you to configure a sequence of disparate job templates (or workflow templates) that may or may not share inventory, playbooks, or permissions. However, workflows have ‘admin’ and ‘execute’ permissions, similar to job templates. A workflow accomplishes the task of tracking the full set of jobs that were part of the release process as a single unit.

Job or workflow templates are linked together using a graph-like structure called nodes. These nodes can be jobs, project syncs, or inventory syncs. A template can be part of different workflows or used multiple times in the same workflow. A copy of the graph structure is saved to a workflow job when you launch the workflow.

The example below shows a workflow that contains all three, as well as a workflow job template:



As the workflow runs, jobs are spawned from the node’s linked template. Nodes linking to a job template which has prompt-driven fields (`job_type`, `job_tags`, `skip_tags`, `limit`) can contain those fields, and will not be prompted on launch. Job templates with promptable credential and/or inventory, WITHOUT defaults, will not be available for inclusion in a workflow.

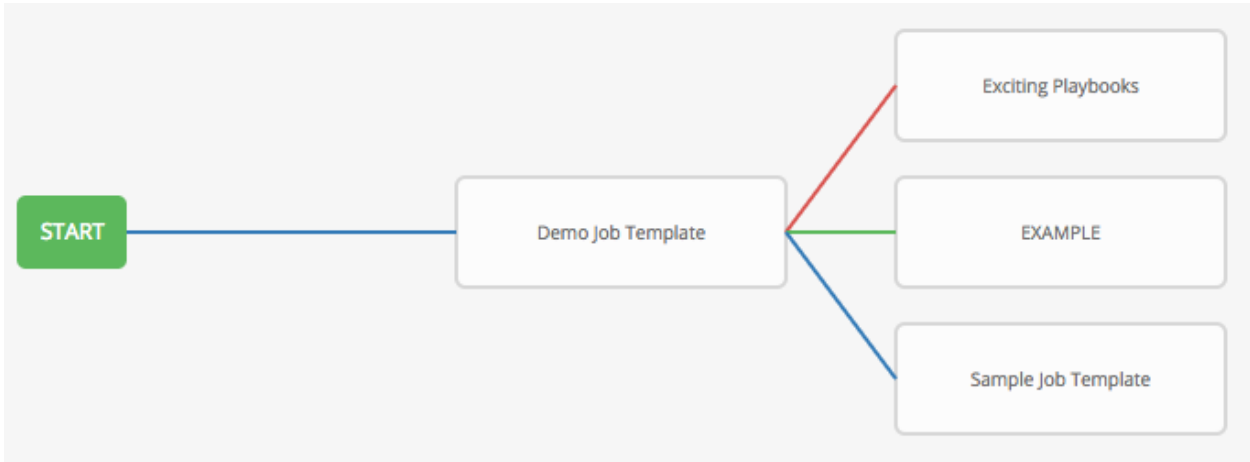
18.1 Workflow scenarios and considerations

Consider the following scenarios for building workflows:

- A root node is set to ALWAYS by default and it not editable.



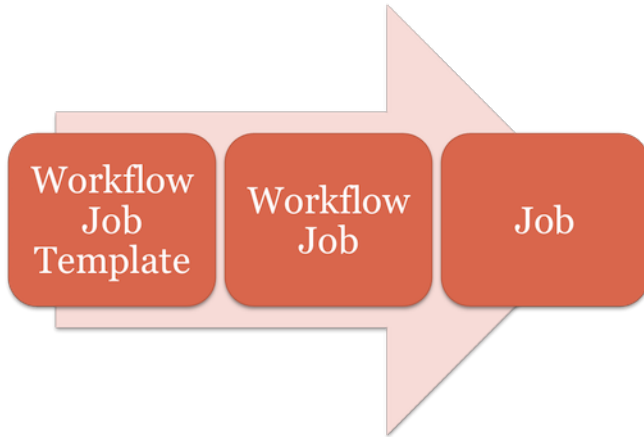
- A node can have multiple parents and children may be linked to any of the states of success, failure, or always. If always, then the state is neither success or failure. States apply at the node level, not at the workflow job template level. A workflow job will be marked as successful unless it is canceled or encounters an error.



- If you remove a job or workflow template within the workflow, the node(s) previously connected to those deleted, automatically get connected upstream and retains its edge type as in the example below:



- Prompts for inventory and surveys will apply to workflow nodes in workflow job templates.
- If you launch from the API, running a `get` command displays a list of warnings and highlights missing components. The basic workflow for a workflow job template is illustrated below.



- It is possible to launch several workflows simultaneously, and set a schedule for when to launch them. You can set notifications on workflows, such as when a job completes, similar to that of job templates.
- You can build a recursive workflow, but if Tower detects an error, it will stop at the time the nested workflow attempts to run.
- Artifacts gathered in jobs in the sub-workflow will not be passed to downstream nodes.
- An inventory can be set at the workflow level, or prompt for inventory on launch.
- When launched, all job templates in the workflow that have `ask_inventory_on_launch=true` will use the workflow level inventory.
- Job templates that do not prompt for inventory will ignore the workflow inventory and run against their own inventory.
- If a workflow prompts for inventory, schedules and other workflow nodes may provide the inventory.
- In a workflow convergence scenario, `set_stats` data will be merged in an undefined way, so it is recommended that you set unique keys.

18.2 Extra Variables

Also similar to job templates, workflows use surveys to specify variables to be used in the playbooks in the workflow, called `extra_vars`. Survey variables are combined with `extra_vars` defined on the workflow job template, and saved to the workflow job `extra_vars`. `extra_vars` in the workflow job are combined with job template variables when spawning jobs within the workflow.

Workflows utilize the same behavior (hierarchy) of variable precedence as Job Templates with the exception of three additional variables. Refer to the Ansible Tower Variable Precedence Hierarchy in the *Extra Variables* section of the Job Templates chapter of this guide. The three additional variables include:

Ansible	Tower
	<code>set_stats</code> (i.e. artifacts)
	<code>.Job Artifacts</code>
	Workflow Job Template extra variables
	Workflow Job Template Survey (defaults)
	Workflow Job Launch extra variables
custom facts	

Workflows included in a workflow will follow the same variable precedence - they will only inherit variables if they are specifically prompted for, or defined as part of a survey.

In addition to the workflow `extra_vars`, jobs and workflows ran as part of a workflow can inherit variables in the artifacts dictionary of a parent job in the workflow (also combining with ancestors further upstream in its branch). These can be defined by the `set_stats` Ansible module, version 2.2.2 or later.

If you use the `set_stats` module in your playbook, you can produce results that can be consumed downstream by another job, for example, notify users as to the success or failure of an integration run. In this example, there are two playbooks that can be combined in a workflow to exercise artifact passing:

- **invoke_set_stats.yml**: first playbook in the workflow:

```
- hosts: localhost
tasks:
  - name: "Artifact integration test results to the web"
    local_action: 'shell curl -F "file=@integration_results.txt" https://file.io'
    register: result

  - name: "Artifact URL of test results to Tower Workflows"
    set_stats:
      data:
        integration_results_url: "{{ (result.stdout|from_json).link }}"
```

- **use_set_stats.yml**: second playbook in the workflow

```
- hosts: localhost
tasks:
  - name: "Get test results from the web"
    uri:
      url: "{{ integration_results_url }}"
      return_content: true
      register: results

  - name: "Output test results"
    debug:
      msg: "{{ results.content }}"
```

The `set_stats` module processes this workflow as follows:

1. The contents of an integration results (example: `integration_results.txt` below) is first uploaded to the web.

```
the tests are passing!
```

2. Through the **invoke_set_stats** playbook, `set_stats` is then invoked to artifact the URL of the uploaded `integration_results.txt` into the Ansible variable “`integration_results_url`”.
3. The second playbook in the workflow consumes the Ansible extra variable “`integration_results_url`”. It calls out to the web using the `uri` module to get the contents of the file uploaded by the previous Job Template Job. Then, it simply prints out the contents of the gotten file.

Note: For artifacts to work, keep the default setting, `per_host = False` in the `set_stats` module.

18.3 Workflow States

The workflow job can have the following states (no Failed state):

- Waiting
- Running
- Success (finished)
- Cancel
- Error
- Failed

In the workflow scheme, canceling a job cancels the branch, while canceling the workflow job cancels the entire workflow.

18.4 Role-Based Access Controls

To edit and delete a workflow job template, you must have the admin role. To create a workflow job template, you must be an organization admin or a system admin. However, you can run a workflow job template that contains job templates you don't have permissions for. Similar to projects, organization admins can create a blank workflow and then grant an 'admin_role' to a low-level user, after which they can go about delegating more access and building the graph. You must have execute access to a job template to add it to a workflow job template.

Other tasks such as the ability to make a duplicate copy and re-launch a workflow can also be performed, depending on what kinds of permissions are granted to a particular user. Generally, you should have permissions to all the resources used in a workflow (like job templates) before relaunching or making a copy.


For more information on performing the tasks described in this section, refer to the [Ansible Tower Administration Guide](#).




WORKFLOW JOB TEMPLATES


A workflow job template links together a sequence of disparate resources that accomplishes the task of tracking the full set of jobs that were part of the release process as a single unit. These resources may include:

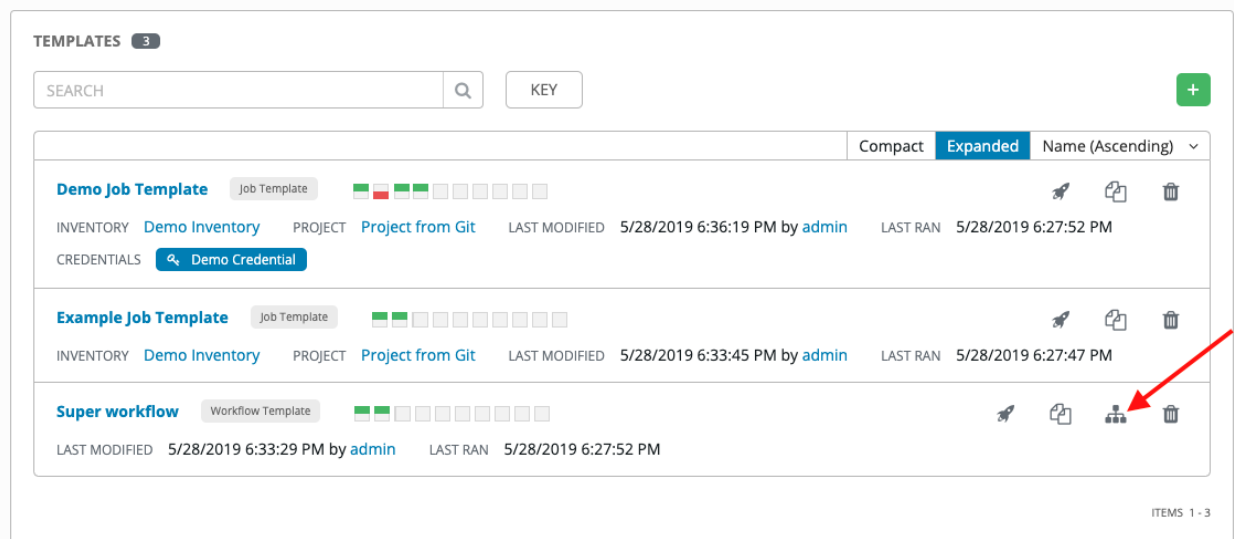
- job templates
- workflow templates
- project syncs
- inventory source syncs



The () menu opens a list of the workflow and job templates that are currently available. The default view is collapsed (Compact), showing the template name, template type, and the statuses of the jobs that ran using that template, but you can click **Expanded** to view more information. This list is sorted alphabetically by name, but you can sort by other criteria, or search by various fields and attributes of a template. From this screen, you can launch

(), copy (), and remove () a job template. Before deleting a job template, be sure it is not used in a workflow job template.

Only workflow templates have the Workflow Visualizer icon () as a shortcut for accessing the workflow editor.



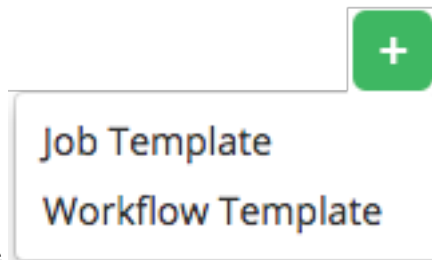
The screenshot shows a web interface titled 'TEMPLATES' with a sub-count of 3. It features a search bar and a 'KEY' button. The main content area displays a table of templates in an 'Expanded' view, sorted by 'Name (Ascending)'. The table has columns for template name, type, status indicators, and actions. The 'Super workflow' row is highlighted with a red arrow pointing to its Workflow Visualizer icon.

Template Name	Type	Status	Actions
Demo Job Template	Job Template	Progress bars	Launch, Copy, Remove
Example Job Template	Job Template	Progress bars	Launch, Copy, Remove
Super workflow	Workflow Template	Progress bars	Launch, Copy, Workflow Visualizer, Remove

Note: Workflow templates can be used as building blocks for another workflow template. Many parameters in a workflow template allow you to enable **Prompt on Launch** that can be modified at the workflow job template level, and do not affect the values assigned at the individual workflow template level. For instructions, see the [Workflow Visualizer](#) section.

19.1 Create a Workflow Template

To create a new workflow job template:



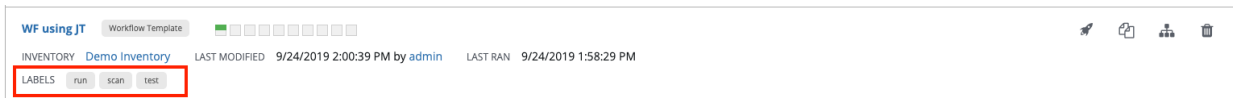
1. Click the **Workflow Template** button then select **Workflow Template** from the menu list.

2. Enter the appropriate details into the following fields:

- **Name:** Enter a name for the workflow template.
- **Description:** Enter an arbitrary description as appropriate (optional).
- **Organization:** Optionally enter or search for an organization to associate the workflow.
- **Inventory:** Optionally enter or search for an inventory to be used with this workflow template from the inventories available to the currently logged in Tower user.
- **Prompt on Launch:** If selected, you can provide an inventory when this workflow template is launched, or when this workflow template is used within another workflow template.
- **Limit:** Optionally specify a limit for subset of servers that your workflow is going to run. This value is a host pattern to further constrain the list of hosts managed or affected by the playbook. Multiple patterns can be separated by colons (":"). As with core Ansible, "a:b" means "in group a or b", "a:b:&c" means "in a or b but must be in c", and "a:!b" means "in a, and definitely not in b".
- **Prompt on Launch:** If selected, even if a default value is supplied, you will be prompted upon launch to choose a limit.

- **SCM Branch:** Optionally specify the branch to override all job template nodes that prompt for a branch.
 - **Prompt on Launch:** If selected, even if a default value is supplied, you will be prompted upon launch to choose an SCM branch.
- **Labels:** Supply optional labels that describe this workflow template, such as “dev” or “test”. Labels can be used to group and filter workflow templates and completed jobs in the Tower display.
 - Labels are created when they are added to the Workflow Template. Labels are associated to a single Organization using the Project that is provided in the Workflow Template. Members of the Organization can create labels on a Workflow Template if they have edit permissions (such as an admin role).
 - Once the Workflow Template is saved, the labels appear in the Templates overview.
 - Click on the “x” beside a label to remove it. When a label is removed, and is no longer associated with a Workflow or Workflow Template, the label is permanently deleted from the list of Organization labels.
 - Jobs inherit labels from the Workflow Template at the time of launch. If a label is deleted from a Workflow Template, it is also deleted from the Job.

LABELS ?



- **Options:** Check **Enable Concurrent Jobs** to allow simultaneous runs of this workflow.
- **Extra Variables:**
 - Pass extra command line variables to the playbook. This is the “-e” or “-extra-vars” command line parameter for ansible-playbook that is documented in the Ansible documentation at [Passing Variables on the Command Line](#).
 - Provide key/value pairs using either YAML or JSON. These variables have a maximum value of precedence and overrides other variables specified elsewhere. An example value might be:

```
git_branch: production
release_version: 1.5
```

For more information about extra variables, refer to [Extra Variables](#).

- **Prompt on Launch:** If selected, even if a default value is supplied, you will be prompted upon launch to choose command line variables.

Note: If you want to be able to specify `extra_vars` on a schedule, you must select **Prompt on Launch** for **EXTRA VARIABLES** on the workflow template, or enable a survey on the workflow template, then those answered survey questions become `extra_vars`.

3. When you have completed configuring the workflow template, click **Save**.

Saving the template exits the Workflow Template page and the Workflow Visualizer opens to allow you to build a workflow. See the [Workflow Visualizer](#) section for further instructions. Otherwise, you may close the Workflow Visualizer to return to the Details tab of the newly saved template in order to review, edit, add permissions, notifications,

schedules, and surveys, or view completed jobs and build a workflow template at a later time. Alternatively, you can click **Launch** to launch the workflow, but you must first save the template prior to launching, otherwise, the **Launch** button remains grayed-out. Also, note the **Notifications** tab is present only after the template has been saved.

You can verify the template is saved when the newly created workflow template appears on the list of templates at the bottom of the screen.

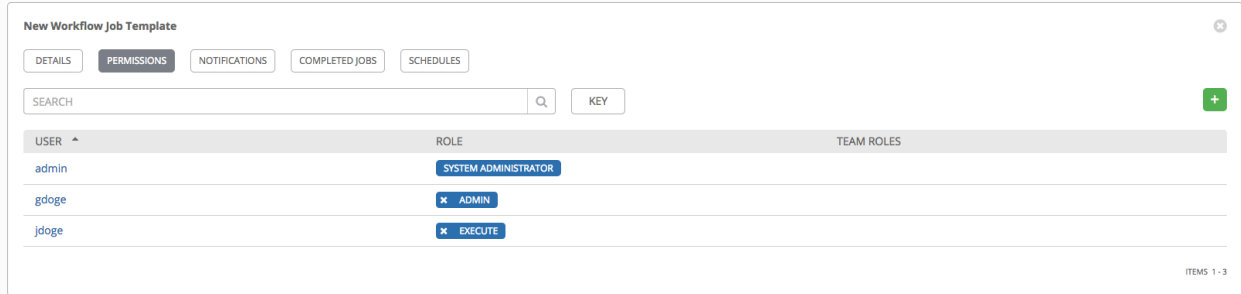
NAME	TYPE	ACTIONS
Demo Job Template	Job Template	Refresh, Copy, Share, Delete
WF using JT	Workflow Template	Refresh, Copy, Share, Delete


Note: If an inventory was specified on the workflow template, the inventory displays in the Templates list view.

WF using JT	Workflow Template	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
INVENTORY Demo Inventory	LAST MODIFIED	9/24/2019 12:54:52 PM by admin
	LAST RAN	9/24/2019 12:58:30 PM

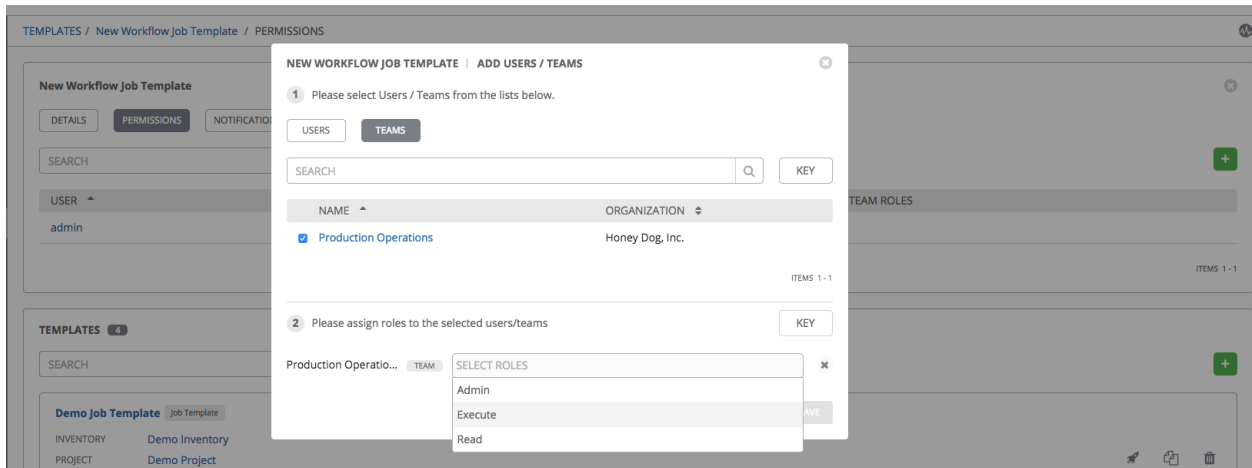
19.2 Work with Permissions

Clicking on **Permissions** allows you to review, grant, edit, and remove associated permissions for users as well as team members.



Click the  button to create new permissions for this workflow template.

In this example, two users and one team have been selected and each have been granted permissions for this Workflow Template.



Note that you do not have to choose between teams or users, and that you can assign permissions to both at the same time.

19.3 Work with Notifications

Clicking on **Notifications** allows you to review any notification integrations you have setup. The **Notifications** tab is present only after the template has been saved.

The screenshot shows the 'New Workflow Job Template' interface with the 'NOTIFICATIONS' tab selected. The interface includes a search bar and a table of notification integrations. The table has columns for NAME, TYPE, APPROVAL, START, SUCCESS, and FAILURE. The data is as follows:

NAME	TYPE	APPROVAL	START	SUCCESS	FAILURE
Email notification for job starts	Email	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Slack notification	Slack	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SMS notification to Self	Pagerduty	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Web notification	Webhook	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ITEMS 1 - 4

Use the toggles to enable or disable the notifications to use with your particular template. For more detail, see [Enable and Disable Notifications](#).

If no notifications have been set up, click the **NOTIFICATIONS** link from inside the gray box to create a new notification.

The screenshot shows the 'New Workflow Job Template' interface with the 'NOTIFICATIONS' tab selected. The interface includes a search bar and a message indicating that the list is populated by notification templates added from the NOTIFICATIONS section. The message is: "THIS LIST IS POPULATED BY NOTIFICATION TEMPLATES ADDED FROM THE NOTIFICATIONS SECTION". The word "NOTIFICATIONS" is circled in red.

Refer to [Notification Types](#) for additional details on configuring various notification types.

19.4 View Completed Jobs

The **Completed Jobs** tab provides the list of workflow templates that have ran. Click **Expanded** to view the various details of each job.

Note: If a workflow-level inventory was specified at run-time, the inventory name displays in the workflow job in the jobs list:

From this view, you can click the job ID - name of the workflow job and see its graphical representation. The example below shows the job details of the **141 - WF using JT** workflow job.

If a workflow template is used in another workflow, the jobs details indicate a parent workflow.

JOB / 748 - WFJT A

DETAILS

STATUS ● Successful

STARTED 11/5/2018 9:13:07 PM

FINISHED 11/5/2018 9:14:26 PM

TEMPLATE WFJT A

PARENT Overall

WORKFLOW

EXTRA VARIABLES YAML JSON EXPAND

```
1 WFJT: A
2 num_messages: '1'
3
```

LABELS ▼

WFJT

WFJT A TOTAL NODES 3 ELAPSED 00:01:19

```

graph LR
    Start(( )) --> P1[Project from Git]
    Start --> P2[Demo Job Template]
    Start --> P3[Demo Project]
    P1 --> W1[WF in WF]
    P2 --> W1
    P3 --> W1
    
```

In the above example, click the parent workflow template, **Overall**, to view its Job Details page and the graphical details of the nodes and statuses of each as they were launched.

JOB / 671 - Overall

DETAILS

STATUS ● Successful

STARTED 11/5/2018 9:10:14 PM

FINISHED 11/5/2018 9:14:46 PM

TEMPLATE Overall

LAUNCHED BY admin

EXTRA VARIABLES YAML JSON EXPAND

```
1 WFJT: Overall
2 num_messages: '1'
3
```

LABELS ▼

WFJT

Overall TOTAL NODES 8 ELAPSED 00:04:32

```

graph LR
    Start(( )) --> P1[chatty_tasks JT]
    Start --> P2[chatty_tasks SJT]
    Start --> P3[WFJT A]
    Start --> P4[WFJT B]
    P1 --> W1[WFJT C]
    P2 --> W2[WFJT D]
    P3 --> W3[WFJT A]
    P4 --> W4[WFJT A]
    W3 --> W5[WFJT A]
    W4 --> W6[WFJT A]
    
```

The nodes are marked with labels that help you identify them at a glance. See the *legend* in the *Workflow Visualizer* section for more information.

19.5 Work with Schedules

Clicking on **Schedules** allows you to review any schedules set up for this template.

The screenshot shows the 'Schedules' tab for a 'Super workflow'. At the top, there are tabs for 'DETAILS', 'PERMISSIONS', 'NOTIFICATIONS', 'COMPLETED JOBS', and 'SCHEDULES'. Below the tabs is a search bar with a 'SEARCH' label and a 'KEY' button. A table lists two schedules:

NAME	FIRST RUN	NEXT RUN	FINAL RUN	ACTIONS
<input checked="" type="checkbox"/> Monthly monitoring	10/15/2018 11:00:00 PM	10/15/2018 11:00:00 PM	1/15/2019 11:00:00 PM	
<input checked="" type="checkbox"/> Repeating Everyday	9/13/2018 3:00:00 PM	9/13/2018 3:00:00 PM	9/16/2018 3:00:00 PM	

At the bottom right of the table, it says 'ITEMS 1 - 2'.

19.5.1 Schedule a Workflow Template

To schedule a job template run, click the **Schedules** tab.

- If schedules are already set up; review, edit, or enable/disable your schedule preferences.
- If schedules have not been set up, refer to [Schedules](#) for more information.

If a workflow template used in a nested workflow has a survey, or the **Prompt on Launch** selected for the inventory option, the **PROMPT** button displays next to the **SAVE** and **CANCEL** buttons on the schedule form. Clicking the **PROMPT** button shows an optional INVENTORY step where you can provide or remove an inventory or skip this step without any changes.

19.6 Surveys

Workflows containing job types of Run or Check provide a way to set up surveys in the Workflow Job Template creation or editing screens. Surveys set extra variables for the playbook similar to 'Prompt for Extra Variables' does, but in a user-friendly question and answer way. Surveys also allow for validation of user input. Click the

button to create a survey.


Use cases for surveys are numerous. An example might be if operations wanted to give developers a “push to stage” button they could run without advanced Ansible knowledge. When launched, this task could prompt for answers to questions such as, “What tag should we release?”

Many types of questions can be asked, including multiple-choice questions.

19.6.1 Create a Survey

To create a survey:



1. Click on the  button to bring up the **Add Survey** window.


Use the **ON/OFF** toggle button at the top of the screen to quickly activate or deactivate this survey prompt.

2. A survey can consist of any number of questions. For each question, enter the following information:

- **Name:** The question to ask the user.
- **Description:** (optional) A description of what's being asked of the user.
- **Answer Variable Name:** The Ansible variable name to store the user's response in. This is the variable to be used by the playbook. Variable names cannot contain spaces.
- **Answer Type:** Choose from the following question types.
 - *Text:* A single line of text. You can set the minimum and maximum length (in characters) for this answer.
 - *Textarea:* A multi-line text field. You can set the minimum and maximum length (in characters) for this answer.
 - *Password:* Responses are treated as sensitive information, much like an actual password is treated. You can set the minimum and maximum length (in characters) for this answer.
 - *Multiple Choice (single select):* A list of options, of which only one can be selected at a time. Enter the options, one per line, in the **Multiple Choice Options** box.
 - *Multiple Choice (multiple select):* A list of options, any number of which can be selected at a time. Enter the options, one per line, in the **Multiple Choice Options** box.
 - *Integer:* An integer number. You can set the minimum and maximum length (in characters) for this answer.
 - *Float:* A decimal number. You can set the minimum and maximum length (in characters) for this answer.
- **Default Answer:** Depending on which type chosen, you can supply the default answer to the question. This value is pre-filled in the interface and is used if the answer is not provided by the user.

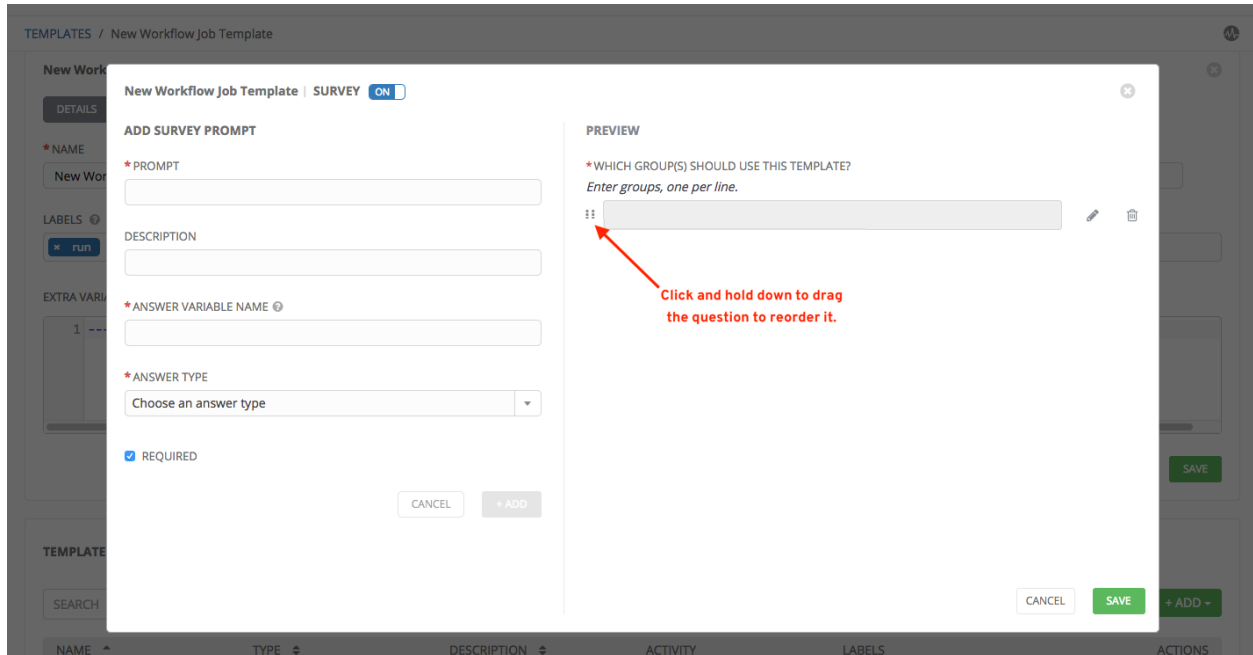
- **Required:** Whether or not an answer to this question is required from the user.



3. Once you have entered the question information, click the  button to add the question.

A stylized version of the survey is presented in the Preview pane. For any question, you can click on the **Edit** button to edit the question, the **Delete** button to delete the question, and click and drag on the grid icon to rearrange the order of the questions.

4. Return to the left pane to add additional questions.
5. When done, click **Save** to save the survey.



19.6.2 Optional Survey Questions

The **Required** setting on a survey question determines whether the answer is optional or not for the user interacting with it.

Behind the scenes, optional survey variables can be passed to the playbook in `extra_vars`, even when they aren't filled in.



- If a non-text variable (input type) is marked as optional, and is not filled in, no survey `extra_var` is passed to the playbook.
- If a text input or text area input is marked as optional, is not filled in, and has a minimum `length > 0`, no survey `extra_var` is passed to the playbook.
- If a text input or text area input is marked as optional, is not filled in, and has a minimum `length === 0`, that survey `extra_var` is passed to the playbook, with the value set to an empty string (`""`).

19.7 Workflow Visualizer


Ansible Tower 3.1 introduced the Workflow Visualizer (formerly *Workflow Editor*), which provides a graphical way of linking together job templates, workflow templates, project syncs, and inventory syncs to build a workflow template. Before building a workflow template, refer to the *Workflows* section for considerations associated with various scenarios on parent, child, and sibling nodes.

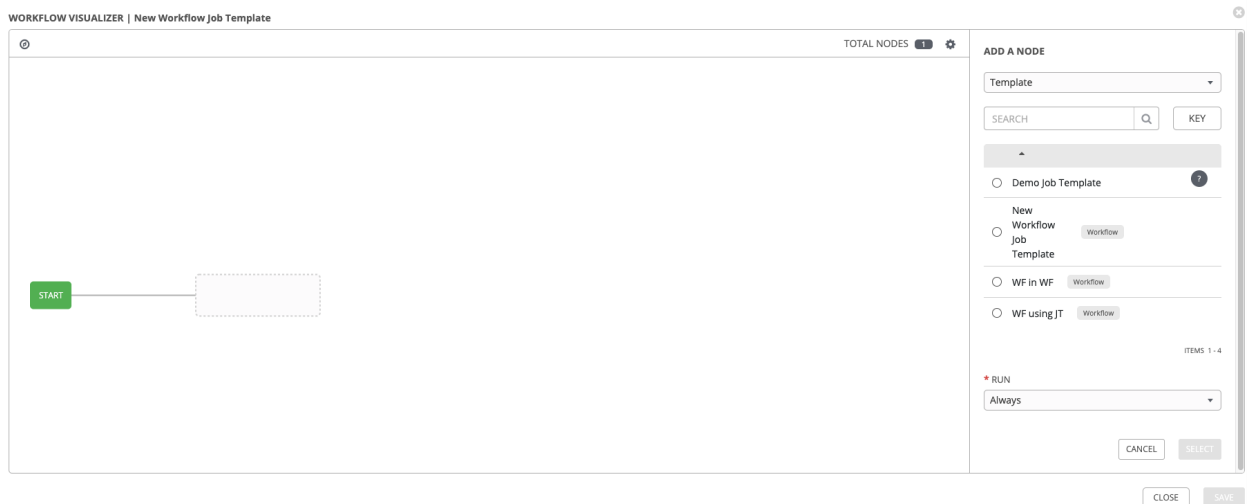
19.7.1 Build a Workflow

You can set up any combination of two or more of the following node types to build a workflow: Template (Job Template or Workflow Job Template), Project Sync, Inventory Sync, or Approval. Each node is represented by a rectangle while the relationships and their associated edge types are represented by a line (or link) that connects them.

1. In the details/edit view of a workflow template, click the  button or from the Templates list view, click the () icon to launch the Workflow Visualizer.



2. Click the  button to display a list of nodes to add to your workflow.



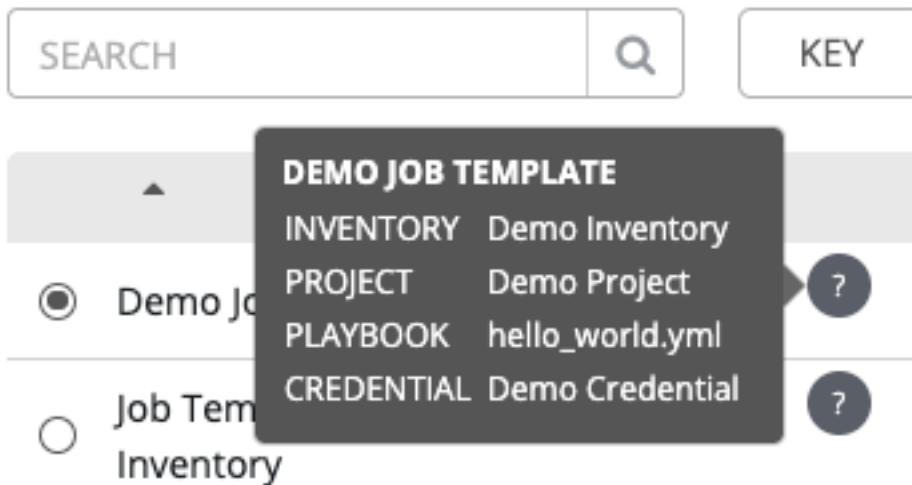
3. On the right pane, select the type of node you want to add from the drop-down menu:

ADD A NODE



If selecting an **Approval** node, see [Approval nodes](#) for further detail.

Selecting a node provides the available valid options associated with it. Access detail about the node by clicking the tooltip next to it.



Note: If you select a job template that does not have a default inventory when populating a workflow graph, the inventory of the parent workflow will be used. Though a credential is not required in a job template, you will not be able to choose a job template for your workflow if it has a credential that requires a password, unless the credential is replaced by a prompted credential.

- Once a node is selected, the workflow begins to build, and you must specify the type of action to be taken for the selected node. This action is also referred to as *edge type*.
- If the node is a root node, the edge type defaults to **Always** and is non-editable.

* RUN

Always




The inventory of this node will not be overridden by the parent workflow inventory.

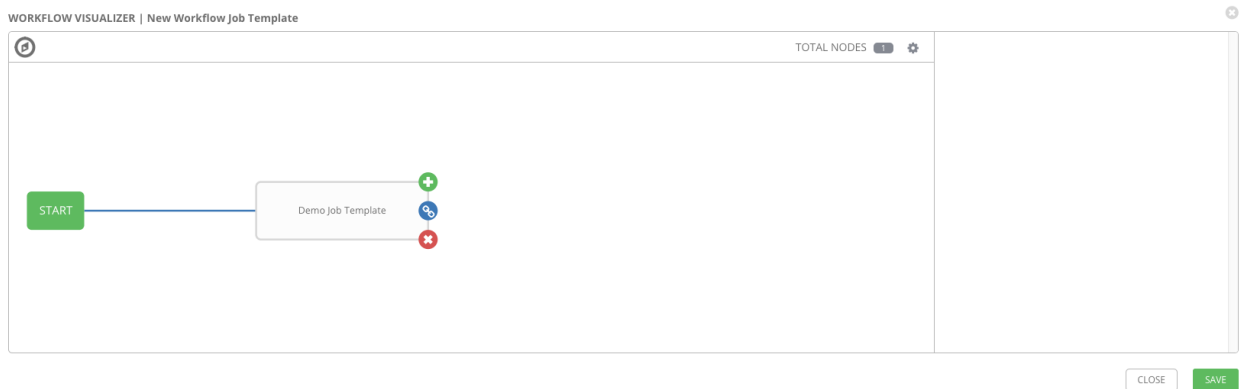
CANCEL

SELECT

For subsequent nodes, you can select one of the following scenarios (edge type) to apply to each:

- **Always:** Continue to execute regardless of success or failure.
- **On Success:** Upon successful completion, execute the next template.
- **On Failure:** Upon failure, execute a different template.

Hovering over a node allows you to add  another node, edit an existing link , or delete  the selected node.



6. If a job template used in the workflow has **Prompt on Launch** selected for any of its parameters, a **Prompt** button appears, allowing you to change those values at the node level. Use the wizard to change the value(s) and click **Confirm**.

PROMPT ✕

OTHER PROMPTS PREVIEW

LIMIT

* VERBOSITY

JOB TAGS

CANCEL NEXT

Likewise, if a workflow template used in the workflow has **Prompt on Launch** selected for the inventory option, use the wizard to supply the inventory at the prompt. If the parent workflow has its own inventory, it will override any inventory that is supplied here.

SUPER WORKFLOW ✕

INVENTORY PREVIEW

⚠ This inventory is applied to all job template nodes that prompt for an inventory.

SEARCH 🔍 KEY

NAME ^

- Database Servers

- Demo Inventory

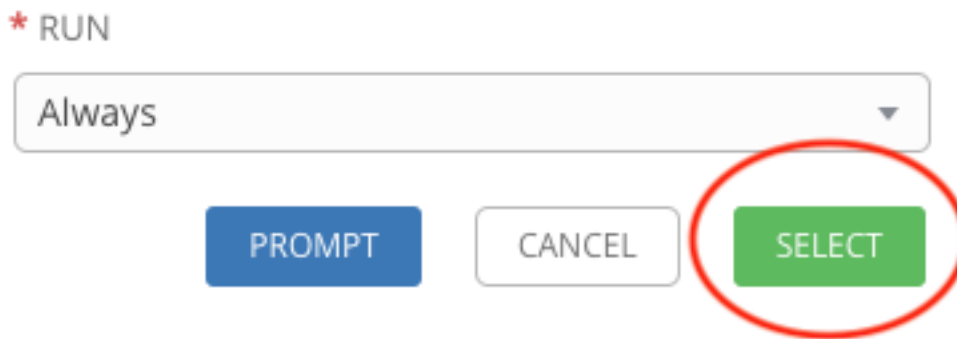
- King PLC


ITEMS 1 - 3

CANCEL NEXT

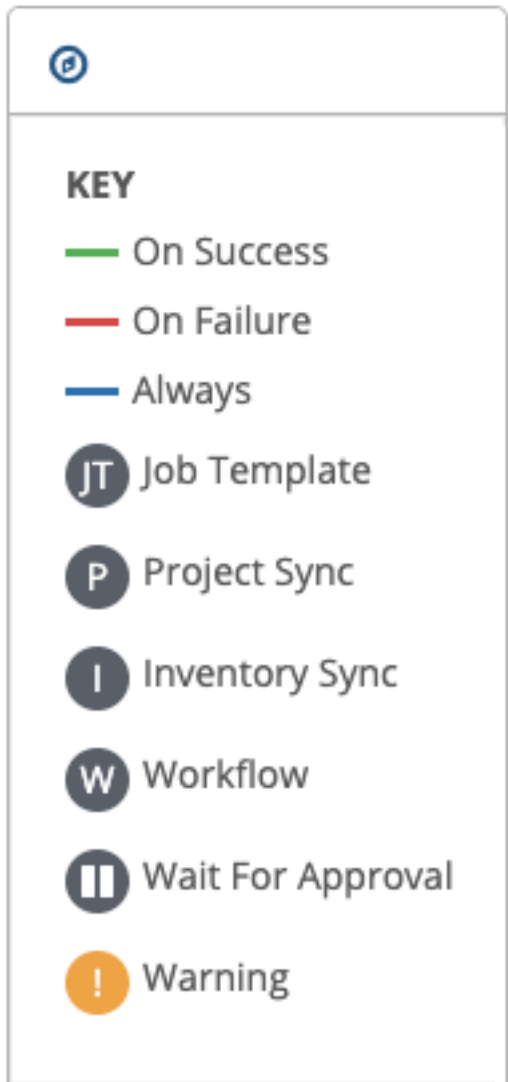
Note: For job templates with promptable fields that are required, but don't have a default, you must provide those values when creating a node before the **Select** button becomes enabled. The two cases that disable the **Select** button until a value is provided via the **Prompt** button: 1) when you select the **Prompt on Launch** checkbox in a job template, but do not provide a default, or 2) when you create a survey question that is required but don't provide a default answer. However, this is **NOT** the case with credentials. Credentials that require a password on launch are **not permitted** when creating a workflow node, since everything needed to launch the node must be provided when the node is created. So, if a job template prompts for credentials, Tower prevents you from being able to select a credential that requires a password.

You must also click **Select** when the prompt wizard closes in order to apply the changes at that node. Otherwise, any changes you make will revert back to the values set in the actual job template.



A template that is associated with each workflow node will run based on the selected run scenario as it proceeds. Click the compass () icon to display the legend for each run scenario and their job types.

WORKFLOW VISUALIZER



7. When done adding/editing a node, click **Select** to save any modifications and render it on the graphical view. For possible ways to build your workflow, see *Node building scenarios*.
8. When done with building your workflow template, click **Save** to save your entire workflow template and return to the new Workflow Template details page.

Important: Clicking **Close** on this pane will not save your work, but instead, closes the entire Workflow Visualizer and you will have to start over.

Approval nodes

Choosing an **Approval** node requires user intervention in order to advance the workflow. This functions as a means to pause the workflow in between playbooks so that a user can give approval to continue on to the next playbook in the workflow, giving the user a specified amount of time to intervene, but also allows the user to continue as quickly as possible without having to wait on some other trigger.

Demo Job Template

Approval ▼

* NAME

Approval node

DESCRIPTION

Please approve this node to process further

TIMEOUT ⓘ

30 min 00 sec

CANCEL SELECT

The default for the timeout is none, but you can specify the length of time before the request expires and automatically gets denied. After selecting and supplying the information for the approval node, it displays on the graphical view with a pause (⏸) icon next to it.



The approver is anyone who can execute the workflow job template containing the approval nodes, has org admin or above privileges (for the org associated with that workflow job template), or any user who has the *Approve* permission explicitly assigned to them within that specific workflow job template.

admin
 3

NOTIFICATIONS 3

Created (Ascending) ▾

New Workflow Job Template

APPROVAL Approval node

9/25/2019 12:33:44 PM Expires: 9/25/2019 1:03:44 PM

Continue workflow job? APPROVE DENY

Remove VMWare Host

APPROVAL Remove VMWare Host?

9/25/2019 12:45:10 PM Expires: 9/25/2019 12:57:10 PM

Continue workflow job? APPROVE DENY

Cleanup Deleted Data

APPROVAL Cleanup?

9/25/2019 12:45:46 PM Expires: 9/25/2019 10:45:46 PM

Continue workflow job? APPROVE DENY

ITEMS 1 - 3

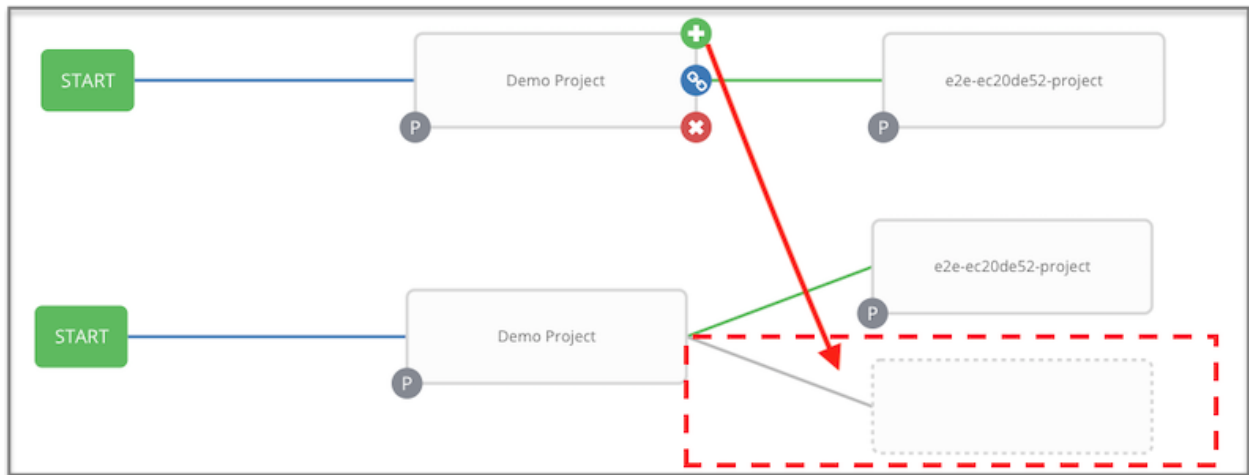
If pending approval nodes are not approved within the specified time limit (if an expiration was assigned) or they are denied, then they are marked as “timed out” or “failed”, respectively, and move on to the next “on fail node”. If approved, the “on success” path is taken. If you try to POST in the API to a node that has already been approved, denied or timed out, an error message notifies you that this action is redundant, and no further steps will be taken.


Below shows the various levels of permissions allowed on approval workflows:


Scope	Role	Create WF Approval	Grant Approval	View WF Approval	Approve/Deny	View WF Approval in Activity Stream
ORG	Org Admin	Yes	Yes	Yes	Yes	Yes
ORG WFJT	WF Admin	Yes	Yes ¹	Yes	Yes	Yes
	WF Executor	No	No	Yes	No	Yes
	WF Approver	No	No	Yes	Yes	Yes
	Read on WF	No	No	Yes ²	No	Yes ³
System	System Admin	Yes	Yes	Yes	Yes	Yes
	System Auditor	No	No	Yes	No	Yes
Random user in Org		No	No	No	No	No
Random user outside Org		No	No	No	No	No

Node building scenarios

You can add a sibling node by clicking the  on the parent node:



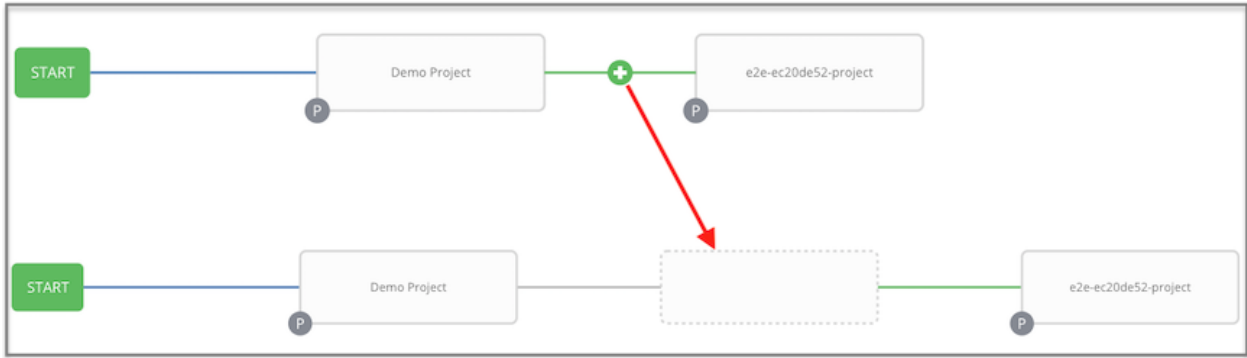
You can insert another node in between nodes by hovering over the line that connects the two until the  appears.


Clicking on the  automatically inserts the node between the two nodes.

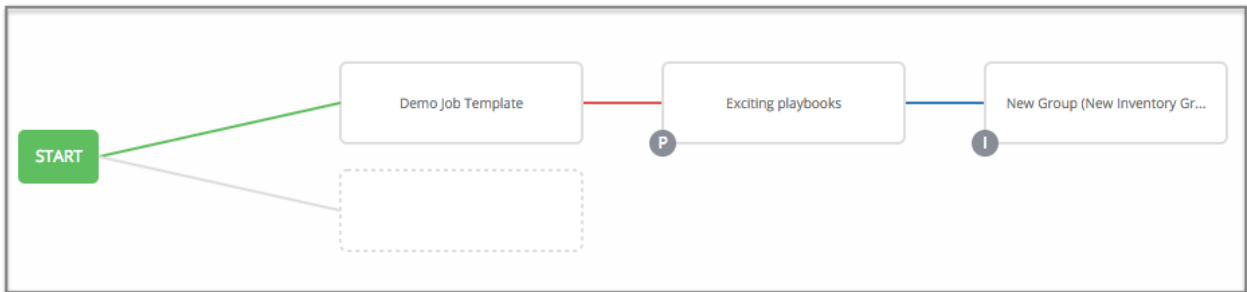
¹ Exception: A User with WF Admin permission at the organization level would not be able to grant approval.


² Exception: A User with Read on WF permission at the organization level would not be able to view WF approvals.

³ Exception: A User with Read on WF permission at the organization level would not be able to view approval jobs in the Activity Stream.



To add a root node to depict a split scenario, click the  button again:



At any node where you want to create a split scenario, hover over the node from which the split scenario begins and click the . This essentially adds multiple nodes from the same parent node, creating sibling nodes:



Note: When adding a new node, the **PROMPT** button applies to workflow templates as well. Workflow templates will prompt for inventory and surveys.

If you want to undo the last inserted node, click on another node without making a selection from the right pane. Or, click **Cancel** from the right pane.

Below is an example of a workflow that contains all three types of jobs that is initiated by a job template that if it fails to run, proceed to the project sync job, and regardless of whether that fails or succeeds, proceed to the inventory sync job.



Remember to refer to the Key at the top of the window to identify the meaning of the symbols and colors associated with the graphical depiction.

Note: In a workflow with a set of sibling nodes having varying edge types, and you remove a node that has a follow-on node attached to it, the attached node automatically joins the set of sibling nodes and retains its edge type:



The following ways you can modify your nodes:


- If you want to edit a node, click on the node you want to edit. The right pane displays the current selections. Make your changes and click **Select** to apply them to the graphical view.
- To edit the edge type for an existing link (success/failure/always), click on the link. The right pane displays the current selection. Make your changes and click **Select** to apply them to the graphical view.

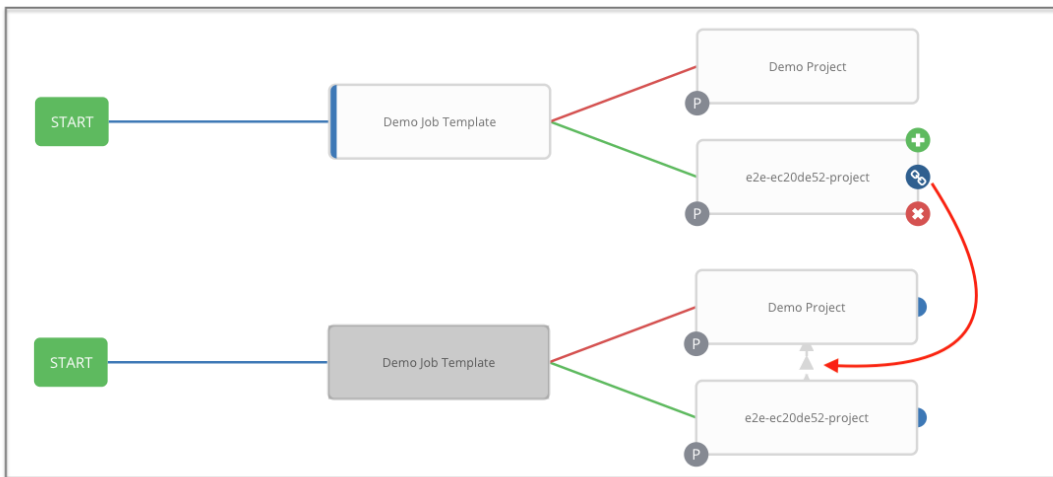
EDIT LINK | to

* RUN

On Success

CANCEL SAVE

- To add a new link from one node to another, click the link  icon that appears on each node. Doing this highlights the nodes that are possible to link to. These feasible options are indicated by the dotted lines. Invalid options are indicated by grayed out boxes (nodes) that would otherwise produce an invalid link. The example below shows the **Demo Project** as a possible option for the **e2e-ec20de52-project** to link to, as indicated by the arrows:



- To remove a link, click the link and click the **Unlink** button.

EDIT LINK | to


* RUN

On Failure

UNLINK CANCEL SAVE

This button only appears in the right hand panel if the target or child node has more than one parent. All nodes must be linked to at least one other node at all times so you must create a new link before removing an old one.

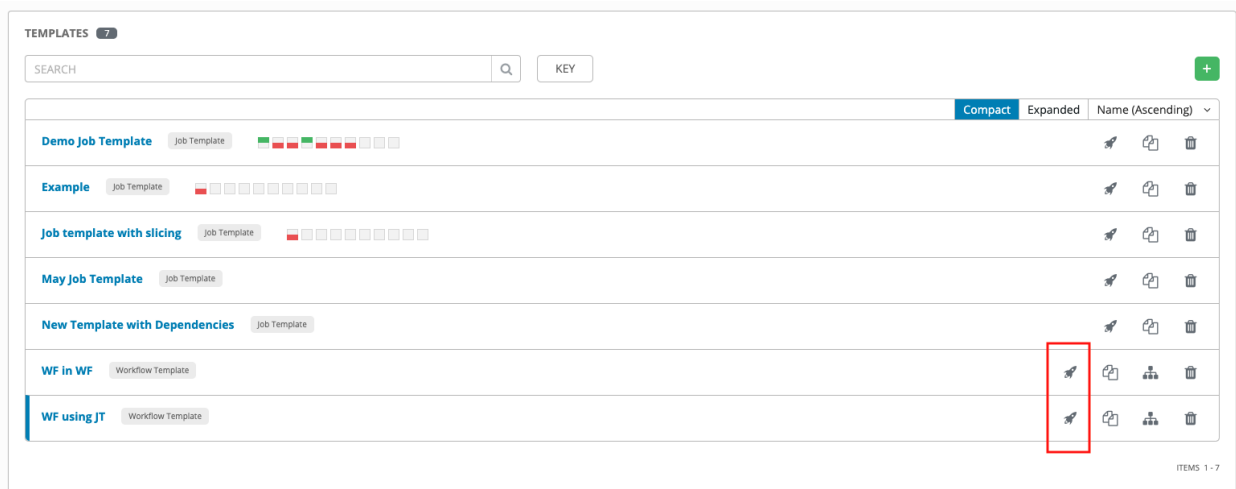


Click the settings icon () to zoom, pan, or reposition the view. Alternatively, you can drag the workflow diagram to reposition it on the screen or use the scroll on your mouse to zoom.

19.8 Launch a Workflow Template

Launch a workflow template by any of the following ways:


- Access the workflow template list from the  navigational link or while in the Workflow Template Details view, scroll to the bottom to access the  button from the list of templates.



- While in the Job Template Details view of the job template you want to launch, click **Launch**.

Along with any extra variables set in the job template and survey, Tower automatically adds the same variables as those added for a job template upon launch. Additionally, Tower automatically redirects the web browser to the Jobs Details page for this job, displaying the progress and the results.

JOB / 11 - WF using JT

Events related to approvals on workflows display in the Activity Stream () with detailed information about the approval requests.


ACTIVITY STREAM

TIME	INITIATED BY	EVENT	ACTIONS
9/25/2019 12:57:51 PM	admin	approved workflow_approval Cleanup Deleted Data Cleanup?	
9/25/2019 12:57:48 PM	system	created job Demo Job Template	
9/25/2019 12:57:48 PM	admin	approved workflow_approval New Workflow Job Template Approval node	
9/25/2019 12:57:24 PM	system	timed out workflow_approval Remove VMWare Host Remove VMWare Host?	
9/25/2019 12:45:46 PM	system	updated workflow_approval Cleanup Deleted Data Cleanup?	
9/25/2019 12:45:46 PM	system	created workflow_approval Cleanup Deleted Data Cleanup?	
9/25/2019 12:45:10 PM	system	updated workflow_approval Remove VMWare Host Remove VMWare Host?	
9/25/2019 12:45:10 PM	system	created workflow_approval Remove VMWare Host Remove VMWare Host?	
9/25/2019 12:33:44 PM	system	updated workflow_approval New Workflow Job Template Approval node	
9/25/2019 12:33:44 PM	system	created workflow_approval New Workflow Job Template Approval node	

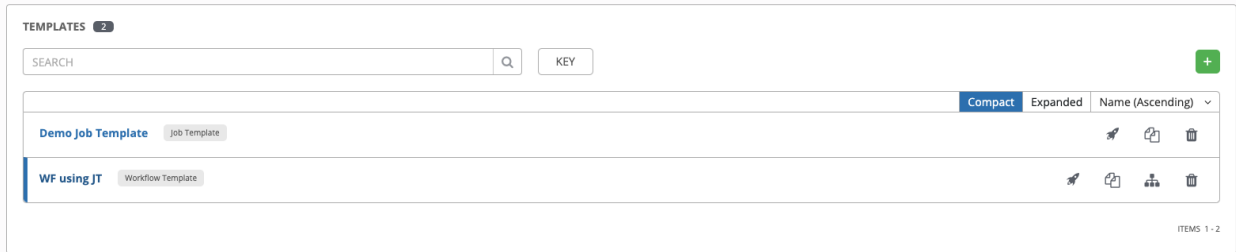
19.9 Copy a Workflow Template

Ansible Tower allows you the ability to copy a workflow template. If you choose to copy a workflow template, it **does not** copy any associated schedule, notifications, or permissions. Schedules and notifications must be recreated by the user or admin creating the copy of the workflow template. The user copying the workflow template will be granted the admin permission, but no permissions are assigned (copied) to the workflow template.



1. Access the workflow template that you want to copy from the **Templates** navigational link () or while

in the Workflow Job Template Details view, scroll to the bottom to access it from a list of templates.



2. Click the  button.

A new template opens with the name of the template from which you copied and a timestamp.



Select the copied template and replace the contents of the **Name** field with a new name, and provide or modify the entries in the other fields to complete this template.

3. Click **Save** when done.

Note: If a resource has a related resource that you don't have the right level of permission to, you cannot copy the resource, such as in the case where a project uses a credential that a current user only has *Read* access. However, for a workflow template, if any of its nodes uses an unauthorized job template, inventory, or credential, the workflow template can still be copied. But in the copied workflow template, the corresponding fields in the workflow template node will be absent.

19.10 Extra Variables

Note: Additional strict `extra_vars` validation was added in Ansible Tower 3.0.0. `extra_vars` passed to the job launch API are only honored if one of the following is true:

- They correspond to variables in an enabled survey
- `ask_variables_on_launch` is set to `True`

When you pass survey variables, they are passed as extra variables (`extra_vars`) within Tower. This can be tricky, as passing extra variables to a workflow template (as you would do with a survey) can override other variables being passed from the inventory and project.

For example, say that you have a defined variable for an inventory for `debug = true`. It is entirely possible that this variable, `debug = true`, can be overridden in a workflow template survey.

To ensure that the variables you need to pass are not overridden, ensure they are included by redefining them in the survey. Keep in mind that extra variables can be defined at the inventory, group, and host levels.

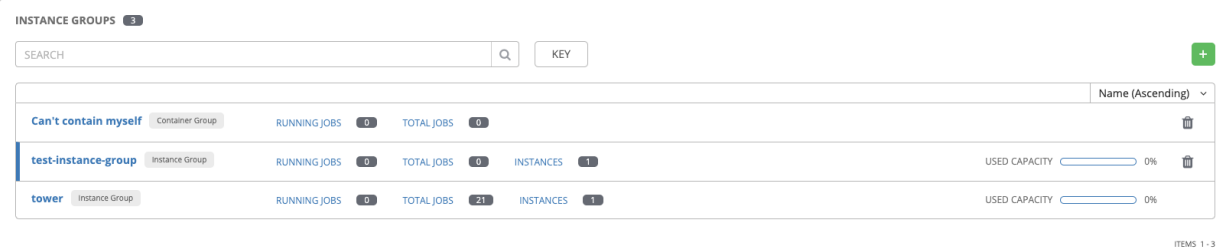
The following table notes the behavior (hierarchy) of variable precedence in Ansible Tower as it compares to variable precedence in Ansible.

Ansible Tower Variable Precedence Hierarchy (last listed wins)

Ansible	Tower
	set_stats (i.e. artifacts)
	Job Artifacts
	Workflow Job Template extra variables
	Workflow Job Template Survey (defaults)
	Workflow Job Launch extra variables
custom facts	

INSTANCE GROUPS

An [Instance Group](#) provides the ability to group instances in a clustered environment. Additionally, policies dictate how instance groups behave and how jobs are executed. The following view displays the capacity levels based on policy algorithms:



NAME	TYPE	RUNNING JOBS	TOTAL JOBS	INSTANCES	USED CAPACITY
Can't contain myself	Container Group	0	0		
test-instance-group	Instance Group	0	0	1	0%
tower	Instance Group	0	21	1	0%

ITEMS 1 - 3

For more information about the policy or rules associated with instance groups, see the [Instance Groups](#) section of the *Ansible Tower Administration Guide*.



You can set up isolated nodes in an instance group so that you can run your playbooks local to the nodes. For more detail, refer to [Isolated Instance Groups](#).

If you want to connect your instance group to a container, refer to [Container Groups](#) for further detail.

For an in-depth discussion on these concepts, refer to the *Ansible Tower Feature Spotlight: Instance Groups and Isolated Nodes* [blog](#).

20.1 Create an instance group

To create a new instance group:

1. Click the  icon from the left navigation menu to open the Instance Groups configuration window.
2. Click the  button and select **Create Instance Group**.

3. Enter the appropriate details into the following fields:

- **Name.** Names must be unique and must not be named *tower*.
- **Policy Instance Minimum.** Enter the minimum number of instances to automatically assign to this group when new instances come online.
- **Policy Instance Percentage.** Use the slider to select a minimum percentage of instances to automatically assign to this group when new instances come online.

Note: Policy Instance fields are not required to create a new instance group. If you do not specify values, then the Policy Instance Minimum and Policy Instance Percentage default to 0.


4. Click **Save**.

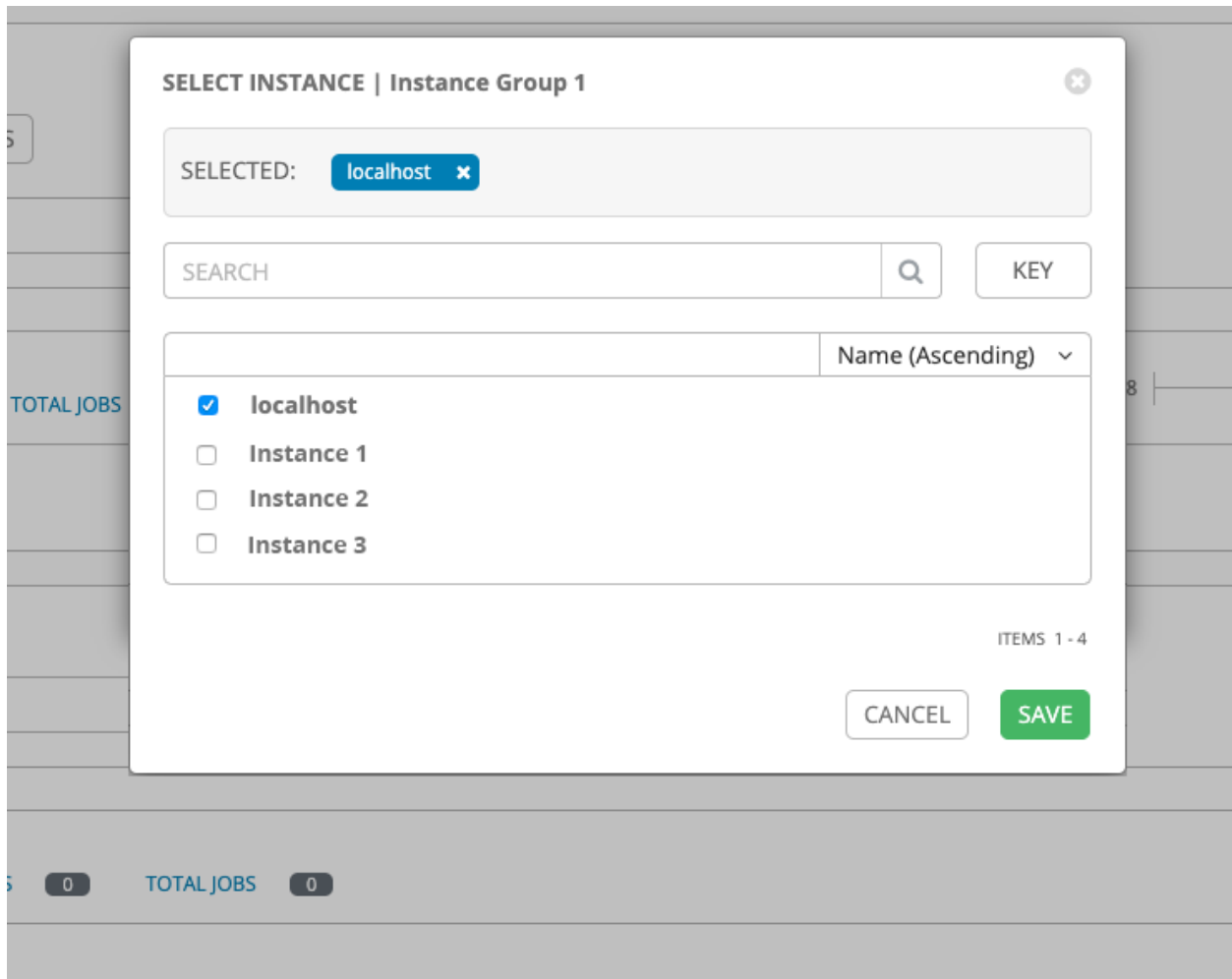
Once the instance group is successfully created, the **Details** tab of the newly created instance group remains, which allows you to review and edit your instance group information. This is the same menu that is opened if the Edit (✎) button is clicked from the **Instance Group** link. You can also edit **Instances** and review **Jobs** associated with this instance group.

Instance Group	RUNNING JOBS	TOTAL JOBS	INSTANCES	USED CAPACITY
Instance Group 1	0	0	1	0%
tower	0	43	1	0%

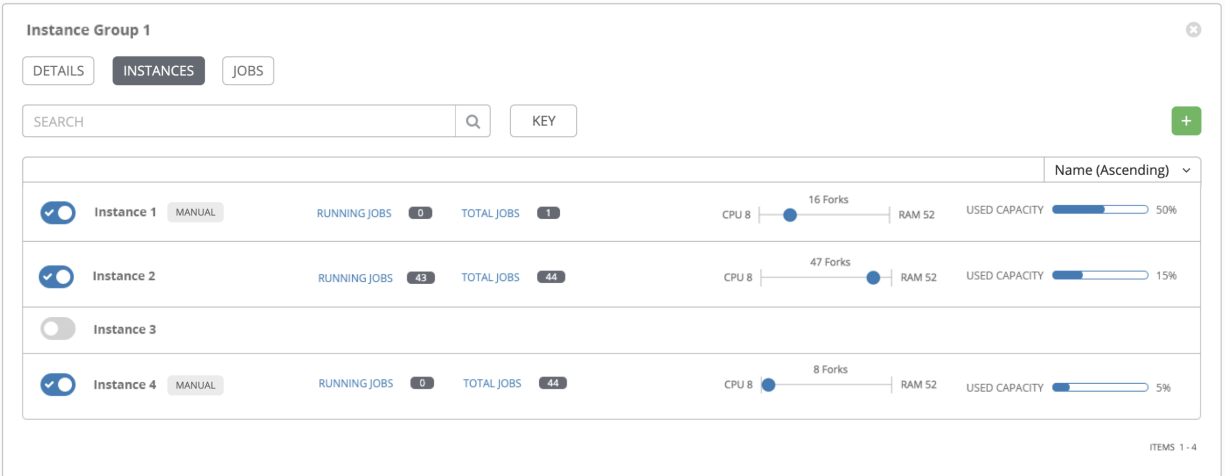
20.1.1 Associate instances to an instance group

To associate instances to an instance group:

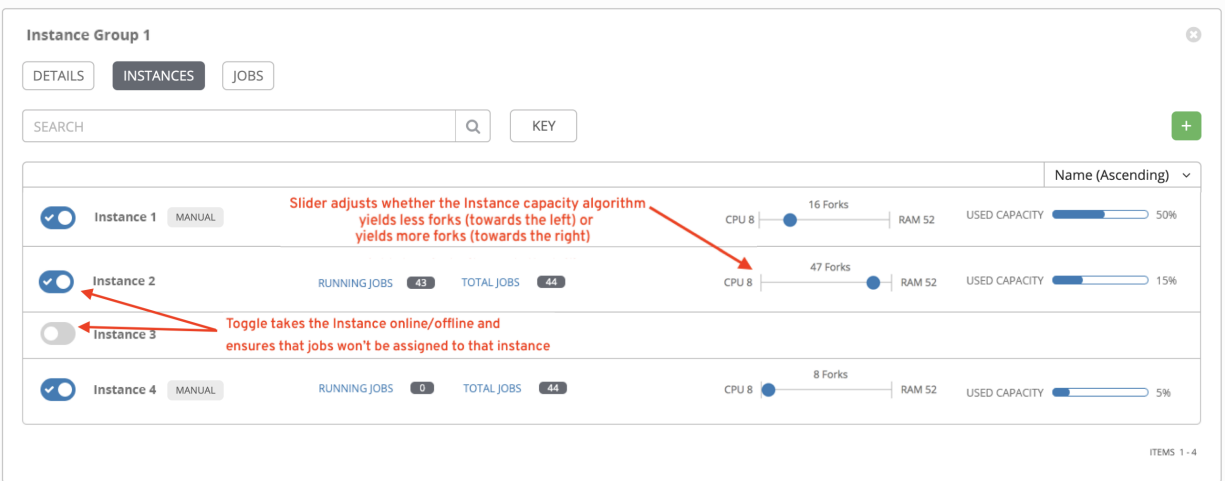
1. Click the **Instances** tab of the Instance Group window and click the  button.
2. Click the checkbox next to one or more available instances from the list to select the instance(s) you want to add to the instance group.



3. In the following example, the instances added to the instance group displays along with information about their capacity.



This view also allows you to edit some key attributes associated with the instances in your instance group:



20.1.2 View jobs associated with an instance group

To view the jobs associated with the instance group, click the **Jobs** tab of the Instance Group window and then click **Expanded** to expand the view to show details about each job.

The screenshot shows the 'Jobs' page in Ansible Tower. At the top, there are tabs for 'DETAILS', 'INSTANCES', and 'JOBS', with 'JOBS' selected. Below the tabs is a search bar with a 'KEY' button. The main content area displays a list of jobs in an 'Expanded' view, sorted by 'Finish Time (Descending)'. Each job entry includes a status indicator (red for failed, green for successful), a job ID, a name, a job type, and a 'Playbook Run' or 'SCM Update' label. The job details include 'STARTED' and 'FINISHED' timestamps, the user who 'LAUNCHED BY' the job, the 'JOB TEMPLATE', 'INVENTORY', and 'PROJECT' used. A 'CREDENTIALS' dropdown is visible for the first job.

Job ID	Job Name	Job Type	Status	Started	Finished	Launched By	Job Template	Inventory	Project
113	Demo Job Template	Playbook Run	Failed	5/13/2019 10:59:38 AM	5/13/2019 10:59:44 AM	admin	Demo Job Template	Demo Inventory	Demo Project
115	Demo Project	SCM Update	Success	5/13/2019 10:59:38 AM	5/13/2019 10:59:41 AM				Demo Project
114	Demo Project	SCM Update	Success	5/13/2019 10:59:30 AM	5/13/2019 10:59:38 AM				Demo Project
112	Cleanup Job Details	Management Job	Success	5/12/2019 1:01:36 PM	5/12/2019 1:01:40 PM				
110	Cleanup Activity Stream	Management Job	Success	5/7/2019 1:01:39 PM	5/7/2019 1:01:42 PM				
109	Project from Git	SCM Update	Success	5/7/2019 11:16:47 AM	5/7/2019 11:16:53 AM	admin			Project from Git

Each job displays the job status, ID, and name; type of job, time started and completed, who started the job; and which template, inventory, project, and credential were used.

The instances are run in accordance with instance group policies. Refer to [Instance Group Policies](#) in the *Ansible Tower Administration Guide*.

CHAPTER TWENTYONE

JOBS

A job is an instance of Tower launching an Ansible playbook against an inventory of hosts.

The Jobs link displays a list of jobs and their statuses—shown as completed successfully or failed, or as an active (running) job. The default view is collapsed (**Compact**) with the job ID, job name, and job type, but you can expand to see more information. You can sort this list by various criteria, and perform a search to filter the jobs of interest.

JOB 82

SEARCH Q KEY

Compact Expanded Finish Time (Descending) ▾

- 110 - Cleanup Activity Stream Management job
- 109 - Project from Git SCM Update
- 108 - Cleanup Job Details Management job
- 101 - WF in WF Workflow job
- 102 - Job template with slicing Playbook Run
- 100 - New Workflow Job Template Workflow job
- 87 - Demo Job Template Playbook Run
- 88 - Demo Project SCM Update



JOB 84

SEARCH Q KEY

Compact Expanded Finish Time (Descending) ▾

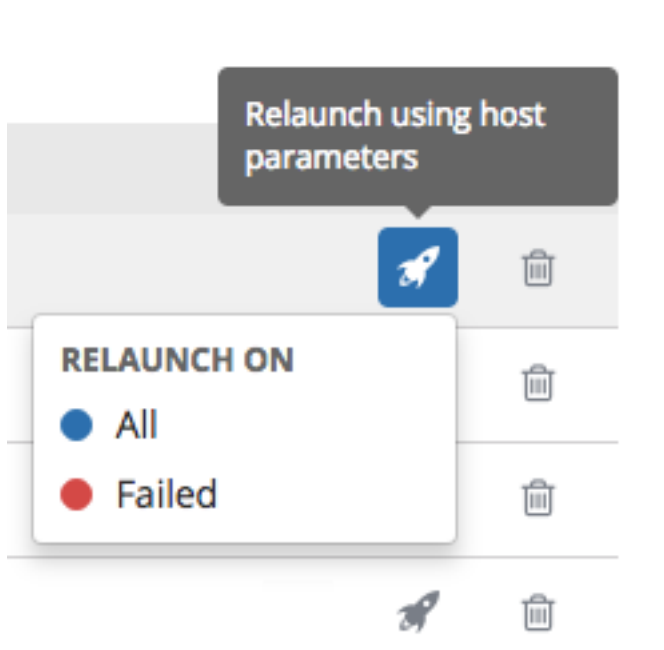
- 112 - Cleanup Job Details Management job
STARTED 5/12/2019 1:01:36 PM FINISHED 5/12/2019 1:01:40 PM
- 111 - New Workflow Job Template Workflow job
STARTED 5/10/2019 4:23:24 PM FINISHED 5/10/2019 4:23:24 PM LAUNCHED BY admin
LABELS run
- 110 - Cleanup Activity Stream Management job
STARTED 5/7/2019 1:01:39 PM FINISHED 5/7/2019 1:01:42 PM
- 109 - Project from Git SCM Update
STARTED 5/7/2019 11:16:47 AM FINISHED 5/7/2019 11:16:53 AM LAUNCHED BY admin PROJECT Project from Git
- 108 - Cleanup Job Details Management job
STARTED 5/5/2019 1:01:45 PM FINISHED 5/5/2019 1:01:48 PM

SORT BY
Name (Ascending)
Name (Descending)
Finish Time (Ascending)
Start Time (Ascending)
Start Time (Descending)
Launched By (Ascending)
Launched By (Descending)
Project (Ascending)
Project (Descending)
Finish Time (Descending)

Actions you can take from this screen include viewing the details and standard output of a particular job, relaunching () jobs, or removing () jobs.

Starting with Ansible Tower 3.3, from the list view, you can re-launch the most recent job. You can re-run on all hosts in the specified inventory, even though some of them already had a successful run. This allows you to re-run the job without running the Playbook on them again. You can also re-run the job on all failed hosts. This will help lower the load on the Ansible Tower nodes as it does not need to process the successful hosts again.

The relaunch operation only applies to relaunches of playbook runs and does not apply to project/inventory updates, system jobs, workflow jobs, etc.



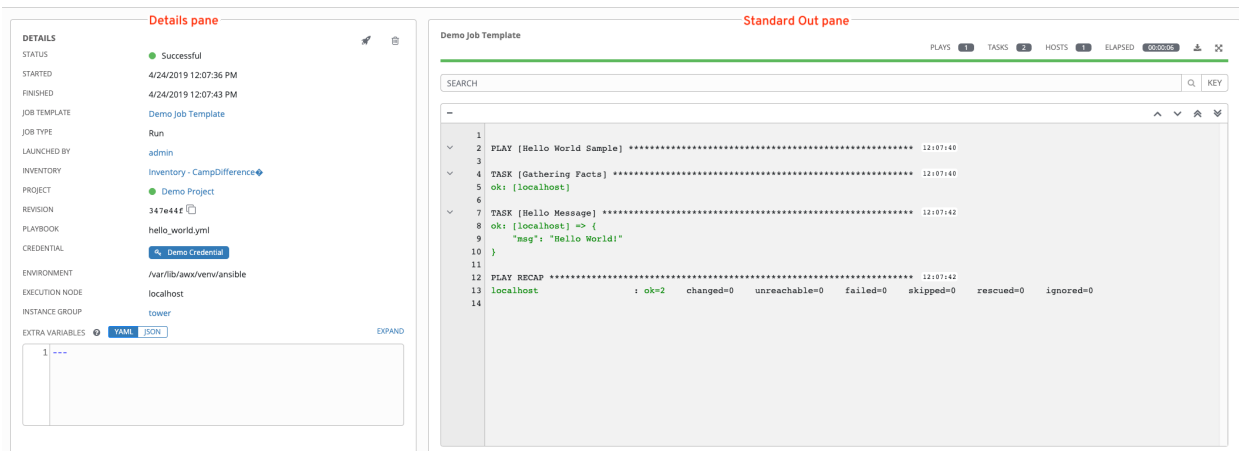
- Selecting **All** relaunches all the hosts.
- Selecting **Failed** relaunches all failed and unreachable hosts.

When it relaunches, you remain on the same page.

Use the Tower Search feature to look up jobs by various criteria. For details about using the Tower Search, refer to the [Search](#) chapter.

Clicking on any type of job takes you to the Job Details View for that job, which consists of two sections:

- The **Details** pane provides information and status about the job
- The **Standard Out** pane displays the job processes and output



21.1 Job Details - Inventory Sync

JOBS / Custom Inventory (inventory-custom - 34) - inventory-custom - 280

RESULTS

NAME Custom Inventory (inventory-custom - 34) - inventory-custom - 280

STATUS ● Successful

EXPLANATION

LICENSE ERROR False

STARTED 9/27/2017 8:28:40 PM

FINISHED 9/27/2017 8:28:59 PM

ELAPSED 18.918 seconds

LAUNCH TYPE Manual

SOURCE Custom Script

OVERWRITE True

OVERWRITE VARS False



STANDARD OUT

```

14.487 INFO Updating inventory 8: inventory-custom
14.569 INFO Reading Ansible inventory source: /tmp/awx_inventory_paBj8p/tmpdn3C9B
15.043 INFO Processing JSON output...
15.044 INFO Loaded 1 groups, 5 hosts
15.161 WARNING Group "Custom Inventory" from v1 API is not deleted by overwrite
15.164 INFO Group "Custom Inventory" from v1 API child group/host connections preserved
15.185 INFO Inventory variables unmodified
15.189 INFO Group "hosts" variables unmodified
15.212 INFO Host "host-00" variables unmodified
15.212 INFO Host "host-01" variables unmodified
15.212 INFO Host "host-02" variables unmodified
15.212 INFO Host "host-03" variables unmodified
15.212 INFO Host "host-04" variables unmodified
15.235 INFO Host "host-00" already in group "hosts"
15.235 INFO Host "host-01" already in group "hosts"
15.235 INFO Host "host-02" already in group "hosts"
15.235 INFO Host "host-03" already in group "hosts"
15.235 INFO Host "host-04" already in group "hosts"
15.529 INFO Inventory import completed for Custom Inventory (inventory-custom - 34) - inventory-custom - 280 in 1.

```

21.1.1 Details

The **Details** pane shows the basic status of the job and its start time. The icons at the top right corner of the **Details** pane allow you to relaunch () or delete () the job.



The **Details** pane also provides details on the job execution:

- **Name:** The name of the associated inventory group.
- **Status:** Can be any of the following:
 - **Pending** - The inventory sync has been created, but not queued or started yet. Any job, not just inventory source syncs, will stay in pending until it's actually ready to be run by the system. Reasons for inventory source syncs not being ready include dependencies that are currently running (all dependencies must be completed before the next step can execute), or there is not enough capacity to run in the locations it is configured to.
 - **Waiting** - The inventory sync is in the queue waiting to be executed.
 - **Running** - The inventory sync is currently in progress.
 - **Successful** - The inventory sync job succeeded.
 - **Failed** - The inventory sync job failed.
- **Explanation:** Describes reason(s) for failure.
- **License Error:** Only shown for **Inventory Sync** jobs. If this is *True*, the hosts added by the inventory sync caused Tower to exceed the licensed number of managed hosts.
- **Started:** The timestamp of when the job was initiated by Tower.
- **Finished:** The timestamp of when the job was completed.
- **Elapsed:** The total time the job took.
- **Launch Type:** *Manual, Scheduled, or Dependency*

- **Credential:** The credential used in this inventory sync.
- **Source:** The type of cloud inventory.
- **Overwrite:** If *True*, any hosts and groups that were previously present on the external source but are now removed, are removed from the Tower inventory. Hosts and groups that were not managed by the inventory source are promoted to the next manually created group or if there is no manually created group to promote them into, they are left in the “all” default group for the inventory. If *False*, local child hosts and groups not found on the external source remain untouched by the inventory update process.
- **Overwrite Vars:** If *True*, all variables for child groups and hosts are removed and replaced by those found on the external source. If *False*, a merge was performed, combining local variables with those found on the external source.

By clicking on these items, where appropriate, you can view the corresponding job templates, projects, and other Tower objects.

21.1.2 Standard Out

The **Standard Out** pane shows the full results of running the Inventory Sync playbook. This shows the same information you would see if you ran it through the Ansible command line, and can be useful for debugging. The icons at the top right corner of the Standard Out pane allow you to toggle the output as a main view () or to download the output ().

Starting in Ansible Tower 3.3, the `ANSIBLE_DISPLAY_ARGS_TO_STDOUT` is set to `False` by default for all playbook runs. This matches Ansible’s default behavior. This causes Tower to no longer display task arguments in task headers in the Job Detail interface to avoid leaking certain sensitive module parameters to stdout. If you wish to restore the prior behavior (despite the security implications), you can set `ANSIBLE_DISPLAY_ARGS_TO_STDOUT` to `True` via the `AWX_TASK_ENV` configuration setting. For more details, refer to the [ANSIBLE_DISPLAY_ARGS_TO_STDOUT](#).

21.2 Job Details - SCM

The screenshot displays the Ansible Tower interface for a job named 'e2e-ae53906d-project'. On the left, the 'DETAILS' pane shows the job status as 'Successful' (indicated by a green dot). It lists the start time as 4/24/2019 12:07:36 PM and the finish time as 4/24/2019 12:07:43 PM. The job type is 'Check', launched by 'admin', and associated with the project 'e2e-ae53906d-project' and instance group 'tower'. At the top right of the details pane are icons for relaunching (a lightning bolt) and deleting (a trash can) the job.



The main execution log on the right shows the following tasks and their results:

```

45 ok: [localhost] => {
46   "msg": "Repository Version 347e44fea036c94d5f60e544de006453ee5c71ad"
47 }
48
49 TASK [Write Repository Version] ***** 08:57:45
50 changed: [localhost]
51
52 PLAY [all] ***** 08:57:45
53
54 TASK [detect requirements.yml] ***** 08:57:45
55 skipping: [localhost]
56
57 TASK [fetch galaxy roles from requirements.yml] ***** 08:57:45
58 skipping: [localhost]
59
60 TASK [fetch galaxy roles from requirements.yml (forced update)] ***** 08:57:45
61 skipping: [localhost]
62
63 PLAY RECAP ***** 08:57:45
64 localhost : ok=4  changed=2  unreachable=0  failed=0
65 rescued=0  ignored=0

```

21.2.1 Details



The **Details** pane shows the basic status of the job and its start time. The icons at the top right corner of the **Details** pane allow you to relaunch () or delete () the job.

The **Details** pane provides details on the job execution:

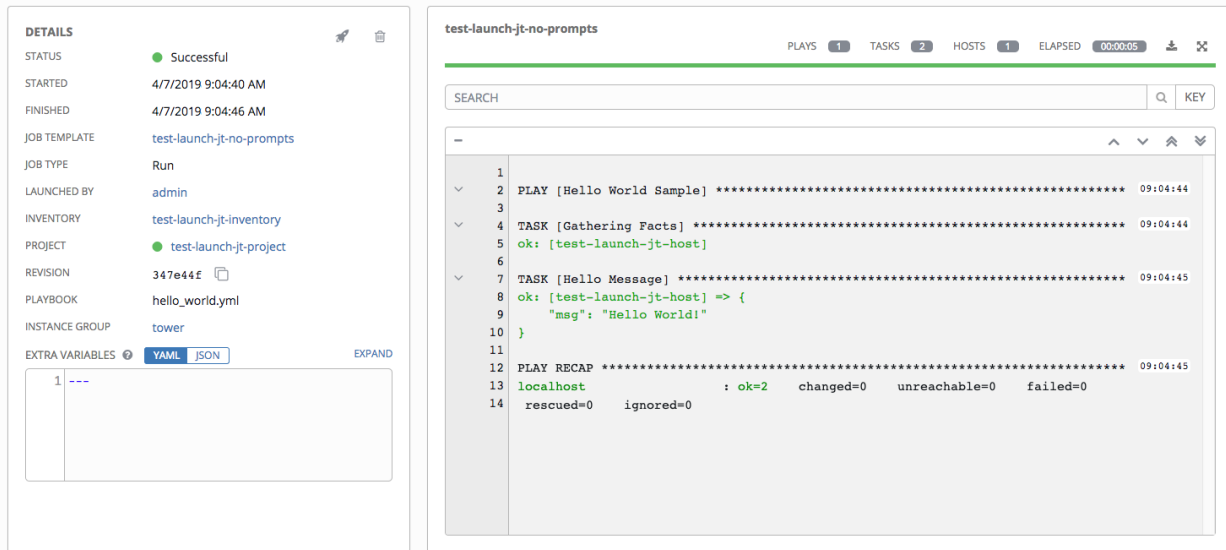
- **Name:** The name of the associated inventory group.
- **Status:** Can be any of the following:
 - **Pending** - The SCM job has been created, but not queued or started yet. Any job, not just SCM jobs, will stay in pending until it's actually ready to be run by the system. Reasons for SCM jobs not being ready include dependencies that are currently running (all dependencies must be completed before the next step can execute), or there is not enough capacity to run in the locations it is configured to.
 - **Waiting** - The SCM job is in the queue waiting to be executed.
 - **Running** - The SCM job is currently in progress.
 - **Successful** - The last SCM job succeeded.
 - **Failed** - The last SCM job failed.
- **Started:** The timestamp of when the job was initiated by Tower.
- **Finished:** The timestamp of when the job was completed.
- **Elapsed:** The total time the job took.
- **Launch Type:** *Manual* or *Scheduled*.
- **Project:** The name of the project.

By clicking on these items, where appropriate, you can view the corresponding job templates, projects, and other Tower objects.

21.2.2 Standard Out

The **Standard Out** pane shows the full results of running the SCM Update. This shows the same information you would see if you ran it through the Ansible command line, and can be useful for debugging. The icons at the top right corner of the Standard Out pane allow you to toggle the output as a main view () or to download the output ().



21.3 Job Details - Playbook Run



The screenshot displays the 'Job Details' view for a 'Playbook Run' job. On the left, a 'DETAILS' pane shows the job's status as 'Successful', started at 4/7/2019 9:04:40 AM, and finished at 4/7/2019 9:04:46 AM. It also lists the job template, type, launcher, inventory, project, revision, playbook, and instance group. On the right, the 'test-launch-jt-no-prompts' job output is shown, including a search bar and a list of tasks such as 'PLAY [Hello World Sample]', 'TASK [Gathering Facts]', and 'TASK [Hello Message]' with their respective execution times and results.

The Job Details View for a **Playbook Run** job is also accessible after launching a job from the **Job Templates** page.

21.3.1 Details

The **Details** pane shows the basic status of the job and its start time. The icons at the top right corner of the **Details** pane allow you to relaunch () or delete () the job.



The **Details** pane provides details on the job execution:

- **Status:** Can be any of the following:
 - **Pending** - The playbook run has been created, but not queued or started yet. Any job, not just playbook runs, will stay in pending until it's actually ready to be run by the system. Reasons for playbook runs not being ready include dependencies that are currently running (all dependencies must be completed before the next step can execute), or there is not enough capacity to run in the locations it is configured to.
 - **Waiting** - The playbook run is in the queue waiting to be executed.
 - **Running** - The playbook run is currently in progress.
 - **Successful** - The last playbook run succeeded.
 - **Failed** - The last playbook run failed.
- **Template:** The name of the job template from which this job was launched.
- **Started:** The timestamp of when the job was initiated by Tower.

- **Finished:** The timestamp of when the job was completed.
- **Elapsed:** The total time the job took.
- **Launch By:** The name of the user, job, or scheduled scan job which launched this job.
- **Inventory:** The inventory selected to run this job against.
- **Machine Credential:** The name of the credential used in this job.
- **Verbosity:** The level of verbosity set when creating the job template.
- **Extra Variables:** Any extra variables passed when creating the job template are displayed here.

By clicking on these items, where appropriate, you can view the corresponding job templates, projects, and other Tower objects.

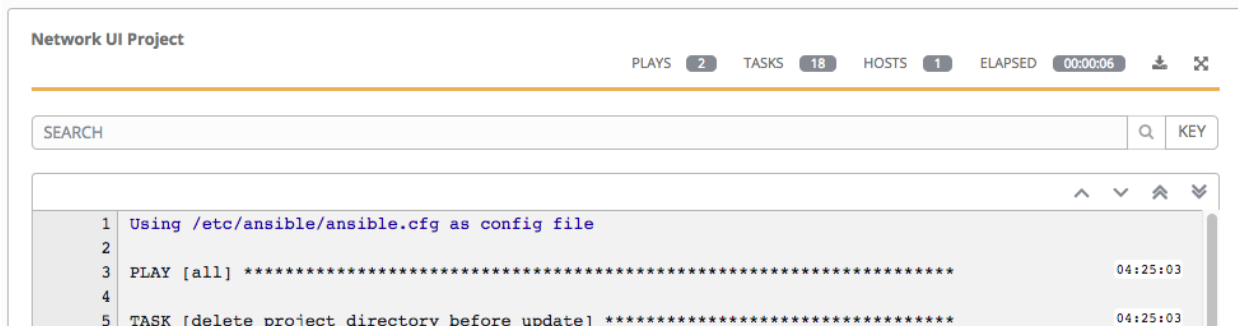
21.3.2 Standard Out Pane

The **Standard Out** pane shows the full results of running the Ansible playbook. This shows the same information you would see if you ran it through the Ansible command line, and can be useful for debugging. You can view the event summary, host status, and the host events. The icons at the top right corner of the Standard Out pane allow you to toggle the output as a main view () or to download the output ().

Events Summary

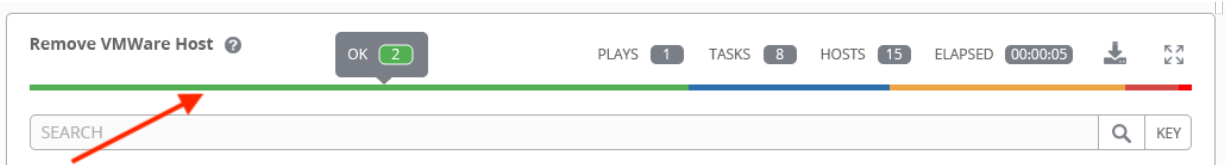
The events summary captures a tally of events that were run as part of this playbook:

- the number of plays
- the number of tasks
- the number of hosts
- the elapsed time to run the job template



Host Status Bar

The host status bar runs across the top of the **Standard Out** pane. Hover over a section of the host status bar and the number of hosts associated with that particular status displays.

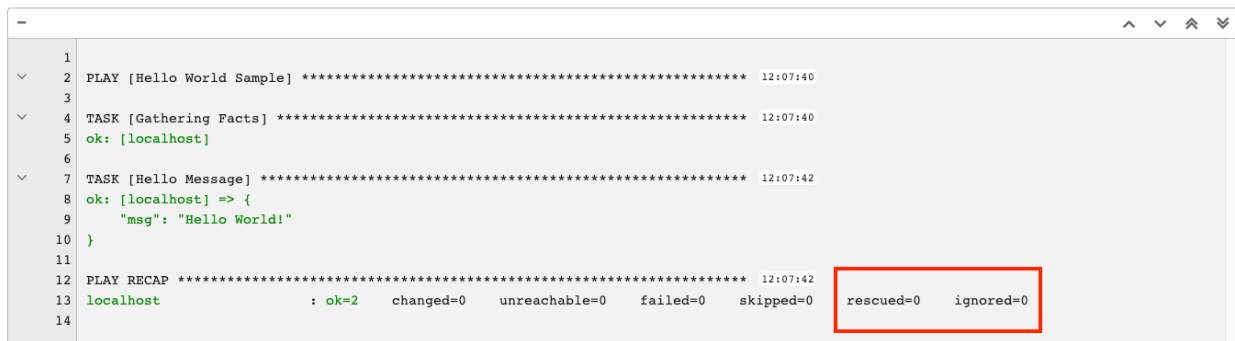


Search

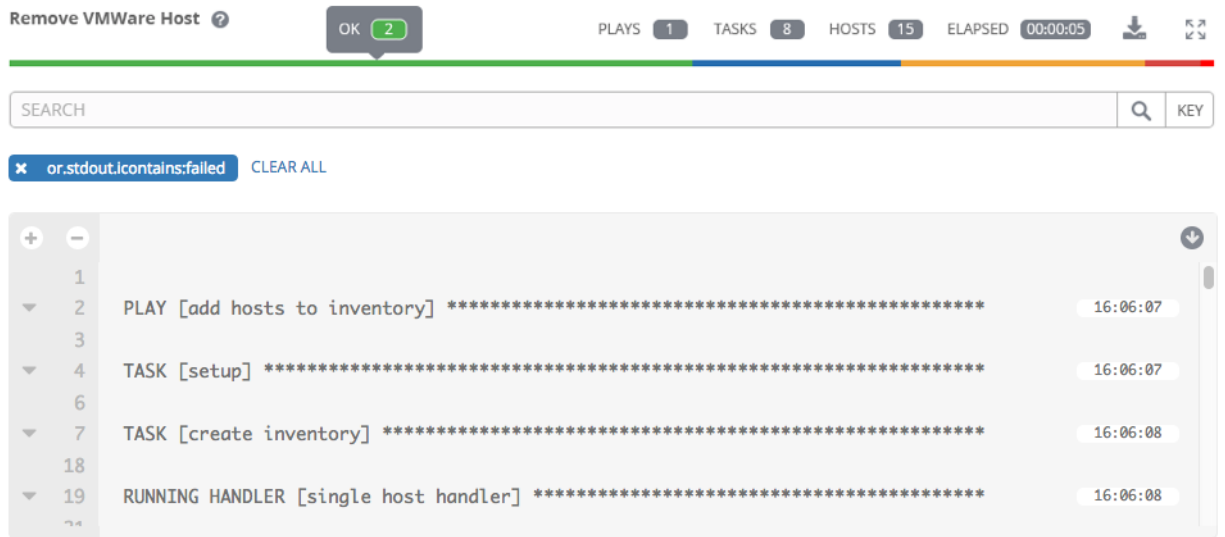
Use the Tower Search to look up specific events, hostnames, and their statuses. To filter only certain hosts with a particular status, specify one of the following valid statuses:

- **Changed:** the playbook task actually executed. Since Ansible tasks should be written to be idempotent, tasks may exit successfully without executing anything on the host. In these cases, the task would return Ok, but not Changed.
- **Failed:** the task failed. Further playbook execution was stopped for this host.
- **OK:** the playbook task returned “Ok”.
- **Unreachable:** the host was unreachable from the network or had another fatal error associated with it.
- **Skipped:** the playbook task was skipped because no change was necessary for the host to reach the target state.
- **Rescued:** introduced in Ansible 2.8, this shows the tasks that failed and then executes a rescue section.
- **Ignored:** introduced in Ansible 2.8, this shows the tasks that failed and have `ignore_errors: yes` configured.

These statuses also display at bottom of each Standard Out pane, in a group of “stats” called the Host Summary fields.



The example below shows a search with only failed hosts.



For more details about using the Tower Search, refer to the [Search](#) chapter.

Standard output view

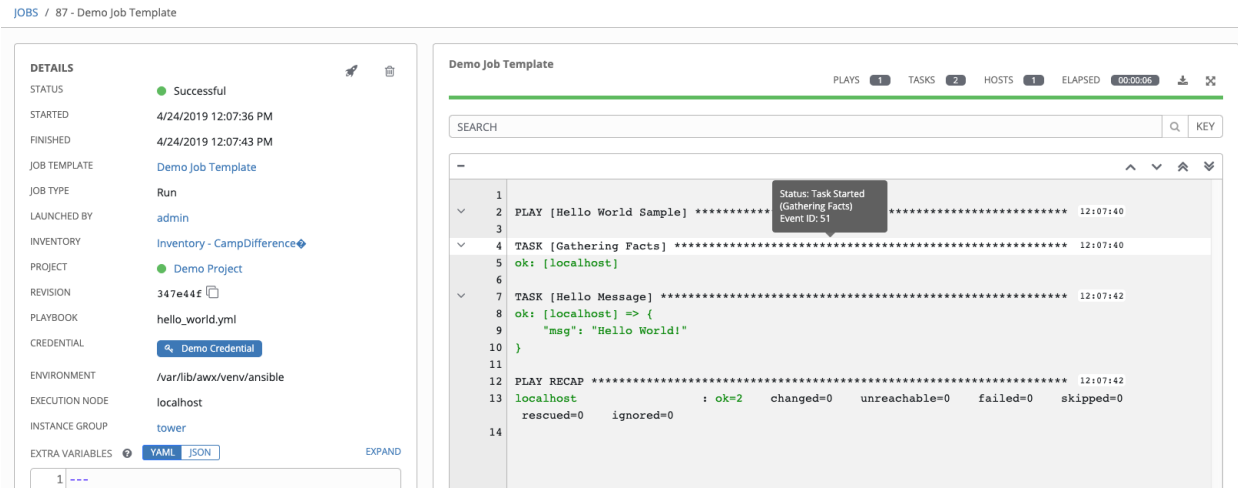
The standard output view displays all the events that occur on a particular job. By default, all rows are expanded so that all the details are displayed. Use the collapse-all button () to switch to a view that only contains the headers for plays and tasks. Click the () button to view all lines of the standard output.

Alternatively, you can display all the details of a specific play or task by clicking on the arrow icons next to them. Click an arrow from sideways to downward to expand the lines associated with that play or task. Click the arrow back to the sideways position to collapse and hide the lines.



Things to note when viewing details in the expand/collapse mode:

- Each displayed line that is not collapsed has a corresponding line number and start time.
- An expand/collapse icon is at the start of any play or task after the play or task has completed.
- If querying for a particular play or task, it will appear collapsed at the end of its completed process.
- In some cases, an error message will appear, stating that the output may be too large to display. This occurs when there are more than 4000 events. Use the search and filter for specific events to bypass the error.
- Hover over an event line in the **Standard Out** view, a tooltip displays above that line, giving the total hosts affected by this task and an option to view further details about the breakdown of their statuses.



Click on a line of an event from the **Standard Out** pane and a **Host Events** dialog displays in a separate window. This window shows the host that was affected by that particular event.

Host Events

The **Host Events** dialog shows information about the host affected by the selected event and its associated play and task:

- the **Host**
- the **Status**
- a unique **ID**
- a **Created** time stamp
- the name of the **Play**
- the name of the **Task**
- if applicable, the Ansible **Module** for the task, and any *arguments* for that module
- the **Standard Out** of the task

The screenshot shows a task execution window for 'localhost' with the following details:

- CREATED: 4/24/2019 10:03:35 PM
- ID: 864836
- PLAY: localhost
- TASK: Find stale ec2 instances
- MODULE: ec2_instance_find

The JSON output tab is selected, showing the following results:

```

1 {
2   "_ansible_parsed": true,
3   "changed": false,
4   "_ansible_no_log": false,
5   "_ansible_item_result": true,
6   "results": [],
7   "item": "us-west-2",
8   "_ansible_item_label": "us-west-2",
9   "invocation": {

```

To view the results in JSON format, click on the **JSON** tab.

21.4 Ansible Tower Capacity Determination and Job Impact

This section describes how to determine capacity for instance groups and its impact to your jobs. For container groups, see [Container capacity limits](#) in the *Ansible Tower Administration Guide*.

The Ansible Tower capacity system determines how many jobs can run on an instance given the amount of resources available to the instance and the size of the jobs that are running (referred to as *Impact*). The algorithm used to determine this is based entirely on two things:

- How much memory is available to the system (`mem_capacity`)
- How much CPU is available to the system (`cpu_capacity`)

Capacity also impacts Instance Groups. Since Groups are made up of instances, likewise, instances can be assigned to multiple groups. This means that impact to one instance can potentially affect the overall capacity of other Groups.

Instance Groups (not instances themselves) can be assigned to be used by jobs at various levels (see [Clustering](#)). When the Task Manager is preparing its graph to determine which group a job will run on, it will commit the capacity of an Instance Group to a job that hasn't or isn't ready to start yet.

Finally, in smaller configurations, if only one instance is available for a job to run, the Task Manager will allow that job to run on the instance even if it pushes the instance over capacity. This guarantees that jobs themselves won't get stuck as a result of an under-provisioned system.

Therefore, Capacity and Impact is not a zero-sum system relative to jobs and instances/Instance Groups.

For information on sliced jobs and their impact to capacity, see [Job slice execution behavior](#).

21.4.1 Resource determination for capacity algorithm

The capacity algorithms are defined in order to determine how many forks a system is capable of running simultaneously. This controls how many systems Ansible itself will communicate with simultaneously. Increasing the number of forks a Tower system is running will, in general, allow jobs to run faster by performing more work in parallel. The trade-off is that this will increase the load on the system, which could cause work to slow down overall.

Tower can operate in two modes when determining capacity. `mem_capacity` (the default) will allow you to over-commit CPU resources while protecting the system from running out of memory. If most of your work is not CPU-bound, then selecting this mode will maximize the number of forks.

Memory relative capacity

`mem_capacity` is calculated relative to the amount of memory needed per fork. Taking into account the overhead for Tower's internal components, this comes out to be about 100MB per fork. When considering the amount of memory available to Ansible jobs, the capacity algorithm will reserve 2GB of memory to account for the presence of other Tower services. The algorithm formula for this is:

```
(mem - 2048) / mem_per_fork
```

As an example:

```
(4096 - 2048) / 100 == ~20
```

Therefore, a system with 4GB of memory would be capable of running 20 forks. The value `mem_per_fork` can be controlled by setting the Tower settings value (or environment variable) `SYSTEM_TASK_FORKS_MEM`, which defaults to 100.

CPU relative capacity

Often, Ansible workloads can be fairly CPU-bound. In these cases, sometimes reducing the simultaneous workload allows more tasks to run faster and reduces the average time-to-completion of those jobs.

Just as the Tower `mem_capacity` algorithm uses the amount of memory need per fork, the `cpu_capacity` algorithm looks at the amount of CPU resources is needed per fork. The baseline value for this is 4 forks per core. The algorithm formula for this is:

```
cpus * fork_per_cpu
```

For example, a 4-core system:

```
4 * 4 == 16
```

The value `fork_per_cpu` can be controlled by setting the Tower settings value (or environment variable) `SYSTEM_TASK_FORKS_CPU` which defaults to 4.

21.4.2 Capacity job impacts

When selecting the capacity, it's important to understand how each job type affects capacity.

It's helpful to understand what forks mean to Ansible: <https://www.ansible.com/blog/ansible-performance-tuning> (see the section on "Know Your Forks").

The default forks value for Ansible is 5. However, if Tower knows that you're running against fewer systems than that, then the actual concurrency value will be lower.

When a job is run, Tower will add 1 to the number of forks selected to compensate for the Ansible parent process. So if you are running a playbook against 5 systems with a forks value of 5, then the actual forks value from the perspective of Job Impact will be 6.

Impact of job types in Tower

Jobs and Ad-hoc jobs follow the above model, forks + 1. If you set a fork value on your job template, your job capacity value will be the minimum of the forks value supplied, and the number of hosts that you have, plus one. The plus one is to account for the parent Ansible process.

Instance capacity determines which jobs get assigned to any specific instance. Jobs and ad hoc commands use more capacity if they have a higher forks value.

Other job types have a fixed impact:

- Inventory Updates: 1
- Project Updates: 1
- System Jobs: 5

If you don't set a forks value on your job template, your job will use Ansible's default forks value of five. Even though Ansible defaults to five forks, it will use fewer if your job has fewer than five hosts. In general, setting a forks value higher than what the system is capable of could cause trouble by running out of memory or over-committing CPU. So, the job template fork values that you use should fit on the system. If you have playbooks using 1000 forks but none of your systems individually has that much capacity, then your systems are undersized and at risk of performance or resource issues.

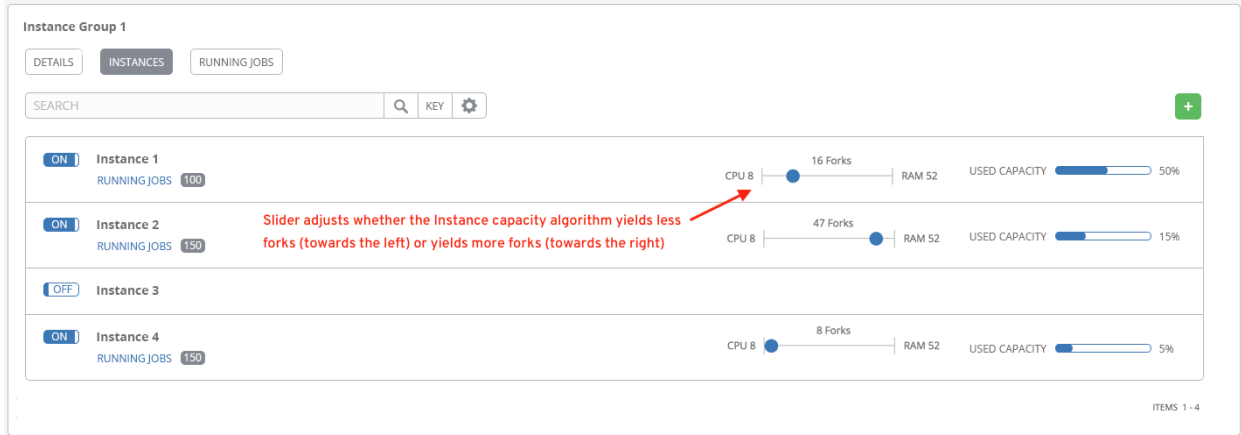
Selecting the right capacity

Selecting a capacity out of the CPU-bound or the memory-bound capacity limits is, in essence, selecting between the minimum or maximum number of forks. In the above examples, the CPU capacity would allow a maximum of 16 forks while the memory capacity would allow 20. For some systems, the disparity between these can be large and often times you may want to have a balance between these two.

The instance field `capacity_adjustment` allows you to select how much of one or the other you want to consider. It is represented as a value between 0.0 and 1.0. If set to a value of 1.0, then the largest value will be used. The above example involves memory capacity, so a value of 20 forks would be selected. If set to a value of 0.0 then the smallest value will be used. A value of 0.5 would be a 50/50 balance between the two algorithms which would be 18:

```
16 + (20 - 16) * 0.5 == 18
```

To view or edit the capacity in the Tower user interface, select the **Instances** tab of the Instance Group.



21.5 Job branch overriding

Projects specify the branch, tag, or reference to use from source control in the `scm_branch` field. These are represented by the values specified in the Project Details fields as shown.

NEW PROJECT

DETAILS PERMISSIONS JOB TEMPLATES SCHEDULES

* NAME: Example

DESCRIPTION: Ansible example playbook

* ORGANIZATION: Honey Dog, Inc.

ANSIBLE ENVIRONMENT: Select Ansible Environment

* SCM TYPE: Git

SOURCE DETAILS

* SCM URL: https://github.com/ansible/tower-example

SCM BRANCH/TAG/COMMIT: []

SCM REFSPEC: []

SCM CREDENTIAL: []

SCM UPDATE OPTIONS

- CLEAN
- DELETE ON UPDATE
- UPDATE REVISION ON LAUNCH
- ALLOW BRANCH OVERRIDE

CANCEL SAVE

Projects have the option to “Allow Branch Override”. When checked, project admins can delegate branch selection to the job templates that use that project (requiring only project `use_role`).

SCM UPDATE OPTIONS

- CLEAN
- DELETE ON UPDATE
- UPDATE REVISION ON LAUNCH
- ALLOW BRANCH OVERRIDE

Admins of job templates can further delegate that ability to users executing the job template (requiring only job template `execute_role`) by checking the **Prompt on Launch** box next to the SCM Branch field of the job template.

21.5.1 Source tree copy behavior



Every job run has its own private data directory. This directory contains a copy of the project source tree for the given `scm_branch` the job is running. Jobs are free to make changes to the project folder and make use of those changes while it is still running. This folder is temporary and is cleaned up at the end of the job run.


If **Clean** is checked, Tower discards modified files in its local copy of the repository through use of the `force` parameter in its respective Ansible modules pertaining to `git`, `Subversion`, and `Mercurial`.

21.5.2 Project revision behavior

Typically, during a project update, the revision of the default branch (specified in the **SCM Branch** field of the project) is stored when updated, and jobs using that project will employ this revision. Providing a non-default **SCM Branch** (not a commit hash or tag) in a job, the newest revision is pulled from the source control remote immediately before the job starts. This revision is shown in the **Revision** field of the job and its respective project update.

JOBS / 6 - Branch Override

DETAILS  

STATUS	● Successful
STARTED	8/15/2019 8:48:27 AM
FINISHED	8/15/2019 8:48:58 AM
JOB TEMPLATE	Branch Override
JOB TYPE	Run
LAUNCHED BY	admin
INVENTORY	Demo Inventory
PROJECT	Example
REVISION	806a1d2 
PLAYBOOK	free_waiter.yml
ENVIRONMENT	/var/lib/awx/venv/ansible
EXECUTION NODE	localhost
INSTANCE GROUP	tower
EXTRA VARIABLES	? YAML JSON EXPAND

```
1 ---
```

Consequently, offline job runs are impossible for non-default branches. To be sure that a job is running a static version from source control, use tags or commit hashes. Project updates do not save the revision of all branches, only the project default branch.

The **SCM Branch** field is not validated, so the project must update to assure it is valid. If this field is provided or prompted for, the **Playbook** field of job templates will not be validated, and you will have to launch the job template in order to verify presence of the expected playbook.

21.5.3 Git Refspec

The **SCM Refspec** field specifies which extra references the update should download from the remote. Examples are:

1. `refs/*:refs/remotes/origin/*`: fetches all references, including remotes of the remote
2. `refs/pull/*:refs/remotes/origin/pull/*` (GitHub-specific): fetches all refs for all pull requests
3. `refs/pull/62/head:refs/remotes/origin/pull/62/head`: fetches the ref for that one GitHub pull request

For large projects, you should consider performance impact when using the 1st or 2nd examples here.

The **SCM Refspec** parameter affects the availability of the project branch, and can allow access to references not otherwise available. The examples above allow the user to supply a pull request from the **SCM Branch**, which would not be possible without the **SCM Refspec** field.

The Ansible git module fetches `refs/heads/*` by default. This means that a project's branches and tags (and commit hashes therein) can be used as the SCM Branch if **SCM Refspec** is blank. The value specified in the **SCM Refspec** field affects which **SCM Branch** fields can be used as overrides. Project updates (of any type) will perform an extra `git fetch` command to pull that refspec from the remote.

For example: You could set up a project that allows branch override with the 1st or 2nd refspec example -> Use this in a job template that prompts for the **SCM Branch** -> A client could launch the job template when a new pull request is created, providing the branch `pull/N/head` -> The job template would run against the provided GitHub pull request reference.

For more information on the Ansible git module, see https://docs.ansible.com/ansible/latest/modules/git_module.html.

NOTIFICATIONS

A **Notification Template** is an instance of a **Notification** type (Email, Slack, Webhook, etc.) with a name, description, and a defined configuration.

For example:

- A username, password, server, and recipients are needed for an Email notification template
- The token and a list of channels are needed for a Slack notification template
- The URL and Headers are needed for a Webhook notification template

A Notification is a manifestation of the notification template; for example, when a job fails, a notification is sent using the configuration defined by the notification template.

At a high level, the typical flow for the notification system works as follows:

- A user creates a notification template to the Tower REST API at the `/api/v2/notification_templates` endpoint (either through the API or through the Tower UI).
- A user assigns the notification template to any of the various objects that support it (all variants of job templates as well as organizations and projects) and at the appropriate trigger level for which they want the notification (started, success, or error). For example a user may wish to assign a particular notification template to trigger when Job Template 1 fails. In which case, they will associate the notification template with the job template at `/api/v2/job_templates/n/notification_templates_error` API endpoint.
- Starting with Ansible Tower 3.6, you can set notifications on job start, not just job end. Users and teams are also able to define their own notifications that can be attached to arbitrary jobs.

22.1 Notification Hierarchy

Notification templates assigned at certain levels will inherit templates defined on parent objects as such:

- Job Templates will use notification templates defined on it as well as inheriting notification templates from the Project used by the Job Template and from the Organization that it is listed under (via the Project).
- Project Updates will use notification templates defined on the project and will inherit notification templates from the Organization associated with it
- Inventory Updates will use notification templates defined on the Organization that it is listed under
- Ad-hoc commands will use notification templates defined on the Organization that the inventory is associated with

22.2 Workflow

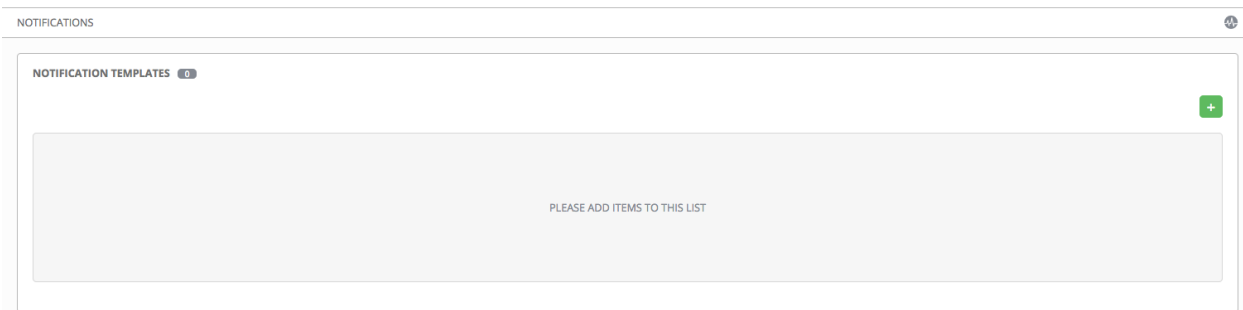
When a job succeeds or fails, the error or success handler will pull a list of relevant notification templates using the procedure defined above. It will then create a Notification object for each one containing relevant details about the job and then sends it to the destination (email addresses, slack channel(s), sms numbers, etc). These Notification objects are available as related resources on job types (jobs, inventory updates, project updates), and also at `/api/v2/notifications`. You may also see what notifications have been sent from a notification templates by examining its related resources.

If a notification fails, it will not impact the job associated to it or cause it to fail. The status of the notification can be viewed at its detail endpoint (`/api/v2/notifications/<n>`).

22.3 Create a Notification Template

To create a Notification Template:

1. Click the Notifications () icon from the left navigation bar.



2. Click the  button.

3. Enter the name of the notification and a description in their respective fields, and specify the organization (required) it belongs to.
4. Choose a type of notification from the **Type** drop-down menu. Refer to the subsequent sections for additional information.
5. Once all required information is complete, click **Save** to add the notification.

22.4 Notification Types

Notification types supported with Ansible Tower 3.6.1:

- *Email*
- *Grafana*
- *HipChat*
- *IRC*
- *Mattermost*
- *PagerDuty*
- *Rocket.Chat*
- *Slack*
- *Twilio*
- *Webhook*

Each of these have their own configuration and behavioral semantics and testing them may need to be approached in different ways. Additionally, you can customize each type of notification down to a specific detail, or a set of criteria to trigger a notification. See [Create custom notifications](#) for more detail on configuring custom notifications. The following sections will give as much detail as possible on each type of notification.

22.4.1 Email

The email notification type supports a wide variety of SMTP servers and has support for TLS/SSL connections.

You must provide the following details to setup an email notification:

- Host
- Recipient list
- Sender email
- Port
- Timeout (in seconds): allows you to specify up to 120 seconds, the length of time Tower may attempt connecting to the email server before giving up.

NEW NOTIFICATION TEMPLATE ✖

<p>* NAME</p> <input type="text" value="Email notification"/>	<p>DESCRIPTION</p> <input type="text"/>	<p>* ORGANIZATION</p> <input type="text" value="Default"/>
<p>* TYPE</p> <input type="text" value="Email"/>		
TYPE DETAILS		
<p>USERNAME</p> <input type="text"/>	<p>PASSWORD</p> <input type="text" value="SHOW"/>	<p>* HOST</p> <input type="text" value="hostname"/>
<p>* RECIPIENT LIST ⓘ</p> <input type="text" value="you@email.com"/>	<p>* SENDER EMAIL</p> <input type="text" value="me@email.com"/>	<p>* PORT</p> <input type="text" value="80"/>
<p>* TIMEOUT ⓘ</p> <input type="text" value="30"/>	<p>OPTIONS</p> <p><input type="radio"/> USE TLS</p> <p><input checked="" type="radio"/> USE SSL</p>	
<p>CUSTOMIZE MESSAGES...</p> <input type="checkbox"/>		
		<p><input type="button" value="CANCEL"/> <input type="button" value="SAVE"/></p>

22.4.2 Grafana

Grafana is a fairly straightforward integration. First, create an API Key in the [Grafana system](#) (this is the token that is given to Tower).

You must provide the following details to setup a Grafana notification:

- **Grafana URL:** The URL of the Grafana API service, generally `http://yourcompany.grafana.com`.
- **Grafana API Key:** The user must first create an API Key in the Grafana system (this is the token that is given to Tower).

The other options of note are:

- **ID of the Dashboard:** When you created an API Key for the Grafana account, you can set up a dashboard with its own unique ID.
- **ID of the Panel:** If you added panels and graphs to your Grafana interface, you can specify its ID here.
- **Tags for the Annotation:** Enter keywords that help identify the type(s) of event(s) of the notification you are configuring.
- **Disable SSL Verification:** SSL verification is on by default, but you can choose to turn off Tower's attempt to verify the authenticity of the target's certificate. Environments that use internal or private CA's should select this option to disable verification.

NEW NOTIFICATION TEMPLATE

* NAME: Grafana notification

DESCRIPTION: [Empty]

* ORGANIZATION: Default

* TYPE: Grafana

TYPE DETAILS

* GRAFANA URL: https://grafana.com

* GRAFANA API KEY: SHOW [Redacted]

ID OF THE DASHBOARD (OPTIONAL): [Empty]

ID OF THE PANEL (OPTIONAL): [Empty]

TAGS FOR THE ANNOTATION (OPTIONAL): ansible

DISABLE SSL VERIFICATION

CUSTOMIZE MESSAGES...

CANCEL SAVE

22.4.3 HipChat

There are several ways to integrate with HipChat. The Tower implementation uses HipChat “Integrations”. Currently you can find this at the bottom right of the main HipChat webview. From there, you will select “Build your own Integration”. After creating that, it will list the `auth_token` that needs to be supplied to Tower. Some other relevant details on the fields required by Tower for HipChat notifications:

- **Destination Channels:** Channels which should receive the notification (“engineering” or “#support”, for example).
- **Token:** The token listed after building your own HipChat integration.
- **API URL:** The URL of the Hipchat API service. If you create a team hosted by them it will be something like: `https://team.hipchat.com`. For a self-hosted integration, use a base URL similar to `https://hipchat.yourcompany.com/` and add in appropriate Destination Channels without the # leading them (“engineering” rather than “#engineering”).
- **Notification Label:** Along with the integration name itself this will put another label on the notification (which could be helpful if multiple services are using the same integration to distinguish them from each other).
- **Notification Color:** This will highlight the message as the given color. If set to something HipChat does not expect, then the notification will generate an error in the given color.
- **Notify Channel (optional):** Selecting this will cause the bot to “notify” channel members. Normally it will just be stuck as a message in the chat channel without triggering anyone’s notifications. This option will notify users of the channel respecting their existing notification settings (browser notification, email fallback, etc.).

NEW NOTIFICATION TEMPLATE

* NAME: HipChat Notification DESCRIPTION: * ORGANIZATION: Honey Dog, Inc.

* TYPE: HipChat

TYPE DETAILS

* DESTINATION CHANNELS: * TOKEN: SHOW * API URL: https://mycompany.hipchat.com

* NOTIFICATION LABEL: * NOTIFICATION COLOR: Choose a notification color NOTIFY CHANNEL

CUSTOMIZE MESSAGES...

22.4.4 IRC

The Tower IRC notification takes the form of an IRC bot that will connect, deliver its messages to channel(s) or individual user(s), and then disconnect. The Tower notification bot also supports SSL authentication. The Tower bot does not currently support Nickserv identification. If a channel or user does not exist or is not on-line then the Notification will not fail; the failure scenario is reserved specifically for connectivity.

Connectivity information is straightforward:

- IRC Server Password (optional): IRC servers can require a password to connect. If the server does not require one, leave blank
- IRC Server Port: The IRC server Port
- IRC Server Address: The host name or address of the IRC server
- IRC Nick: The bot's nickname once it connects to the server
- Destination Channels or Users: A list of users and/or channels to which to send the notification.
- SSL Connection (optional): Should the bot use SSL when connecting

NEW NOTIFICATION TEMPLATE

* NAME: IRC Notification DESCRIPTION: * ORGANIZATION: Honey Dog, Inc.

* TYPE: IRC

TYPE DETAILS

IRC SERVER PASSWORD: SHOW * IRC SERVER PORT: 6667 * IRC SERVER ADDRESS: irc.testirc.net

* IRC NICK: helpbot * DESTINATION CHANNELS OR USERS: #engineering, #release-engineers SSL CONNECTION

CUSTOMIZE MESSAGES...

22.4.5 Mattermost

The Mattermost notification type in Ansible Tower provides a simple interface to Mattermost’s messaging and collaboration workspace. The parameters that can be specified are:

- Target URL (required): The full URL that will be POSTed to
- Username
- Channel
- Icon URL: specifies the icon to display for this notification
- Disable SSL Verification: Turns off Tower’s attempt to verify the authenticity of the target’s certificate. Environments that use internal or private CA’s should select this option to disable verification.

The screenshot shows a web form titled "NEW NOTIFICATION TEMPLATE" with a close button in the top right corner. The form is organized into several sections:

- NAME:** A text input field containing "Mattermost Notification".
- DESCRIPTION:** An empty text input field.
- ORGANIZATION:** A text input field with a search icon and the text "Honey Dog, Inc." inside.
- TYPE:** A dropdown menu with "Mattermost" selected.
- TYPE DETAILS:** A section containing:
 - TARGET URL:** A text input field with "http://1.2.3.4:8065/hooks/jSkurmybl5134pnf9sdpjts".
 - USERNAME:** A text input field with "beth".
 - CHANNEL:** A text input field with "my-channel".
- ICON URL:** A text input field with "https://www.myicon/favicon.ico".
- DISABLE SSL VERIFICATION:** A checked checkbox.
- CUSTOMIZE MESSAGES...:** A toggle switch that is currently turned off.

At the bottom right of the form, there are two buttons: "CANCEL" and "SAVE".

22.4.6 PagerDuty

PagerDuty is a fairly straightforward integration. First, create an API Key in the [PagerDuty system](#) (this is the token that is given to Tower) and then create a “Service” which provides an “Integration Key” that will also be given to Tower. The other required options are:

- API Token: The user must first create an API Key in the PagerDuty system (this is the token that is given to Tower).
- PagerDuty Subdomain: When you sign up for the PagerDuty account, you receive a unique subdomain to communicate with. For instance, if you signed up as “towertest”, the web dashboard will be at `towertest.pagerduty.com` and you will give the Tower API `towertest` as the subdomain (not the full domain).
- API Service/Integration Key
- Client Identifier: This will be sent along with the alert content to the pagerduty service to help identify the service that is using the api key/service. This is helpful if multiple integrations are using the same API key and service.

NEW NOTIFICATION TEMPLATE

* NAME: PagerDuty Notification DESCRIPTION: * ORGANIZATION: Honey Dog, Inc.

* TYPE: Pagerduty

TYPE DETAILS

* API TOKEN: SHOW * PAGERDUTY SUBDOMAIN: pagerduty.subdomain.com * API SERVICE/INTEGRATION KEY: efk3ou7wpo3L3JJORO

* CLIENT IDENTIFIER: 322393

CUSTOMIZE MESSAGES...

22.4.7 Rocket.Chat

The Rocket.Chat notification type in Ansible Tower provides an interface to Rocket.Chat’s collaboration and communication platform. The parameters that can be specified are:

- Target URL (required): The full URL that will be POSTed to
- Username
- Icon URL: specifies the icon to display for this notification
- Disable SSL Verification: Turns off Tower’s attempt to verify the authenticity of the target’s certificate. Environments that use internal or private CA’s should select this option to disable verification.

NEW NOTIFICATION TEMPLATE

* NAME: RocketChat Notification DESCRIPTION: * ORGANIZATION: Honey Dog, Inc.

* TYPE: Rocket.Chat

TYPE DETAILS

* TARGET URL: http://1.2.3.4:8065/hooks/rocket-target USERNAME: jerry ICON URL: https://www.myicon/favicon.ico

DISABLE SSL VERIFICATION

CUSTOMIZE MESSAGES...

22.4.8 Slack

Slack, a collaborative team communication and messaging tool, is pretty easy to configure.

You must supply the following to setup Slack notifications:

- Destination channel(s)
- A token (which you can obtain from creating a bot in the integrations settings for the Slack team at <https://api.slack.com/bot-users>)

You must also invite the notification bot to join the channel(s) in question. Note that private messages are not supported.

The screenshot shows a 'NEW NOTIFICATION TEMPLATE' form for Slack. The form is divided into several sections:

- * NAME:** A text input field containing 'Slack notification'.
- DESCRIPTION:** An empty text input field.
- * ORGANIZATION:** A search input field containing 'Honey Dog, Inc.' with a magnifying glass icon on the left.
- * TYPE:** A dropdown menu with 'Slack' selected.
- TYPE DETAILS:**
 - * DESTINATION CHANNELS:** A list of channels: #engineering, #helpdesk, #support.
 - * TOKEN:** A text input field with a 'SHOW' button and a masked token '.....'.
 - NOTIFICATION COLOR:** An empty text input field.
- CUSTOMIZE MESSAGES...:** A toggle switch that is currently turned off.

At the bottom right of the form, there are two buttons: 'CANCEL' and 'SAVE'.

22.4.9 Twilio

Twilio service is an Voice and SMS automation service. Once you are signed in, you must create a phone number from which the message will be sent. You can then define a “Messaging Service” under Programmable SMS and associate the number you created before with it.

Note that you may need to verify this number or some other information before you are allowed to use it to send to any numbers. The Messaging Service does not need a status callback URL nor does it need the ability to Process inbound messages.

Under your individual (or sub) account settings, you will have API credentials. Twilio uses two credentials to determine which account an API request is coming from. The “Account SID”, which acts as a username, and the “Auth Token” which acts as a password.

To setup Twilio, provide the following details:

- Account Token
- Source Phone Number (this is the number associated with the messaging service above and must be given in the form of “+15556667777”)
- Destination SMS number (this will be the list of numbers to receive the SMS and should be the 10-digit phone number)
- Account SID

NEW NOTIFICATION TEMPLATE

* NAME: Twilio Notification DESCRIPTION: * ORGANIZATION: Honey Dog, Inc.

* TYPE: Twilio

TYPE DETAILS

* ACCOUNT TOKEN: SHOW * SOURCE PHONE NUMBER: 9109876555 * DESTINATION SMS NUMBER: 9109876555

* ACCOUNT SID: Aa54e6dg4345d3t676f60

CUSTOMIZE MESSAGES...

22.4.10 Webhook

The webhook notification type in Ansible Tower provides a simple interface to sending POSTs to a predefined web service. Tower will POST to this address using application/json content type with the data payload containing all relevant details in json format. Some web service APIs expect HTTP requests to be in a certain format with certain fields. Starting in v3.6.1, you can configure more of the webhook notification in the following ways:

- configure the HTTP method (using **POST** or **PUT**)
- body of the outgoing request
- configure authentication (using basic auth)

The parameters for configuring webhooks are:

- Username
- Basic Auth Password
- Target URL (required): The full URL to which the webhook notification will be PUT or POSTed.
- Disable SSL Verification: SSL verification is on by default, but you can choose to turn off Tower's attempt to verify the authenticity of the target's certificate. Environments that use internal or private CA's should select this option to disable verification.
- HTTP Headers (required): Headers in JSON form where the keys and values are strings. For example,

```
{ "Authentication": "988881adc9fc3655077dc2d4d757d480b5ea0e11", "MessageType": "Test" }
```
- HTTP Method (required). Select the method for your webhook:
 - POST: Creates a new resource. Also acts as a catch-all for operations that do not fit into the other categories. It is likely you need to POST unless you know your webhook service expects a PUT.
 - PUT: Updates a specific resource (by an identifier) or a collection of resources. PUT can also be used to create a specific resource if the resource identifier is known beforehand.

NEW NOTIFICATION TEMPLATE

* NAME: DESCRIPTION: * ORGANIZATION:

* TYPE:

TYPE DETAILS

USERNAME: BASIC AUTH PASSWORD: * TARGET URL:

DISABLE SSL VERIFICATION

* HTTP HEADERS

```
1 [{"Authentication": "988881ad9fc365507dc2d4d757d480b5ea0e11", "MessageType": "Test"}]
```

* HTTP METHOD

Choose a http method

POST

PUT

22.5 Create custom notifications

Starting with Ansible Tower 3.6, you can [customize the text content](#) of each of the *Notification Types* by enabling the **Customize Messages** portion at the bottom of the notifications form.

CUSTOMIZE MESSAGES...

Use custom messages to change the content of notifications sent when a job starts, succeeds, or fails. Use curly braces to access information about the job: ({{ job_friendly_name }}, {{ url }}, or attributes of the job such as ({{ job.status }}). You may apply a number of possible variables in the message. Refer to the Ansible Tower documentation for more details.

START MESSAGE

```
1 {{ job_friendly_name }} #{{ job.id }} '{{ job.name }}' {{ job.status }}: {{ url }}
```

START MESSAGE BODY

```
1 {{ job_friendly_name }} #{{ job.id }} had status {{ job.status }}, view details at {{ url }}
2
3 {{ job_metadata }}
```

SUCCESS MESSAGE

```
1 {{ job_friendly_name }} #{{ job.id }} '{{ job.name }}' {{ job.status }}: {{ url }}
```

SUCCESS MESSAGE BODY

```
1 {{ job_friendly_name }} #{{ job.id }} had status {{ job.status }}, view details at {{ url }}
2
3 {{ job_metadata }}
```

ERROR MESSAGE

```
1 {{ job_friendly_name }} #{{ job.id }} '{{ job.name }}' {{ job.status }}: {{ url }}
```

ERROR MESSAGE BODY

```
1 {{ job_friendly_name }} #{{ job.id }} had status {{ job.status }}, view details at {{ url }}
2
3 {{ job_metadata }}
```

WORKFLOW APPROVED MESSAGE

```
1 {{ job_friendly_name }} #{{ job.id }} '{{ job.name }}' {{ job.status }}: {{ url }}
```

WORKFLOW APPROVED MESSAGE BODY

```
1 {{ job_friendly_name }} #{{ job.id }} had status {{ job.status }}, view details at {{ url }}
2
3 {{ job_metadata }}
```

WORKFLOW DENIED MESSAGE

```
1 {{ job_friendly_name }} #{{ job.id }} '{{ job.name }}' {{ job.status }}: {{ url }}
```

WORKFLOW DENIED MESSAGE BODY

```
1 {{ job_friendly_name }} #{{ job.id }} had status {{ job.status }}, view details at {{ url }}
2
3 {{ job_metadata }}
```

WORKFLOW RUNNING MESSAGE

```
1 {{ job_friendly_name }} #{{ job.id }} '{{ job.name }}' {{ job.status }}: {{ url }}
```

WORKFLOW RUNNING MESSAGE BODY

```
1 {{ job_friendly_name }} #{{ job.id }} had status {{ job.status }}, view details at {{ url }}
2
3 {{ job_metadata }}
```

WORKFLOW TIMED OUT MESSAGE

```
1 {{ job_friendly_name }} #{{ job.id }} '{{ job.name }}' {{ job.status }}: {{ url }}
```

WORKFLOW TIMED OUT MESSAGE BODY

```
1 {{ job_friendly_name }} #{{ job.id }} had status {{ job.status }}, view details at {{ url }}
2
3 {{ job_metadata }}
```

CANCEL SAVE

You can provide a custom message for various job events:

- Start
- Success
- Error
- Workflow approved
- Workflow denied
- Workflow running
- Workflow timed out

The message forms vary depending on the type of notification you are configuring. For example, messages for email and PagerDuty notifications have the appearance of a typical email form with a subject and body, in which case, Tower displays the fields as **Message** and **Message Body**. Other notification types only expect a **Message** for each type of event:

```

MESSAGE
1 {{ job_friendly_name }} #{{ job.id }} '{{ job.name }}' {{ job.status }}: {{ url }}

MESSAGE BODY
1 {{ job_friendly_name }} #{{ job.id }} had status {{ job.status }}, view details at {{ url }}
2
3 {{ job_metadata }}
    
```

The **Message** fields are pre-populated with a template containing a top-level variable, `job` coupled with an attribute, such as `id` or `name`, for example. Templates are enclosed in curly braces and may draw from a fixed set of fields provided by Tower, as shown in the pre-populated **Messages** fields.

```

SUCCESS MESSAGE
1 {{ job_friendly_name }} #{{ job.id }} '{{ job.name }}' {{ job.status }}: {{ url }}
    
```

Variable Attribute

This pre-populated field suggests commonly displayed messages to a recipient who is notified of an event. You can, however, customize these messages with different criteria by adding your own attribute(s) for the job as needed. Custom notification messages are rendered using Jinja - the same templating engine used by Ansible playbooks.

Messages and message bodies have different types of content:

- messages will always just be strings (one-liners only; new lines are not allowed)
- message bodies will be either a dictionary or block of text:
 - the message body for *Webhooks* and *PagerDuty* uses dictionary definitions. The default message body for these is `{{ job_metadata }}`, you can either leave that as is or provide your own dictionary
 - the message body for email uses a block of text or a multi-line string. The default message body is:

```

{{ job_friendly_name }} #{{ job.id }} had status {{ job.status }}, view_
↪details at {{ url }} {{ job_metadata }}
    
```

You can tweak this text (leaving `{{ job_metadata }}` in, or drop `{{ job_metadata }}` altogether). Since the body is a block of text, it can really be any string you want.

`{{ job_metadata }}` gets rendered as a dictionary containing fields that describe the job being executed. In all cases, `{{ job_metadata }}` will include the following fields:

- id
- name
- url
- created_by
- started
- finished
- status
- traceback

The resulting dictionary will look something like this:

```
{ "id": 18,  
  "name": "Project - Space Procedures",  
  "url": "https://towerhost/#/jobs/project/18",  
  "created_by": "admin",  
  "started": "2019-10-26T00:20:45.139356+00:00",  
  "finished": "2019-10-26T00:20:55.769713+00:00",  
  "status": "successful",  
  "traceback": ""  
}
```

If `{{ job_metadata }}` is rendered in a job, it will include the following additional fields:

- inventory
- project
- playbook
- credential
- limit
- extra_vars
- hosts

The resulting dictionary will look something like:

```
{ "id": 12,  
  "name": "JobTemplate - Launch Rockets",  
  "url": "https://towerhost/#/jobs/playbook/12",  
  "created_by": "admin",  
  "started": "2019-10-26T00:02:07.943774+00:00",  
  "finished": null,  
  "status": "running",  
  "traceback": "",  
}
```

(continues on next page)

(continued from previous page)

```

"inventory": "Inventory - Fleet",
"project": "Project - Space Procedures",
"playbook": "launch.yml",
"credential": "Credential - Mission Control",
"limit": "",
"extra_vars": "{}",
"hosts": {}
}

```

If `{{ job_metadata }}` is rendered in a workflow job, it will include the following additional field:

- `body` (this will enumerate all the nodes in the workflow job and includes a description of the job associated with each node)

The resulting dictionary will look something like this:

```

{"id": 14,
 "name": "Workflow Job Template - Launch Mars Mission",
 "url": "https://towerhost/#/workflows/14",
 "created_by": "admin",
 "started": "2019-10-26T00:11:04.554468+00:00",
 "finished": "2019-10-26T00:11:24.249899+00:00",
 "status": "successful",
 "traceback": "",
 "body": "Workflow job summary:

        node #1 spawns job #15, \"Assemble Fleet JT\", which finished_
↪with status successful.
        node #2 spawns job #16, \"Mission Start approval node\", which_
↪finished with status successful.\n
        node #3 spawns job #17, \"Deploy Fleet\", which finished with_
↪status successful."
}

```

For more detail, refer to [Using variables with Jinja2](#).

Tower requires valid syntax in order to retrieve the correct data to display the messages. For a list of supported attributes and the proper syntax construction, refer to the [Supported Attributes for Custom Notifications](#) in the *Ansible Tower Installation and Reference Guide*.

If you create a notification template that uses invalid syntax or references unusable fields, an error message displays indicating the nature of the error. If you delete a notification's custom message, the default message is shown in its place.

22.6 Enable and Disable Notifications

You can select which notifications to notify you when a specific job starts, in addition to notifying you on success or failure at the end of the job run. Some behaviors to keep in mind:

- if a workflow template (WFJT) has notification on start enabled, and a job template (JT) within that workflow also has notification on start enabled, you will receive notifications for both
- you can enable notifications to run on many JTs within a WFJT
- you can enable notifications to run on a sliced job template (SJT) start and each slice will generate a notification
- when you enable a notification to run on job start, and that notification gets deleted, the JT continues to run, but will result in an error message

You can enable notifications on job start, job success, and job failure, or any combination thereof, from the **Notifications** tab of the following resources:

- Job Template
- Workflow Template
- Projects (shown in the example below)
- Inventory Source
- Organizations

PROJECTS / Example / NOTIFICATIONS

Example

DETAILS | PERMISSIONS | **NOTIFICATIONS** | JOB TEMPLATES | SCHEDULES

SEARCH Q KEY

NAME	TYPE	START	SUCCESS	FAILURE
Email notification for job Starts	Email	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Slack notification	Slack	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SMS notification to Self	Pagerduty	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Web notification	Webhook	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

ITEMS 1 - 4

For workflow templates that have approval nodes, in addition to *Start*, *Success*, and *Failure*, you can enable or disable certain approval-related events:

New Workflow Job Template

DETAILS | PERMISSIONS | **NOTIFICATIONS** | COMPLETED JOBS | SCHEDULES

SEARCH Q KEY

NAME	TYPE	APPROVAL	START	SUCCESS	FAILURE
Email notification for job starts	Email	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Slack notification	Slack	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SMS notification to Self	Pagerduty	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Web notification	Webhook	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ITEMS 1 - 4

Refer to *Approval nodes* for additional detail on working with these types of nodes.

22.7 Configure the towerhost hostname

In `/etc/tower/conf.d/custom.py`, you can set `TOWER_URL_BASE='https://tower.example.com'` to change the notification hostname, replacing `https://tower.example.com` with your preferred hostname. You must restart Tower services after saving your changes with `ansible-tower-service restart`.

Refreshing your Tower license also changes the notification hostname.

22.7.1 Reset the TOWER_URL_BASE

The primary way that Tower determines how the base URL (`TOWER_URL_BASE`) is defined is by looking at an incoming request and setting the server address based on that incoming request.

Tower takes settings values from the database first. If no settings values are found, Tower falls back to using the values from the settings files. If a user posts a license by navigating to the Tower host's IP address, the posted license is written to the settings entry in the database.

To change the `TOWER_URL_BASE` if the wrong address has been picked up, navigate to the license from the Tower



Settings () Menu's **License** tab using the DNS entry you wish to appear in notifications, and re-add your license.

22.8 Notifications API

Ansible Tower 3.6 discontinued the following notification API endpoints that are appended by `*_any`:

```
/api/v2/organizations/N/notification_templates_any/
/api/v2/job_templates/N/notification_templates_any/
/api/v2/projects/N/notification_templates_any/
/api/v2/inventory_sources/N/notification_templates_any/
/api/v2/system_job_templates/N/notification_templates_any/
```

Starting in v3.6.1, you should use the `started`, `success`, or `error` endpoints instead:

Before:

```
/api/v2/organizations/N/notification_templates_any/
```

After:

```
/api/v2/organizations/N/notification_templates_started/
/api/v2/organizations/N/notification_templates_success/
/api/v2/organizations/N/notification_templates_error/
```


Additionally, the `.../.../.../N/notification_templates_started` endpoints have **GET** and **POST** actions for:



- Organizations
- Projects




















- Inventory Sources
- Job Templates
- System Job Templates
- Workflow Job Templates

SCHEDULES



You can access all your configured schedules by clicking the Schedules icon () from the left navigation bar. The schedules list may be sorted by any of the attributes from each column using the directional arrows. You can also search by name, date, or the name of the month in which a schedule runs.













Use the **ON/OFF** toggle next to the schedule name to enable/disable that schedule. Each schedule has a corresponding **Actions** column that has options to allow editing () or deleting () the schedule.

SCHEDULED JOBS 3			
SEARCH <input type="text"/> <input type="button" value="Q"/> <input type="button" value="KEY"/>			
NAME 	TYPE 	NEXT RUN 	ACTIONS
<input checked="" type="checkbox"/> Schedule 1	SCM Update	12/6/2019 12:00:00 AM	 
<input checked="" type="checkbox"/> Schedule 2	SCM Update	1/1/2020 12:02:00 AM	 
<input checked="" type="checkbox"/> Run Once	SCM Update		 
<input checked="" type="checkbox"/> Schedule 3	SCM Update	12/25/2019 12:03:00 AM	 
<input checked="" type="checkbox"/> Cleanup Expired Sessions	Management Job		 
<input checked="" type="checkbox"/> Cleanup Expired OAuth 2 Tokens	Management Job		 
<input checked="" type="checkbox"/> Cleanup Activity Schedule	Management Job	12/10/2019 10:51:13 AM	 
<input checked="" type="checkbox"/> Cleanup Job Schedule	Management Job	12/8/2019 10:51:13 AM	 

ITEMS 1-8

If you are setting up a template, a project, or an inventory source, clicking on the **Schedules** tab allows you to configure schedules for these resources. Once schedules are created, they are listed with the following information:

- **Name:** Clicking the schedule name opens the **Edit Schedule** dialog
- **First Run:** The first scheduled run of this task
- **Next Run:** The next scheduled run of this task
- **Final Run:** If the task has an end date, this is the last scheduled run of the task

SEARCH <input type="text"/> <input type="button" value="Q"/> <input type="button" value="KEY"/> <input type="button" value="+"/>				
NAME 	FIRST RUN 	NEXT RUN 	FINAL RUN 	ACTIONS
<input checked="" type="checkbox"/> Schedule 1	12/4/2019 12:00:00 AM	12/4/2019 12:00:00 AM		 
<input checked="" type="checkbox"/> Schedule 2	12/4/2019 12:00:00 AM	12/4/2019 12:00:00 AM	12/4/2019 12:00:00 AM	 
<input checked="" type="checkbox"/> Schedule 3	12/5/2019 11:00:00 PM	12/5/2019 11:00:00 PM	12/26/2019 11:00:00 PM	 
<input checked="" type="checkbox"/> Schedule 4	11/3/2019 3:00:00 AM	1/5/2020 3:00:00 AM	2/2/2020 3:00:00 AM	 


ITEMS 1-4

23.1 Add a new schedule

Schedules can only be created from a template, project, or inventory source, and not directly on the main **Schedules** screen itself. To create a new schedule:

1. Click the **Schedules** tab of the resource you are configuring (template, project, or inventory source).



2. Click the  button, which opens the **Create Schedule** window.

CREATE SCHEDULE ✕

* NAME

* START DATE

* START TIME (HH24:MM:SS) : :

* LOCAL TIME ZONE

* REPEAT FREQUENCY

3. Enter the appropriate details into the following fields:

- **Name** (required)
- **Start Date** (required)
- **Start Time** (required)
- **Local Time Zone** - The entered Start Time should be in this timezone
- **Repeat Frequency** - Appropriate scheduling options display depending on the frequency you select

The **SCHEDULE DESCRIPTION** displays when you established a schedule, allowing you to review the schedule settings and a list of the scheduled occurrences in the selected Local Time Zone.

SCHEDULE DESCRIPTION

every month on the 15th for 15 times

OCCURRENCES (Limited to first 10) LOCAL TIME ZONE UTC

06-15-2019 02:00:00
 07-15-2019 02:00:00
 08-15-2019 02:00:00
 09-15-2019 02:00:00
 10-15-2019 02:00:00
 11-15-2019 02:00:00
 12-15-2019 02:00:00
 01-15-2020 02:00:00
 02-15-2020 02:00:00
 03-15-2020 02:00:00

Caution: Jobs are scheduled in UTC. Repeating jobs that run at a specific time of day may move relative to a local timezone when Daylight Savings Time shifts occur. Essentially, Tower resolves the local time zone based time to UTC when the schedule is saved. To ensure your schedules are correctly set, you should set your schedules in UTC time.

4. Once done, click **Save**.

You can use the **ON/OFF** toggle button to stop an active schedule or activate a stopped schedule.

SEARCH

NAME ^	FIRST RUN ↕	NEXT RUN ↕	FINAL RUN ↕	ACTIONS
<input type="checkbox"/> Schedule 1	12/4/2019 12:00:00 AM			
<input checked="" type="checkbox"/> Schedule 2	12/4/2019 12:00:00 AM	12/4/2019 12:00:00 AM	12/4/2019 12:00:00 AM	
<input type="checkbox"/> Schedule 3	12/5/2019 11:00:00 PM		12/26/2019 11:00:00 PM	
<input checked="" type="checkbox"/> Schedule 4	11/3/2019 3:00:00 AM	1/5/2020 3:00:00 AM	2/2/2020 3:00:00 AM	





ITEMS 1 - 4

SETTING UP AN INSIGHTS PROJECT

Tower supports integration with Red Hat Insights. Once a host is registered with Insights, it will be continually scanned for vulnerabilities and known configuration conflicts. Each of the found problems may have an associated fix in the form of an Ansible playbook. Insights users create a maintenance plan to group the fixes and, ultimately, create a playbook to mitigate the problems. Tower tracks the maintenance plan playbooks via an Insights project in Tower. Authentication to Insights via Basic Auth, from Tower, is backed by a special Insights Credential, which must first be established in Tower. To ultimately run an Insights Maintenance Plan in Tower, you need an Insights project, an inventory, and a Scan Job template.

24.1 Create Insights Credential

To create a new credential for use with Insights:






1. Click the Credentials () icon from the left navigation bar to access the Credentials page.
2. Click the  button located in the upper right corner of the Credentials screen.
3. Enter the name of the credential to be used in the **Name** field.
4. Optionally enter a description for this credential in the **Description** field.
5. In the **Organization** field, optionally enter the name of the organization with which the credential is associated, or click the  button and select it from the pop-up window.
6. In the **Credential Type** field, enter **Insights** or click the  button and select it from the credential type pop-up window.

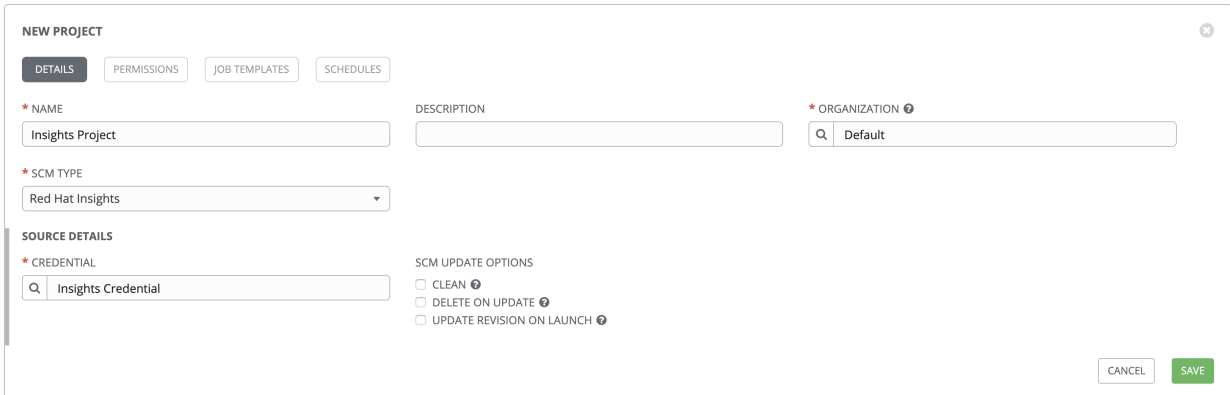
7. Enter a valid Insights credential in the **Username** and **Password** fields. The Insights credential is the user's Red Hat Customer Portal account username and password.

8. Click **Save** when done.

24.2 Create an Insights Project

To create a new Insights project:

1. Click the Projects () icon from the left navigation bar to access the Projects page.
2. Click the  button located in the upper right corner of the Projects screen.
3. Enter the appropriate details into the required fields, at minimum. Note the following fields requiring specific Insights-related entries:
 - **Name:** Enter the name for your Insights project.
 - **Organization:** Enter the name of the organization associated with this project, or click the  button and select it from the pop-up window.
 - **SCM Type:** Select **Red Hat Insights**.
 - Upon selecting the SCM type, the **Source Details** field expands.
4. The **Credential** field is pre-populated with the Insights credential you previously created. If not, enter the credential, or click the  button and select it from the pop-up window.
5. Click to select the update option(s) for this project from the **Options** field, and provide any additional values, if applicable. For information about each option, click the Help  button next to the options.



PROJECTS / CREATE PROJECT

NEW PROJECT

DETAILS | PERMISSIONS | JOB TEMPLATES | SCHEDULES

* NAME: Insights Project

DESCRIPTION:

* ORGANIZATION: Default

* SCM TYPE: Red Hat Insights

SOURCE DETAILS

* CREDENTIAL: Insights Credential

SCM UPDATE OPTIONS


CLEAN ?

DELETE ON UPDATE ?

UPDATE REVISION ON LAUNCH ?

CANCEL SAVE

6. Click **Save** when done.

All SCM/Project syncs occur automatically the first time you save a new project. However, if you want them to be updated to what is current in Insights, manually update the SCM-based project by clicking the  button under the project's available Actions.

This process syncs your Tower Insights project with your Insights account solution. Notice that the status dot beside the name of the project updates once the sync has run.

PROJECTS 6

SEARCH [] KEY [] +


	Compact	Expanded	Name (Ascending)
<p>Demo Example <small>GIT</small></p> <p>REVISION 6d10f00 <small>📄</small> ORGANIZATION Default LAST MODIFIED 5/2/2019 1:13:23 PM LAST USED 5/2/2019 1:13:23 PM</p>			
<p>Demo Project <small>GIT</small></p> <p>REVISION 347e44f <small>📄</small> ORGANIZATION Default LAST MODIFIED 5/1/2019 12:00:10 AM LAST USED 5/1/2019 12:00:10 AM</p>			
<p>Insights Project <small>GIT</small></p> <p>REVISION 6d10f00 <small>📄</small> ORGANIZATION Default LAST MODIFIED 5/2/2019 5:41:38 PM LAST USED 5/2/2019 5:41:38 PM</p>			
<p>Multi-Vault Project <small>GIT</small></p> <p>REVISION 6d10f00 <small>📄</small> ORGANIZATION Default LAST MODIFIED 5/2/2019 4:56:35 PM LAST USED 5/2/2019 4:56:35 PM</p>			
<p>Project from Git <small>GIT</small></p> <p>REVISION dc16012 <small>📄</small> ORGANIZATION Default LAST MODIFIED 5/2/2019 12:01:15 PM LAST USED 2/4/2019 9:18:37 AM</p>			
<p>Scan Project <small>GIT</small></p> <p>REVISION 6d10f00 <small>📄</small> ORGANIZATION Organization - PinWheel LAST MODIFIED 5/2/2019 5:33:42 PM LAST USED 4/24/2019 12:26:44 PM</p>			

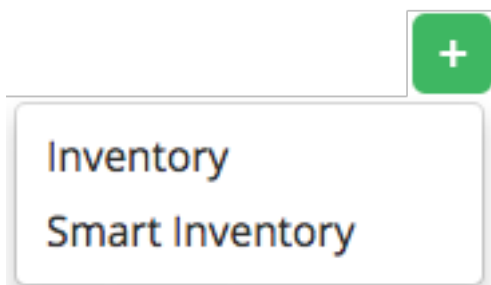
ITEMS 1 - 6



24.3 Create Insights Inventory

The Insights playbook contains a *hosts:* line where the value is the hostname that Insights itself knows about, which may be different than the hostname that Tower knows about. Therefore, make sure that the hostnames in the Tower inventory match up with the system in the Red Hat Insights Portal.

To create a new inventory for use with Insights:

1. Click the Inventories () icon from the left navigation bar to access the Inventories page.



2. Click the  button and select **Inventory** from the drop-down menu list to launch a New Inventory window.
3. Enter the name and organization to be used in their respective fields.
4. In the **Insights Credential** field, enter the name of the Insights credential you previously created, or click the  button and select it from the pop-up window.

INVENTORIES / Insights Inventory

Insights Inventory

DETAILS | PERMISSIONS | GROUPS | HOSTS | SOURCES | COMPLETED JOBS

* NAME: Insights Inventory DESCRIPTION: * ORGANIZATION: Default

INSIGHTS CREDENTIAL: Insights Credential INSTANCE GROUPS:

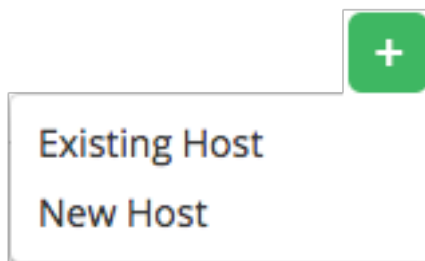
VARIABLES: YAML JSON

1 ---

CANCEL SAVE

5. Click **Save** and proceed to add a host.



Note: Typically, your inventory already contains Insights hosts. Tower just doesn't know about them yet. The Insights credential allows Tower to get information from Insights about an Insights host. Tower identifying a host as an Insights host can occur without an Insights credential with the help of `scan_facts.yml` file. For instructions, refer to the *Create a Scan Job Template* section.




6. Click the **Hosts** tab and click the **+** button to open the **Create Host** dialog.
7. Enter the name in the **Host Name** field associated with the Insights host that will be used.
8. Click **Save** when done.


24.4 Create a Scan Project

In order for Tower to utilize Insights Maintenance Plans, it must have visibility to them. Create and run a scan job against the inventory using a stock manual scan playbook.

1. Click the Projects () icon from the left navigation bar to access the Projects page.
2. Click the  button located in the upper right corner of the Projects screen.
3. Enter the appropriate details into the required fields, at minimum. Note the following fields requiring specific Insights-related entries:
 - **Name:** Enter the name for your scan project.

- **Organization:** The name of the organization is pre-populated with the organization you chose from creating the inventory.
 - **SCM Type:** Select **Git**.
 - Upon selecting the SCM type, the **Source Details** field expands.
4. In the **SCM URL** field, enter `https://github.com/ansible/awx-facts-playbooks`. This is the location where the scan job template is stored.
 5. Click to select the update option(s) for this project from the **Options** field, and provide any additional values, if applicable. For information about each option, click the Help  button next to the options.

6. Click **Save** when done.


All SCM/Project syncs occur automatically the first time you save a new project. However, if you want them to be updated to what is current in Insights, manually update the SCM-based project by clicking the  button under the project's available Actions.

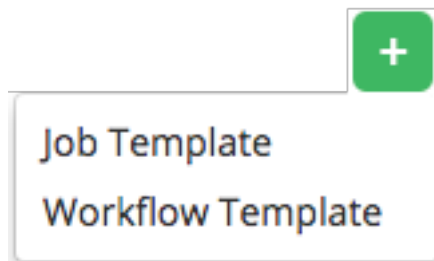
Syncing imports into Tower any Maintenance Plans in your Insights account that has a playbook solution. It will use the default Plan resolution. Notice that the status dot beside the name of the project updates once the sync has run.





24.5 Create a Scan Job Template

Create a scan job template that uses the fact scan playbook:



1. Click the Templates () icon from the left navigation bar to access the Templates page.



2. Click the  button and select **Job Template** from the drop-down menu list to launch a New Job Template window.
3. Enter the appropriate details into the required fields, at minimum. Note the following fields requiring specific Insights-related entries:
 - **Name:** Enter the name of your scan job.
 - **Job Type:** Choose **Run** from the drop-down menu list.
 - **Inventory:** Enter the name of the Insights inventory, or click the  button and select it from the pop-up window.
 - **Project:** Enter the name of the Scan project you previously created, or click the  button and select it from the pop-up window.
 - **Playbook:** Select `scan_facts.yml` from the drop-down menu list. This is the playbook associated with the Scan project you previously set up.
 - **Credential:** Enter the credential to use for this project or click the  button and select it from the pop-up window. The credential does not have to be an Insights credential.
 - **Verbosity:** Keep the default setting, or select the desired verbosity from the drop-down menu list.
4. Click to select **Enable Privilege Escalation** and **Enable Fact Cache** from the Options field.

A scan job template for Insights should be launched with the Privilege Escalation option enabled to allow the job to access `/etc/redhat-access-insights/machine-id` as a root user in order to obtain the value of `system_id` from the target host. What this does is activate the Insights button from the Host, which is needed to *remediate the Insights inventory*. Otherwise, the `system_id` parameter in the result of your scan job is set to null and the Insights button will not appear.

NEW JOB TEMPLATE

DETAILS PERMISSIONS COMPLETED JOBS SCHEDULES **ADD SURVEY**

* NAME: Insights Scan DESCRIPTION: DESCRIPTION * JOB TYPE: Run PROMPT ON LAUNCH

* INVENTORY: Insights Inventory PROMPT ON LAUNCH * PROJECT: Scan Project * PLAYBOOK: scan_facts.yml

CREDENTIALS: Demo Credential * PROMPT ON LAUNCH FORKS: 0 LIMIT: PROMPT ON LAUNCH

* VERBOSITY: 0 (Normal) PROMPT ON LAUNCH JOB TAGS: PROMPT ON LAUNCH SKIP TAGS: PROMPT ON LAUNCH

LABELS: LABELS INSTANCE GROUPS: INSTANCE GROUPS JOB SLICING: 1


TIMEOUT: 0 SHOW CHANGES: PROMPT ON LAUNCH OPTIONS:
 ENABLE PRIVILEGE ESCALATION
 ENABLE PROVISIONING CALLBACKS
 ENABLE WEBHOOK
 ENABLE CONCURRENT JOBS
 ENABLE FACT CACHE

EXTRA VARIABLES: **YAML** JSON PROMPT ON LAUNCH

1 ---

LAUNCH **CANCEL** **SAVE**

5. Click **Save** when done.

6. Click the  icon to launch the scan job template.

Once complete, the job results display in the Job Details page.

JOBS / 11 - Insights Scan

DETAILS

STATUS: ● Successful

STARTED: 10/6/2017 12:14:22 PM

FINISHED: 10/6/2017 12:14:30 PM

TEMPLATE: Insights Scan

JOB TYPE: Run

LAUNCHED BY: admin

INVENTORY: Insights Inventory

PROJECT: ● Scan Project

REVISION: 77ebb77

PLAYBOOK: scan_facts.yml

MACHINE CREDENTIAL: Demo Credential

FORKS: 0

VERBOSITY: 0 (Normal)

INSTANCE GROUP: tower

Insights Scan PLAYS 1 TASKS 8 HOSTS 1 ELAPSED 00:00:07

SEARCH KEY

```


19 TASK [Scan packages (Windows)] .....
20 skipping: [localhost]
21
22 TASK [Scan services (Windows)] ..... 12:14:29
23 skipping: [localhost]
24
25 TASK [Scan files (Windows)] ..... 12:14:30
26 skipping: [localhost]
27
28 PLAY RECAP ..... 12:14:30
29 localhost : ok=4 changed=0 unreachable=0 failed=0
30
                
```

Copyright © 2017 Red Hat, Inc.

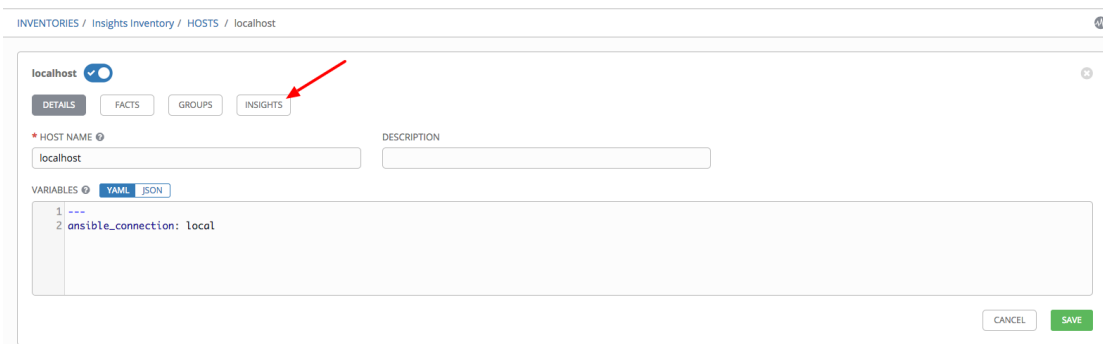
24.6 Remediate Insights Inventory

Remediation of an Insights inventory allows Tower to run Insights playbooks with a single click.



1. Click the Inventories () icon from the left navigation bar to access the Inventories page.
2. In the list of inventories, click to open the details of your Insights inventory.
3. Click the **Hosts** tab to access the Insights hosts that have been loaded from the scan process.
4. Click to open the host that was loaded from Insights.

Notice the Insights tab is now shown on Hosts page. This indicates that Insights and Tower have reconciled the inventories and is now set up for one-click Insights playbook runs.



5. Click **Insights**.

The screen below populates with a list of issues and whether or not the issues can be resolved with a playbook is shown.

INVENTORIES / Insights Inventory / HOSTS / localhost / INSIGHTS

localhost

TOTAL ISSUES 15 HIGH 2 MEDIUM 3 LOW 3

SOLVABLE WITH PLAYBOOK 11 NO REMEDIATION PLAYBOOK AVAILABLE 4

ISSUE: Kernel vulnerable to local privilege escalation via n_hdlc module (CVE-2017-2636) SECURITY

A vulnerability in the Linux kernel allowing local privilege escalation was discovered. The issue was reported as [CVE-2017-2636](https://access.redhat.com/security/cve/CVE-2017-2636).

Demo Insights (17595)
 Unnamed Plan (17705)
 cwang1 (24545)
 CCI demo2 (25155)
 cwang2 (28435)
 cwang3 (28455)
 cwang4 (28475)
 cwang5 (28495)
 cwang6 (28505)
 cwang7 (28515)
 cwang8 (28545)
 cwang9 (28555)
 cwang10 (28575)
 RHEL Demo All Systems (29335)

ISSUE: Kernel vulnerable to privilege escalation via permission bypass (CVE-2016-5195) SECURITY

A flaw was found in the Linux kernel's memory subsystem. An unprivileged local user could use this flaw to write to files they would normally only have read-only access to and thus increase their privileges on the system.

cwang2 (28435)
 cwang3 (28455)
 cwang4 (28475)
 cwang5 (28495)
 cwang6 (28505)
 cwang7 (28515)
 cwang8 (28545)
 cwang9 (28555)
 cwang10 (28575)
 RHEL Demo All Systems (29335)

ISSUE: Kernel vulnerable to man-in-the-middle via payload injection (CVE-2016-5696) SECURITY

A flaw in the Linux kernel's TCP/IP networking subsystem implementation of the [RFC 5961](https://tools.ietf.org/html/rfc5961) challenge ACK rate limiting was found that could allow an attacker located on different subnet to inject or take over a TCP connection between a server and client without needing to use a traditional man-in-the-middle (MITM) attack.

atc2 plan (14115)
 Demo Insights (17595)
 Unnamed Plan (19295)
 cwang1 (24545)
 cwang2 (28435)
 cwang3 (28455)
 cwang4 (28475)
 cwang5 (28495)
 cwang6 (28505)
 cwang7 (28515)
 cwang8 (28545)
 cwang9 (28555)
 cwang10 (28575)
 RHEL Demo All Systems (29335)

ISSUE: Kdump crashkernel reservation failed due to improper configuration of crashkernel parameter STABILITY

The crashkernel configuration has failed to produce a working kdump environment. Configuration changes must be made to enable vmcore capture.

Demo Insights (17595)
 cwang1 (24545)
 cwang2 (28435)
 cwang3 (28455)
 cwang4 (28475)
 cwang5 (28495)
 cwang6 (28505)
 cwang7 (28515)
 cwang8 (28545)
 cwang9 (28555)
 cwang10 (28575)
 RHEL Demo All Systems (29335)

VIEW DATA IN INSIGHTS REMEDiate INVENTORY CLOSE

6. Scroll down to the bottom of the Insights inventory page, and click the **Remediate Inventory** button to update hosts in the inventory.

Insights Inventory

DETAILS PERMISSIONS GROUPS HOSTS SOURCES COMPLETED JOBS **REMEDiate INVENTORY**

SEARCH Q KEY RUN COMMANDS + ADD HOST

HOSTS RELATED GROUPS ACTIONS


localhost

ITEMS 1 - 1

Upon remediation, the New Job Template window opens. Notice the Inventory and Project fields are pre-populated.

Use this new job template to create a job template that pulls Maintenance Plans from Insights.

7. Enter the appropriate details into the required fields, at minimum. Note the following fields requiring specific Insights-related entries:

- **Name:** Enter the name of your Maintenance Plan.
- **Job Type:** If not already populated, select **Run** from the drop-down menu list.
- **Inventory:** This field is pre-populated with the Insights inventory you previously created.
- **Project:** This field is pre-populated with the Insights project you previously created.
- **Playbook:** Select a playbook associated with the Maintenance Plan you want to run from the drop-down menu list.
- **Credential:** Enter the credential to use for this project or click the  button and select it from the pop-up window. The credential does not have to be an Insights credential.
- **Verbosity:** Keep the default setting, or select the desired verbosity from the drop-down menu list.

NEW JOB TEMPLATE
✕

DETAILS
PERMISSIONS
COMPLETED JOBS
SCHEDULES
ADD SURVEY

*** NAME**

DESCRIPTION

*** JOB TYPE** ? PROMPT ON LAUNCH

*** INVENTORY** ? PROMPT ON LAUNCH

*** PROJECT** ?

*** PLAYBOOK** ?

CREENTIAL ? PROMPT ON LAUNCH

FORKS ?

LIMIT ? PROMPT ON LAUNCH

*** VERBOSITY** ? PROMPT ON LAUNCH

JOB TAGS ? PROMPT ON LAUNCH

SKIP TAGS ? PROMPT ON LAUNCH

LABELS ?

INSTANCE GROUPS ?

JOB SLICING ?

TIMEOUT ?

SHOW CHANGES ? PROMPT ON LAUNCH

OPTIONS


 ENABLE PRIVILEGE ESCALATION ?
 ENABLE PROVISIONING CALLBACKS ?
 ENABLE WEBHOOK ?
 ENABLE CONCURRENT JOBS ?
 ENABLE FACT CACHE ?

EXTRA VARIABLES ? YAML JSON PROMPT ON LAUNCH

1 ---

LAUNCH
CANCEL
SAVE

8. Click **Save** when done.

9. Click the  icon to launch the job template.

Once complete, the job results display in the Job Details page.

BEST PRACTICES

25.1 Use Source Control

While Tower supports playbooks stored directly on the Tower server, best practice is to store your playbooks, roles, and any associated details in source control. This way you have an audit trail describing when and why you changed the rules that are automating your infrastructure. Plus, it allows for easy sharing of playbooks with other parts of your infrastructure or team.

25.2 Ansible file and directory structure

Please review the [Ansible Tips and Tricks](#) from the Ansible documentation. If creating a common set of roles to use across projects, these should be accessed via source control submodules, or a common location such as `/opt`. Projects should not expect to import roles or content from other projects.

Note: Playbooks should not use the `vars_prompt` feature, as Tower does not interactively allow for `vars_prompt` questions. If you must use `vars_prompt`, refer to and make use of the [Surveys](#) functionality of Tower.

Note: Playbooks should not use the `pause` feature of Ansible without a timeout, as Tower does not allow for interactively cancelling a pause. If you must use `pause`, ensure that you set a timeout.

Jobs run in Tower use the playbook directory as the current working directory, although jobs should be coded to use the `playbook_dir` variable rather than relying on this.

25.3 Use Dynamic Inventory Sources

If you have an external source of truth for your infrastructure, whether it is a cloud provider or a local CMDB, it is best to define an inventory sync process and use Tower's support for dynamic inventory (including cloud inventory sources and [custom inventory scripts](#)). This ensures your inventory is always up to date.

Note: With the release of Ansible Tower 2.4.0, edits and additions to Inventory host variables now persist beyond an inventory sync as long as `--overwrite_vars` is **not** set. To have inventory syncs behave as they did before, it is now required that both `--overwrite` and `--overwrite_vars` are set.

25.4 Variable Management for Inventory

Keeping variable data along with the objects in Tower (see the inventory editor) is encouraged, rather than using `group_vars/` and `host_vars/`. If you use dynamic inventory sources, Tower can sync such variables with the database as long as the **Overwrite Variables** option is not set.

25.5 Autoscaling

Using the “callback” feature to allow newly booting instances to request configuration is very useful for auto-scaling scenarios or provisioning integration.

25.6 Larger Host Counts

Consider setting “forks” on a job template to larger values to increase parallelism of execution runs. For more information on tuning Ansible, see [the Ansible blog](#).

25.7 Continuous integration / Continuous Deployment

For a Continuous Integration system, such as Jenkins, to spawn an Tower job, it should make a curl request to a job template. The credentials to the job template should not require prompting for any particular passwords. Refer to [AWX CLI Ansible Tower documentation](#) for configuration and usage instructions.

25.8 LDAP authentication performance tips

When an LDAP user authenticates in Tower, by default, all user-related attributes will be updated in the database on each log in. In some environments, this operation can be skipped due to performance issues. To avoid it, you can disable the option `AUTH_LDAP_ALWAYS_UPDATE_USER`. Refer to the [Knowledge Base Article 5823061](#) for its configuration and usage instructions. Please note that new users will still be created and get their attributes pushed to the database on their first login.

Warning: With this option set to False, no changes to LDAP user’s attributes will be pushed to Tower. Attributes will only be pushed to Tower the first time the user is created.

SECURITY

The following sections will help you gain an understanding of how Ansible Tower handles and lets you control file system security.

All playbooks are executed via the `awx` file system user. For running jobs, Ansible Tower defaults to offering job isolation via Linux namespacing and `chroots`. This projection ensures jobs can only access playbooks and roles from the Project directory for that job template and common locations such as `/opt`. Playbooks are not able to access roles, playbooks, or data from other Projects by default.

If you need to disable this protection (not recommended), you can edit `/etc/tower/conf.d/custom.py` and set `AWX_PROOT_ENABLED` to `False`.

Note: In this scenario, playbooks have access to the file system and all that implies; therefore, users who have access to edit playbooks **must** be trusted.

For credential security, users may choose to upload locked SSH keys and set the unlock password to “ask”. You can also choose to have the system prompt them for SSH credentials or sudo passwords rather than having the system store them in the database.

26.1 Playbook Access and Information Sharing

By default, Tower’s multi-tenant security prevents playbooks from reading files outside of their project directory. In older version of Ansible Tower a system called `proot` was used to isolate tower job processes from the rest of the system. For Tower version 3.1 and later, `bubblewrap` is used instead, due to its light weight and maintained process isolation system.

By default `bubblewrap` is enabled, but can be turned off via the Configure Tower screen in the Tower User Interface or from the tower settings file.

SETTINGS / JOBS

JOBS

ANSIBLE MODULES ALLOWED FOR AD HOC JOBS ? REVERT

- command
- shell
- yum
- apt
- apt_key
- apt_repository
- apt_rpm
- service
- group
- user
- mount
- ping
- selinux
- setup
- win_ping
- win_service
- win_updates
- win_group

* JOB EXECUTION PATH ? REVERT

/tmp

PATHS TO EXPOSE TO ISOLATED JOBS ? REVERT

ANSIBLE CALLBACK PLUGINS ? REVERT

ENABLE JOB ISOLATION

Isolates an Ansible job from protected parts of the system to prevent exposing sensitive information.

* ENABLE JOB ISOLATION ?

ON

DEFAULT JOB TIMEOUT ? REVERT

0

To access the Configure Tower screen, refer to the [Tower Configuration](#) section.

Process isolation, when enabled, will be used for the following Job types:

- Job Templates - Launching jobs from regular job templates
- Ad-hoc Commands - Launching ad-hoc commands against one or more hosts in an inventory

By default, process isolation hides the following directories from the above tasks:

- /etc/tower - to prevent exposing Tower configuration
- /etc/ssh - to prevent exposing the system configuration that identifies the private and public key pairs for the host
- /var/lib/awx - with the exception of the current project being used (for regular job templates)
- /var/log
- /tmp (or whatever the system temp directory is) - with the exception of the processes' own temp files


You can customize what to hide or expose when running playbooks, using the Configure Tower screen or the settings file. Refer the next section, [Bubblewrap functionality and variables](#) for more information.

26.1.1 Bubblewrap functionality and variables

The bubblewrap functionality in Ansible Tower limits which directories on the Tower file system are available for playbooks to see and use during playbook runs. You may find that you need to customize your bubblewrap settings in some cases. To fine tune your usage of bubblewrap, there are certain variables that can be set.

To disable or enable bubblewrap support for running jobs (playbook runs only), ensure you are logged in as the Admin user:



1. Click the Settings () icon from the left navigation bar.
2. Click the **Jobs** tab.
3. Scroll down until you see “Enable Job Isolation” and change the toggle button selection to **OFF** to disable bubblewrap support or select **ON** to enable it.

SETTINGS / JOBS

JOBS

ANSIBLE MODULES ALLOWED FOR AD HOC JOBS REVERT

- command
- shell
- yum
- apt
- apt_key
- apt_repository
- apt_rpm
- service
- group
- user
- mount
- ping
- selinux
- setup
- win_ping
- win_service
- win_updates
- win_group

* JOB EXECUTION PATH REVERT

* MAXIMUM SCHEDULED JOBS REVERT

PATHS TO EXPOSE TO ISOLATED JOBS REVERT

ANSIBLE CALLBACK PLUGINS REVERT

PATHS TO HIDE FROM ISOLATED JOBS REVERT

* ENABLE JOB ISOLATION REVERT

ON

DEFAULT JOB TIMEOUT REVERT

DEFAULT INVENTORY UPDATE TIMEOUT REVERT

DEFAULT PROJECT UPDATE TIMEOUT REVERT

PER-HOST ANSIBLE FACT CACHE TIMEOUT REVERT

ENABLE ROLE DOWNLOAD REVERT

ON

* ISOLATED STATUS CHECK INTERVAL REVERT

* ISOLATED LAUNCH TIMEOUT REVERT

ISOLATED CONNECTION TIMEOUT REVERT

EXTRA ENVIRONMENT VARIABLES REVERT

1 {}

[REVERT ALL TO DEFAULT](#)

By default, the Tower will use the system’s tmp directory (/tmp by default) as its staging area. This can be changed in the **Job Execution Path** field of the Configure tower screen, or by updating the following entry in the settings file:

```
AWX_PROOT_BASE_PATH = "/opt/tmp"
```

If there is other information on the system that is sensitive and should be hidden, you can specify those in the Configure Tower screen in the **Paths to Hide From Isolated Jobs** or by updating the following entry in the settings file:

```
AWX_PROOT_HIDE_PATHS = ['/list/of/', '/paths']
```

If there are any directories that should specifically be exposed, you can specify those in the Configure Tower screen in the **Paths to Expose to Isolated Jobs** or by updating the following entry in the settings file:

```
AWX_PROOT_SHOW_PATHS = ['/list/of/', '/paths']
```

Note: The primary file you may want to add to `AWX_PROOT_SHOW_PATHS` is `/var/lib/awx/.ssh`, if your playbooks need to use keys or settings defined there.

If you made changes in the settings file, be sure to restart services with the `ansible-tower-service restart` command after your changes have been saved.

26.2 Role-Based Access Controls

Role-Based Access Controls (RBAC) are built into Tower and allow Tower administrators to delegate access to server inventories, organizations, and more. Administrators can also centralize the management of various credentials, allowing end users to leverage a needed secret without ever exposing that secret to the end user. RBAC controls allow Tower to help you increase security and streamline management.

RBACs are easiest to think of in terms of Roles which define precisely who or what can see, change, or delete an “object” for which a specific capability is being set. In releases prior to Ansible Tower version 3.0, RBAC was thought of in terms of granting permissions to users or teams. Starting with Tower 3.0, RBAC is best thought of as granting roles to users or teams, which is a more intuitive approach.

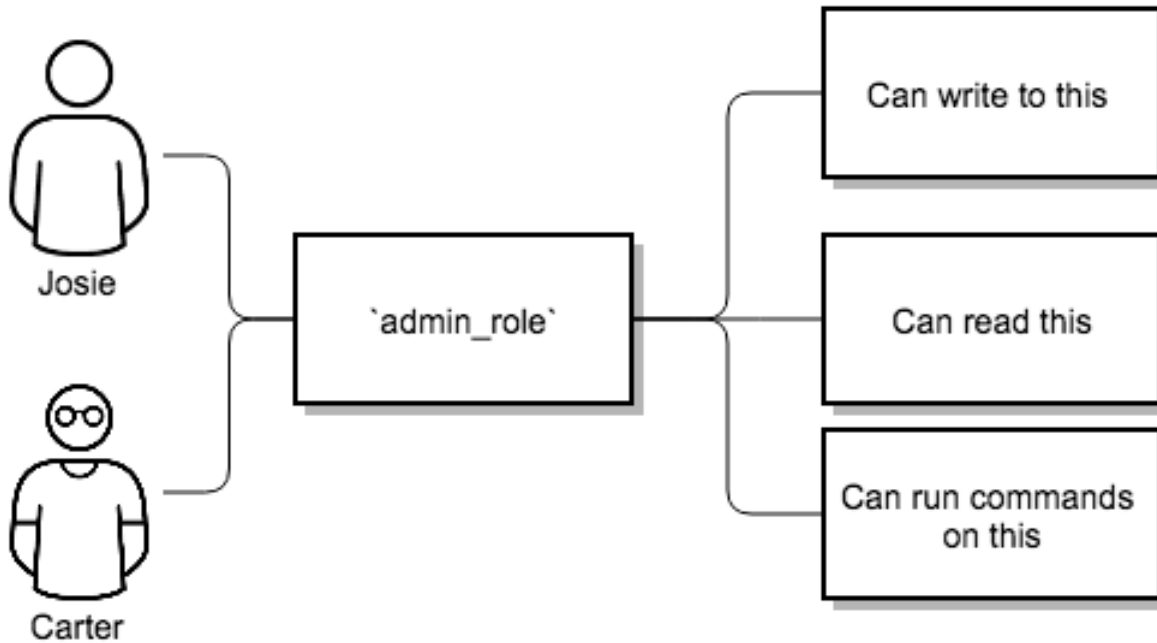
There are a few main concepts that you should become familiar with regarding Tower’s RBAC design—roles, resources, and users. Users can be members of a role, which gives them certain access to any resources associated with that role, or any resources associated with “descendant” roles.

A role is essentially a collection of capabilities. Users are granted access to these capabilities and Tower’s resources through the roles to which they are assigned or through roles inherited through the role hierarchy.

Roles associate a group of capabilities with a group of users. All capabilities are derived from membership within a role. Users receive capabilities only through the roles to which they are assigned or through roles they inherit through the role hierarchy. All members of a role have all capabilities granted to that role. Within an organization, roles are relatively stable, while users and capabilities are both numerous and may change rapidly. Users can have many roles.

26.2.1 Role Hierarchy and Access Inheritance

Imagine that you have an organization named “SomeCompany” and want to allow two people, “Josie” and “Carter”, access to manage all the settings associated with that organization. You should make both people members of the organization’s `admin_role`.

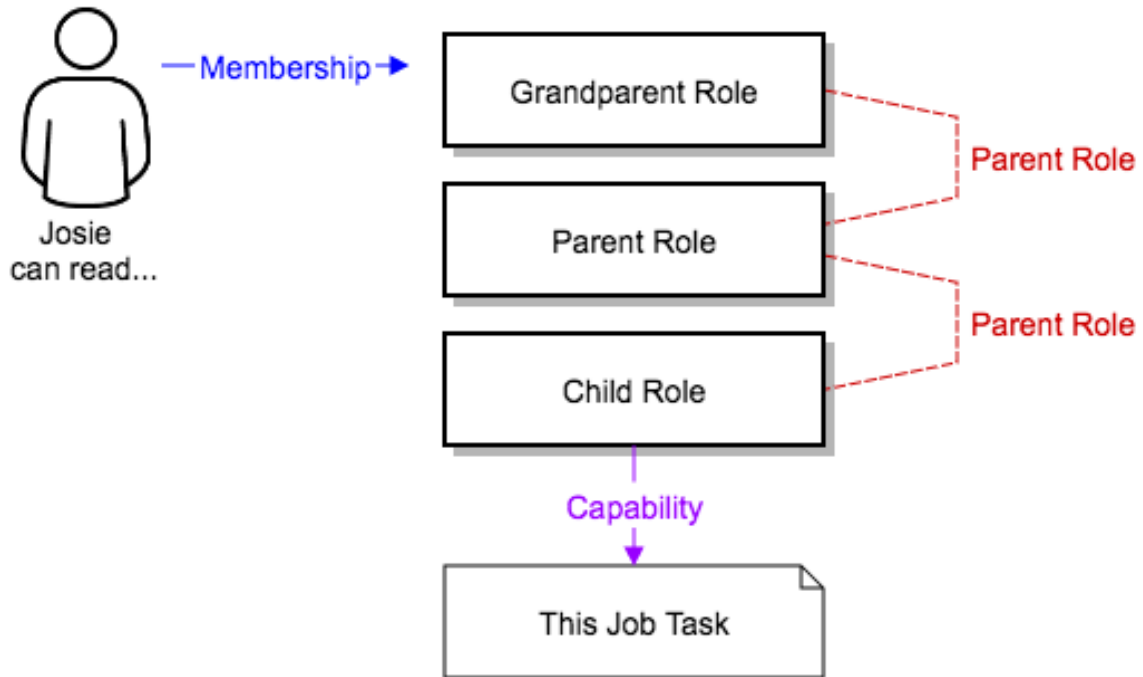


Often, you will have many Roles in a system and you will want some roles to include all of the capabilities of other roles. For example, you may want a System Administrator to have access to everything that an Organization Administrator has access to, who has everything that a Project Administrator has access to, and so on.

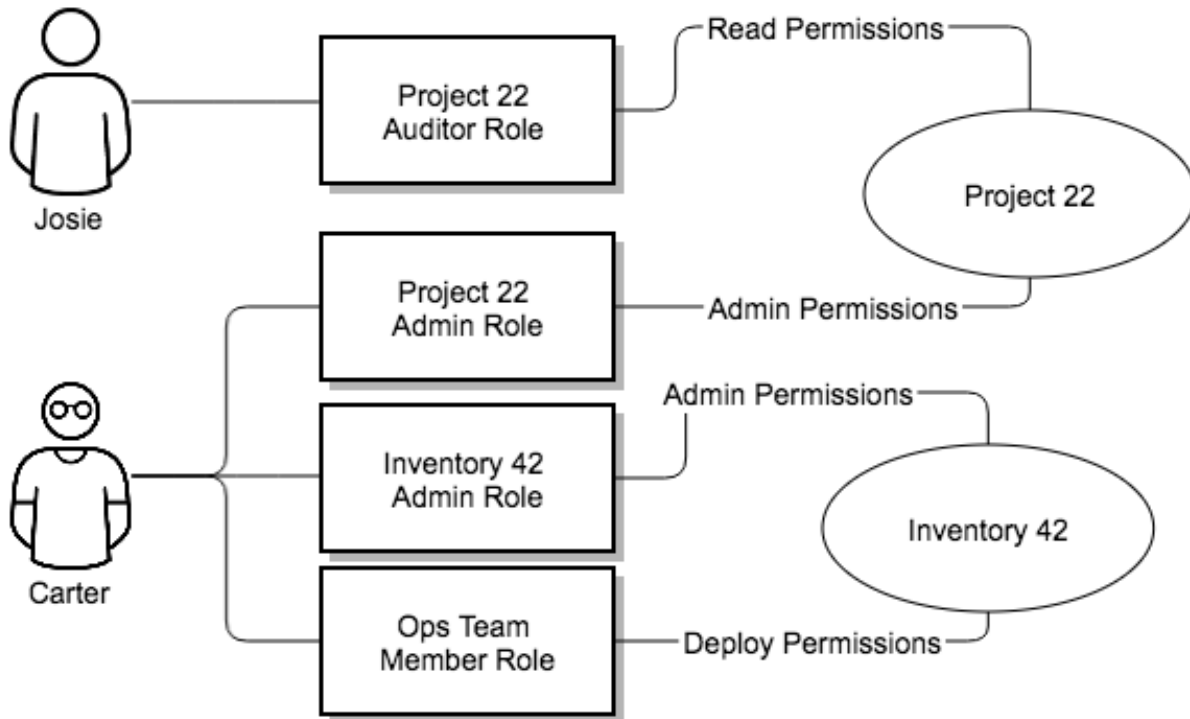
This concept is referred to as the ‘Role Hierarchy’:

- Parent roles get all capabilities bestowed on any child roles
- Members of roles automatically get all capabilities for the role they are a member of, as well as any child roles.

The Role Hierarchy is represented by allowing Roles to have “Parent Roles”. Any capability that a Role has is implicitly granted to any parent roles (or parents of those parents, and so on).



Often, you will have many Roles in a system and you will want some roles to include all of the capabilities of other roles. For example, you may want a System Administrator to have access to everything that an Organization Administrator has access to, who has everything that a Project Administrator has access to, and so on. We refer to this concept as the 'Role Hierarchy' and it is represented by allowing Roles to have "Parent Roles". Any capability that a Role has is implicitly granted to any parent roles (or parents of those parents, and so on). Of course Roles can have more than one parent, and capabilities are implicitly granted to all parents.



RBAC controls also give you the capability to explicitly permit User and Teams of Users to run playbooks against certain sets of hosts. Users and teams are restricted to just the sets of playbooks and hosts to which they are granted capabilities. And, with Tower, you can create or import as many Users and Teams as you require—create users and teams manually or import them from LDAP or Active Directory.

RBACs are easiest to think of in terms of who or what can see, change, or delete an “object” for which a specific capability is being determined.

26.2.2 Applying RBAC

The following sections cover how to apply Tower’s RBAC system in your environment.

Editing Users

When editing a user, a Tower system administrator may specify the user as being either a *System Administrator* (also referred to as the Superuser) or a *System Auditor*.

- System administrators implicitly inherit all capabilities for all objects (read/write/execute) within the Tower environment.
- System Auditors implicitly inherit the read-only capability for all objects within the Tower environment.

Editing Organizations

When editing an organization, system administrators may specify the following roles:

- One or more users as organization administrators
- One or more users as organization auditors
- And one or more users (or teams) as organization members

Users/teams that are members of an organization can view their organization administrator.

Users who are organization administrators implicitly inherit all capabilities for all objects within that Tower organization.

Users who are organization auditors implicitly inherit the read-only capability for all objects within that Tower organization.

Editing Projects in an Organization

When editing a project in an organization for which they are the administrator, system administrators and organization administrators may specify:

- One or more users/teams that are project administrators
- One or more users/teams that are project members
- And one or more users/teams that may update the project from SCM, from among the users/teams that are members of that organization.

Users who are members of a project can view their project administrators.

Project administrators implicitly inherit the capability to update the project from SCM.

Administrators can also specify one or more users/teams (from those that are members of that project) that can use that project in a job template.

Creating Inventories and Credentials within an Organization

All access that is granted to use, read, or write credentials is now handled through roles. You no longer set the “team” or “user” for a credential. Instead, you use Tower’s RBAC system to grant ownership, auditor, or usage roles.

System administrators and organization administrators may create inventories and credentials within organizations under their administrative capabilities.

Whether editing an inventory or a credential, System administrators and organization administrators may specify one or more users/teams (from those that are members of that organization) to be granted the usage capability for that inventory or credential.

System administrators and organization administrators may specify one or more users/teams (from those that are members of that organization) that have the capabilities to update (dynamic or manually) an inventory. Administrators can also execute ad hoc commands for an inventory.

Editing Job Templates

System administrators, organization administrators, and project administrators, within a project under their administrative capabilities, may create and modify new job templates for that project.

When editing a job template, administrators (Tower, organization, and project) can select among the inventory and credentials in the organization for which they have usage capabilities or they may leave those fields blank so that they will be selected at runtime.

Additionally, they may specify one or more users/teams (from those that are members of that project) that have execution capabilities for that job template. The execution capability is valid regardless of any explicit capabilities the user/team may have been granted against the inventory or credential specified in the job template.

User View

A user can:

- See any organization or project for which they are a member
- Create their own credential objects which only belong to them
- See and execute any job template for which they have been granted execution capabilities

If a job template a user has been granted execution capabilities on does not specify an inventory or credential, the user will be prompted at run-time to select among the inventory and credentials in the organization they own or have been granted usage capabilities.

Users that are job template administrators can make changes to job templates; however, to change to the inventory, project, playbook, or credentials used in the job template, the user must also have the “Use” role for the project and inventory currently being used or being set.

26.2.3 Roles

As stated earlier in this documentation, all access that is granted to use, read, or write credentials is now handled through roles, and roles are defined for a resource.

Built-in roles

The following table lists the RBAC system roles and a brief description of the how that role is defined with regard to privileges in Tower.

System Role	What it can do
System Administrator - System wide singleton	Manages all aspects of the system
System Auditor - System wide singleton	Views all aspects of the system
Ad Hoc Role - Inventory	Runs ad hoc commands on an Inventory
Admin Role - Organizations, Teams, Inventory, Projects, Job Templates	Manages all aspects of a defined Organization, Team, Inventory, Project, or Job Template
Auditor Role - All	Views all aspects of a defined Organization, Project, Inventory, or Job Template
Execute Role - Job Templates	Runs assigned Job Template
Member Role - Organization, Team	User is a member of a defined Organization or Team
Read Role - Organizations, Teams, Inventory, Projects, Job Templates	Views all aspects of a defined Organization, Team, Inventory, Project, or Job Template
Update Role - Project	Updates the Project from the configured source control management system
Update Role - Inventory	Updates the Inventory using the cloud source update system
Owner Role - Credential	Owns and manages all aspects of this Credential
Use Role - Credential, Inventory, Project	Uses the Credential, Inventory, or Project in a Job Template

A Singleton Role is a special role that grants system-wide permissions. Ansible Tower currently provides two built-in Singleton Roles but the ability to create or customize a Singleton Role is not supported at this time.

Common Team Roles - “Personas”

Tower support personnel typically works on ensuring that Tower is available and manages it a way to balance supportability and ease-of-use for users. Often, Ansible Tower support will assign “Organization Owner/Admin” to users in order to allow them to create a new Organization and add members from their team the respective access needed. This minimizes supporting individuals and focuses more on maintaining uptime of the service and assisting users who are using Ansible Tower.

Below are some common roles managed by the Tower Organization:

System Role (for Organizations)	Common User Roles	Description
Owner	Team Lead - Technical Lead	<p>This user has the ability to control access for other users in their organization.</p> <p>They can add/remove and grant users specific access to projects, inventories, and job templates.</p> <p>This user also has the ability to create/remove/modify any aspect of an organization's projects, templates, inventories, teams, and credentials.</p>
Auditor	Security Engineer - Project Manager	<p>This account can view all aspects of the organization in read-only mode. This may be good for a user who checks in and maintains compliance.</p> <p>This might also be a good role for a service account who manages or ships job data from Ansible Tower to some other data collector.</p>
Member - Team	All other users	<p>These users by default as an organization member do not receive any access to any aspect of the organization. In order to grant them access the respective organization owner needs to add them to their respective team and grant them Admin, Execute, Use, Update, Ad-hoc permissions to each component of the organization's projects, inventories, and job templates.</p>
Member - Team "Owner"	Power users - Lead Developer	<p>Organization Owners can provide "admin" through the team interface, over any component of their organization including projects, inventories, and job templates. These users are able to modify and utilize the respective component given access.</p>
26.2. Role-Based Access Controls		275
Member -	Developers -	This will be the most common and

26.3 Function of roles: editing and creating

A new organization “resource roles” functionality was introduced in Ansible Tower 3.3 that are specific to a certain resource type - such as workflows. Being a member of such a role usually provides two types of permissions, in the case of workflows, where a user is given a “workflow admin role” for the organization “Default”:

- this user can create new workflows in the organization “Default”
- user can edit all workflows in the “Default” organization

One exception is job templates, where having the role is irrelevant of creation permission (more details on its own section).

26.3.1 Independence of resource roles and organization membership roles

Resource-specific organization roles are independent of the organization roles of admin and member. Having the “workflow admin role” for the “Default” organization will not allow a user to view all users in the organization, but having a “member” role in the “Default” organization will. The two types of roles are delegated independently of each other.

Necessary permissions to edit job templates

Users can edit fields not impacting job runs (non-sensitive fields) with a Job Template admin role alone. However, to edit fields that impact job runs in a job template, a user needs the following:

- **admin** role to the job template
- **use** role to related project
- **use** role to related inventory

An “organization job template admin” role was introduced, but having this role isn’t sufficient by itself to edit a job template within the organization if the user does not have use role to the project / inventory a job template uses.

In order to delegate *full* job template control (within an organization) to a user or team, you will need grant the team or user all 3 organization-level roles:

- job template admin
- project admin
- inventory admin

This will ensure that the user (or all users who are members of the team with these roles) have full access to modify job templates in the organization. If a job template uses an inventory or project from another organization, the user with these organization roles may still not have permission to modify that job template. For clarity of managing permissions, it is best-practice to not mix projects / inventories from different organizations.

RBAC permissions

Each role should have a content object, for instance, the org admin role has a content object of the org. To delegate a role, you need admin permission to the content object, with some exceptions that would result in you being able to reset a user's password.

Parent is the organization.

Allow is what this new permission will explicitly allow.

Scope is the parent resource that this new role will be created on. Example: `Organization.project_create_role`.

An assumption is being made that the creator of the resource should be given the admin role for that resource. If there are any instances where resource creation does not also imply resource administration, they will be explicitly called out.

Here are the rules associated with each admin type:

Project Admin

- Allow: Create, read, update, delete any project
- Scope: Organization
- User Interface: *Project Add Screen - Organizations*

Inventory Admin

- Parent: Org admin
- Allow: Create, read, update, delete any inventory
- Scope: Organization
- User Interface: *Inventory Add Screen - Organizations*

Note: As it is with the **Use** role, if you give a user Project Admin and Inventory Admin, it allows them to create Job Templates (not workflows) for your organization.

Credential Admin

- Parent: Org admin
- Allow: Create, read, update, delete shared credentials
- Scope: Organization
- User Interface: *Credential Add Screen - Organizations*

Notification Admin

- Parent: Org admin
- Allow: Assignment of notifications
- Scope: Organization

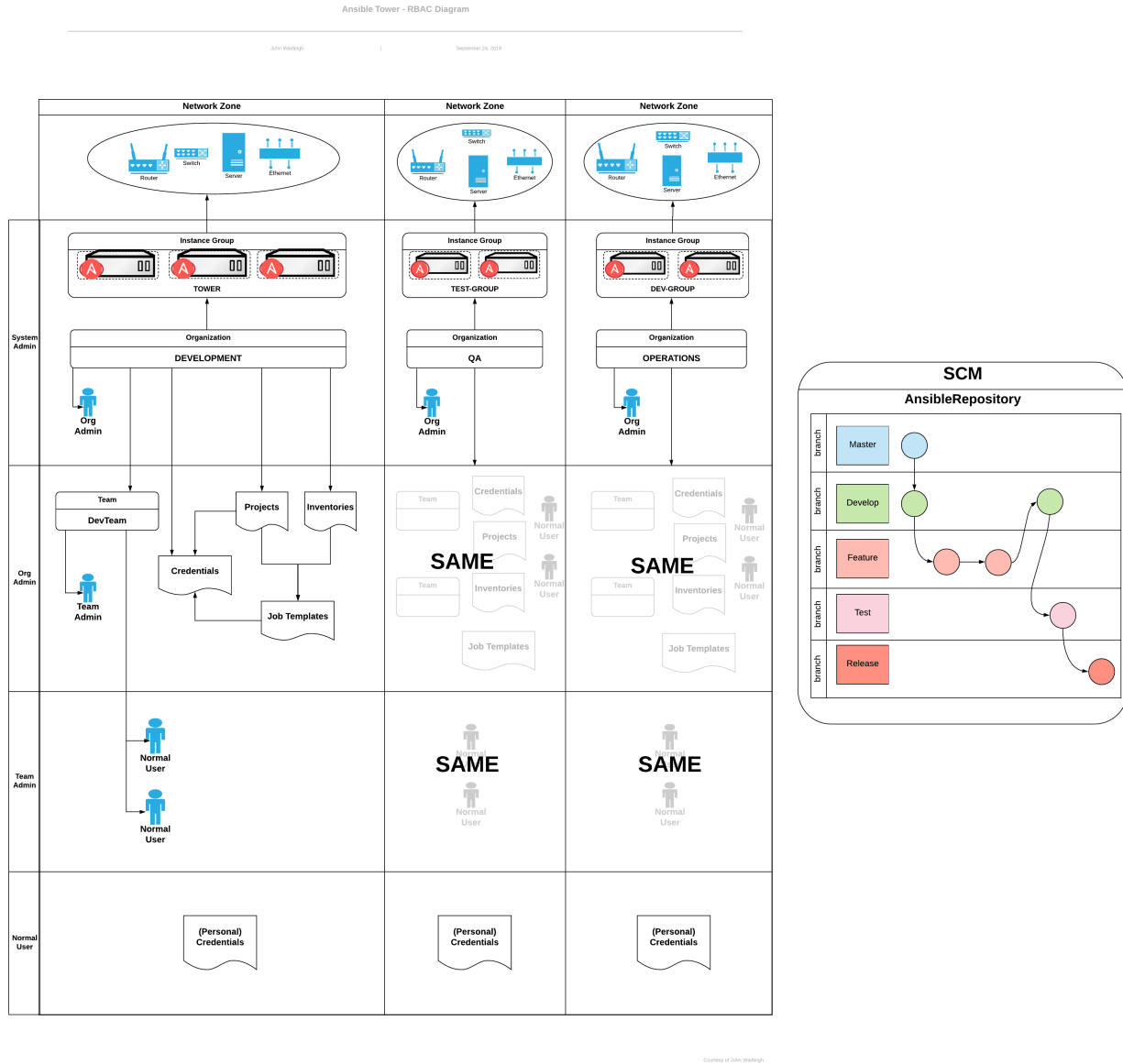
Workflow Admin

- Parent: Org admin
- Allow: Create a workflow
- Scope: Organization

Org Execute

- Parent: Org admin
- Allow: Executing JTs and WFJTs
- Scope: Organization

The following is a sample scenario showing an organization with its roles and which resource(s) each have access to:



INDEX

- genindex

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Symbols

|atl|
 credential types, 59

A

activity streams, 15
 ad hoc commands, 135
 inventories, 135
 add new
 inventories, 111
 smart inventories, 111
 adding new
 applications, 87
 credentials, 56
 adding tokens
 applications, 88
 admin menu, 21
 Amazon Web Services
 credential types, 58
 inventories, 127
 Ansible collections, 105
 Ansible Galaxy, 104
 Ansible Galaxy integration
 features, 3
 Ansible Tower
 inventories, 133
 API bearer token
 credential types, 65
 API considerations
 credential types, 72
 API endpoints
 notifications, 246
 applications
 adding new, 87
 adding tokens, 88
 authentication, 86
 create, 87
 getting started, 86
 tokens, 86, 88
 authentication, 86
 applications, 86
 features, 5

automation
 features, 2
 autoscaling
 best practices, 264
 autoscaling flexibility
 features, 3
 AWS
 cloud credentials, 166
 Azure
 KMS, credential, 84

B

backup and restore
 features, 3
 best practices, 263
 autoscaling, 264
 deployment, continuous, 264
 dynamic inventory sources, 263
 file and directory structure, 263
 host counts, larger, 264
 integration, continuous, 264
 ldap, 264
 source control, 263
 variable inventory management, 264
 bubblewrap
 functionality, 267
 playbooks, 265
 troubleshooting, 267
 variables, 267

C

callbacks
 extra variables, 169
 capacity
 jobs, 222
 check
 job types, 139
 cloud credentials
 AWS, 166
 Google, 166
 job templates, 164
 MS Azure, 166

- OpenStack, 165
- Rackspace, 166
- VMware, 167
- cloud flexibility
 - features, 3
- CloudForms
 - credential types, 67
- clustering
 - features, 5
- collections support, 105
- components
 - licenses, 9
- configure Tower
 - settings menu, 22
- container support
 - features, 6
- create
 - applications, 87
- create template
 - notifications, 231
- creating new
 - credential types, 74
- credential
 - Azure KMS, 84
 - CyberArk AIM, 82
 - CyberArk Conjur, 83
 - HashiCorp KV, 83
 - HashiCorp SSH Secrets Engine, 84
 - MS Azure KMS, 84
 - plugins, 79
 - secret management, 79
- credential management
 - features, 7
- credential plugins
 - features, 7
- credential types, 57, 72
 - |at|, 59
 - Amazon Web Services, 58
 - API bearer token, 65
 - API considerations, 72
 - CloudForms, 67
 - creating new, 74
 - GitHub PAT, 59
 - GitLab PAT, 59
 - Google Compute Engine, 60
 - insights, 61
 - Kubernetes, 65
 - machine, 61
 - Microsoft Azure Resource Manager, 63
 - network, 64
 - OpenShift, 65
 - OpenStack, 67
 - oVirt, 68
 - Red Hat Satellite, 68

- Red Hat Virtualization, 68
 - rhv, 68
 - source control, 69
 - Vault, 70
 - VMware, 70
- credentials, 54, 79
 - adding new, 56
 - getting started, 54, 73
 - how they work, 54
 - Insights, 251
 - types, 57
- custom
 - fact scan job, 162
- custom environment
 - features, 5
- custom fact scans
 - playbook, 162
 - system tracking, 162
- custom script
 - inventories, 133
- CyberArk AIM, 82
 - credential, 82
- CyberArk Conjur, 83
 - credential, 83

D

- dashboard, 17
 - host count, 17
 - job status, 17
 - jobs tab, 17
 - main menu, 15
 - schedule status, 17
- DEB files
 - licenses, 9
- deployment, continuous
 - best practices, 264
- distributed
 - job types, 171
- dynamic inventory sources
 - best practices, 263

E

- Email
 - notifications types, 232
- environment, FIPS
 - features, 6
- evaluation, 8
- extra variables
 - callbacks, 169
 - provisioning callbacks, 169
 - surveys, 169, 176, 206
- extra_vars, 169, 206

F

- fact cache
 - features, 4
- fact caching
 - playbook, 163
- fact scan job
 - custom, 162
 - playbook, 160
- fact scan playbook
 - system tracking, 160
- facts
 - scan job templates, 163
- features, 7
 - Ansible Galaxy integration, 3
 - authentication, 5
 - automation, 2
 - autoscaling flexibility, 3
 - backup and restore, 3
 - cloud flexibility, 3
 - clustering, 5
 - container support, 6
 - credential management, 7
 - credential plugins, 7
 - custom environment, 5
 - environment, FIPS, 6
 - fact cache, 4
 - instance groups, 5
 - inventory plugins, 7
 - inventory sources, Red Hat CloudForms, 4
 - inventory sources, Red Hat Satellite 6, 4
 - jobs, distribution, 6
 - jobs, slicing, 6
 - limiting, hosts, 6
 - notifications, 4
 - OAuth 2 token, 5
 - OpenStack inventory support, 3
 - overview, 2
 - playbooks, Red Hat Insights, 5
 - real-time playbook, 2
 - remote command execution, 4
 - RESTful API, 3
 - role-based access control, 2
 - run-time job customization, 5
 - secret management system, 7
 - system tracking, 4
 - UI, 5
 - user interface, 5
 - venv, 5
 - workflows, approval, 6
 - workflows, convergence nodes, 6
 - workflows, inventory overrides, 6
 - workflows, nesting, 6

- workflows, pause, 6
- file and directory structure
 - best practices, 263
- forks
 - jobs, 222
- functionality
 - bubblewrap, 267

G

- Galaxy support, 104
- getting started
 - applications, 86
 - credentials, 54, 73
- git refs
 - templates, 229
- GitHub PAT
 - credential types, 59
- GitLab PAT
 - credential types, 59
- Google
 - cloud credentials, 166
- Google Compute Engine
 - credential types, 60
 - inventories, 128
- Grafana
 - notifications types, 232
- groups
 - notifications, 230

H

- HashiCorp KV, 83
 - credential, 83
- HashiCorp SSH Secrets Engine, 84
 - credential, 84
- hierarchy
 - notifications, 230
- Hipchat
 - notifications types, 232
- host count
 - dashboard, 17
- host counts, larger
 - best practices, 264
- hostname configuration
 - notifications, 246
- how they work
 - credentials, 54

I

- Insights
 - credentials, 251
 - inventory, 254, 259
 - project, 253
 - projects, 251
- insights

- credential types, 61
 - installation bundle
 - licenses, 9
 - instance groups, 207
 - features, 5
 - integration, continuous
 - best practices, 264
 - inventories, 107
 - ad hoc commands, 135
 - add new, 111
 - Amazon Web Services, 127
 - Ansible Tower, 133
 - custom script, 133
 - Google Compute Engine, 128
 - groups, 117
 - groups; add new, 117
 - Microsoft Azure Resource Manager, 129
 - OpenStack, 132
 - plugins, 110
 - project-sourced, 126
 - Red Hat CloudForms, 131
 - Red Hat Satellite 6, 131
 - Red Hat Virtualization, 132
 - scan job templates, 159
 - smart, 109
 - VMware vCenter, 130
 - inventory
 - Insights, 254, 259
 - inventory plugins
 - features, 7
 - inventory source
 - scheduling, 248
 - inventory sources
 - notifications, 230
 - inventory sources, Red Hat CloudForms
 - features, 4
 - inventory sources, Red Hat Satellite 6
 - features, 4
 - inventory sync
 - job results, 214
 - IRC
 - notifications types, 232
- J**
- job branch
 - overriding, 225
 - job results, 213
 - inventory sync, 214
 - job slice, 171
 - job splitting, 171
 - job status
 - dashboard, 17
 - job templates, 139
 - cloud credentials, 164
 - job variables, 169
 - jobs, launching, 156
 - provisioning callbacks, 167
 - relaunch, 170
 - scheduling, 152, 153, 248
 - survey creation, 154
 - survey extra variables, 169
 - survey optional questions, 155
 - surveys, 153
 - job templates, hierarchy, 169
 - job templates, overview, 169
 - job types
 - check, 139
 - distributed, 171
 - run, 139
 - scan, 139
 - slice, 171
 - splitting, 171
 - job variables
 - job templates, 169
 - workflow templates, 206
 - jobs, 212
 - capacity, 222
 - event summary, 219
 - events summary, 218
 - forks, 222
 - host events, 221
 - host status bar, 219
 - host summary, 219
 - job summary, 218
 - notifications, 230
 - results, 213
 - views, 17
 - jobs results
 - playbook run, 217
 - SCM, 216
 - jobs tab
 - dashboard, 17
 - jobs, distribution
 - features, 6
 - jobs, launching
 - job templates, 156
 - workflow templates, 203
 - jobs, slicing
 - features, 6
- K**
- KMS
 - credential Azure, 84
 - Kubernetes
 - credential types, 65

L

- ldap
 - best practices, 264
- license, 7, 8
 - nodes, 9
 - trial, 8
 - troubleshooting, 13
 - types, 8
- license features, 7
- license, add manually, 13
- license, import, 11
- license, viewing, 22
- licenses
 - components, 9
 - DEB files, 9
 - installation bundle, 9
 - RPM files, 9
- limiting, hosts
 - features, 6
- logging in, 10

M

- machine
 - credential types, 61
- main menu
 - dashboard, 15
- Mattermost
 - notifications types, 232
- Microsoft Azure Resource Manager
 - credential types, 63
 - inventories, 129
- MS Azure
 - cloud credentials, 166
- MS Azure KMS, 84
 - credential, 84
- my view, 17

N

- network
 - credential types, 64
- notifications
 - API endpoints, 246
 - create template, 231
 - features, 4
 - groups, 230
 - hierarchy, 230
 - hostname configuration, 246
 - inventory sources, 230
 - jobs, 230
 - organizations, 37
 - resetting the TOWER_URL_BASE, 246
 - template, 230, 231
 - template workflow, 231
 - troubleshooting TOWER_URL_BASE, 246

- types, 232
- types Email, 232
- types Grafana, 232
- types Hipchat, 232
- types IRC, 232
- types Mattermost, 232
- types pagerduty, 232
- types Rocket.Chat, 232
- types Slack, 232
- types Twilio, 232
- types Webhook, 232

O

- OAuth 2 token
 - features, 5
- OpenShift
 - credential types, 65
- OpenStack
 - cloud credentials, 165
 - credential types, 67
 - inventories, 132
- OpenStack inventory support
 - features, 3
- ordering
 - sorting, 25
- organization
 - summary, 38
- organizations, 27
 - notifications, 37
 - permissions, 31
 - users, 30, 42
- overriding
 - job branch, 225
- overview
 - features, 2
- oVirt
 - credential types, 68

P

- pagerduty
 - notifications types, 232
- permissions
 - organizations, 31
 - projects, 98
 - teams, 51
 - users, 43
- playbook
 - custom fact scans, 162
 - fact caching, 163
 - fact scan job, 160
 - scan job, 159
- playbook run
 - jobs results, 217
- playbooks

- bubblewrap, 265
- manage manually, 93
- process isolation, 265
- projects, 93, 94
- PRoot settings, 265
- sharing access, 265
- sharing content, 265
- source control, 94
- playbooks, Red Hat Insights
 - features, 5
- plugins
 - credential, 79
 - inventories, 110
- process isolation
 - playbooks, 265
- project
 - Insights, 253
 - Scan, 255
- project-sourced
 - inventories, 126
- projects, 91
 - add new, 93
 - Insights, 251
 - permissions, 98
 - playbooks, 93, 94
 - scheduling, 103, 248
 - source control update, 97
- PRoot settings
 - playbooks, 265
- provisioning callbacks
 - extra variables, 169
 - job templates, 167

R

- Rackspace
 - cloud credentials, 166
- RBAC
 - security, 268
- real-time playbook
 - features, 2
- Red Hat CloudForms
 - inventories, 131
- Red Hat Satellite
 - credential types, 68
- Red Hat Satellite 6
 - inventories, 131
- Red Hat Virtualization
 - credential types, 68
 - inventories, 132
- relaunch
 - job templates, 170
- remote command execution
 - features, 4
- resetting the TOWER_URL_BASE

- notifications, 246
- RESTful API
 - features, 3
- rhv
 - credential types, 68
- Rocket.Chat
 - notifications types, 232
- role-based access control
 - features, 2
- role-based access controls, 268
- RPM files
 - licenses, 9
- run
 - job types, 139
- run-time job customization
 - features, 5

S

- Scan
 - project, 255
- scan
 - job types, 139
- scan job
 - playbook, 159
- scan job templates
 - facts, 163
 - inventories, 159
- schedule
 - views, 17
- schedule status
 - dashboard, 17
- scheduling
 - add new, 153, 187
 - inventory source, 248
 - job templates, 152, 153, 248
 - projects, 103, 248
 - workflow template, 187
 - workflow templates, 187, 248
- SCM
 - jobs results, 216
- searching, 23
- secret management
 - credential, 79
- secret management system
 - features, 7
- security, 265
 - RBAC, 268
- settings menu
 - configure Tower, 22
 - view license, 22
- sharing access
 - playbooks, 265
- sharing content
 - playbooks, 265

- Slack
 - notifications types, 232
 - slice
 - job types, 171
 - smart
 - inventories, 109
 - smart inventories
 - add new, 111
 - sorting
 - ordering, 25
 - source control
 - best practices, 263
 - credential types, 69
 - source control update
 - projects, 97
 - splitting
 - job types, 171
 - summary
 - organization, 38
 - support, 7, 8
 - survey extra variables
 - job templates, 169
 - workflow templates, 206
 - workflows, 176
 - surveys
 - creation, 154, 188
 - extra variables, 169, 176, 206
 - job templates, 153
 - optional questions, 155, 189
 - workflow templates, 187
 - system tracking
 - custom fact scans, 162
 - fact scan playbook, 160
 - features, 4
 - scan job, 139
- T**
- teams, 48
 - permissions, 51
 - users, 42, 49
 - template
 - notifications, 230, 231
 - template workflow
 - notifications, 231
 - templates
 - git refs, 229
 - token authentication, 86
 - tokens
 - applications, 86, 88
 - Tower admin menu, 21
 - Tower settings menu, 22
 - trial, 8
 - troubleshooting
 - bubblewrap, 267
 - license, 13
 - troubleshooting TOWER_URL_BASE
 - notifications, 246
 - Twilio
 - notifications types, 232
 - types
 - Email, notifications, 232
 - Grafana, notifications, 232
 - Hipchat, notifications, 232
 - IRC, notifications, 232
 - Mattermost, notifications, 232
 - notifications, 232
 - pagerduty, notifications, 232
 - Rocket.Chat, notifications, 232
 - Slack, notifications, 232
 - Twilio, notifications, 232
 - Webhook, notifications, 232
- U**
- UI
 - features, 5
 - updates, 8
 - user interface
 - features, 5
 - users, 39
 - organizations, 30, 42
 - permissions, 43
 - teams, 42, 49
- V**
- variable inventory management
 - best practices, 264
 - variable precedence, 169, 206
 - variables
 - bubblewrap, 267
 - Vault
 - credential types, 70
 - venv
 - features, 5
 - view license
 - settings menu, 22
 - views
 - jobs, 17
 - schedule, 17
 - visualizer
 - workflow, 190
 - VMware
 - cloud credentials, 167
 - credential types, 70
 - VMware vCenter
 - inventories, 130
- W**
- Webhook

- notifications types, 232
- workflow
 - visualizer, 190
- workflow job templates, 179
- workflow template
 - scheduling, 187
- workflow templates
 - job variables, 206
 - jobs, launching, 203
 - scheduling, 187, 248
 - survey creation, 188
 - survey extra variables, 206
 - survey optional questions, 189
 - surveys, 187
 - workflow visualizer, 190
- workflow templates, hierarchy, 206
- workflow templates, overview, 206
- workflow visualizer
 - workflow templates, 190
- workflows, 174
 - survey extra variables, 176
- workflows, approval
 - features, 6
- workflows, convergence nodes
 - features, 6
- workflows, inventory overrides
 - features, 6
- workflows, nesting
 - features, 6
- workflows, pause
 - features, 6