

1 bytemark

bytemark — command-line client for managing services with Bytemark

Synopsis

bytemark [**global options**] *command* [**command options**] [**command arguments**]

DESCRIPTION

bytemark is a command-line client you can use to interact with Bytemark services (<https://www.bytemark.co.uk/>).

You can use this software to signup for a new Bytemark account, or to use an existing account. You can perform a variety of tasks, such as create a Cloud Server, manage an existing Cloud Server, or connect to a Cloud Server via serial console. Get started straight away by running **bytemark help**.

If you're a programmer, you might also want to integrate with our API (<https://www.bytemark.co.uk/docs/api/>).

GLOBAL OPTIONS

Global options apply to any subsequent command.

--help

Show usage instructions, including a list of available commands.

--help *command*

Show instructions on how to use a specific command.

--version

Show the version of this software.

--yubikey

Use this option if you have a Bytemark-provided Yubikey that you use for authentication. You'll be prompted for the one-time password.

--yubikey-otp *string*

Use this option if you want enter the Yubikey one-time password on the command-line rather than be prompted for it.

--session-validity *num*

Specifies the length of time, in seconds, that your login session will be valid for without running another command.

--2fa-otp *string*

Use this option if you want enter the 2 Factor Authentication one-time password on the command-line rather than be prompted for it.

--debug-level *num*

Set the verbosity of debugging information (for troubleshooting purposes).

--user *username*

Specify the username to use for the subsequent command. This is the same username you would use to login to the Bytemark Panel (<https://panel.bytemark.co.uk/>).

--account *account_name*

Specify the account to use for the subsequent command. Most people have a single account with the same name as their username, so don't need to use this option. However, some people manage Cloud Servers on multiple accounts.

--endpoint *URL*, --api-endpoint *URL*, --auth-endpoint *URL*, --billing-endpoint *URL*, --spp-endpoint *URL*

The default endpoints shouldn't need to be changed, but if for some reason you need the client to communicate with different endpoints then you can use these options.

--config-dir *dir*

The client stores its configuration in `$HOME/.bytemark` by default. You can specify a different directory with this option.

--output-format *format*

The format to return any data in. This mostly affects the *show* commands. Available formats: *human*: the default - outputs data in a human-readable bulleted-list kind of way *json*: output data in JSON format *table*: output data as a table. By default this will output all the fields for each object. Set the *--table-fields* flag to *help* on a command that supports table output to see the list of fields available.

COMMANDS

There are a variety of commands that let you easily manage your services with Bytemark. Get started by running **bytemark help**.

help

Show usage instructions, including a list of available commands.

help command

Show instructions on how to use a specific command.

EXAMPLES

bytemark help create

Show instructions on how to use the *create* command.

bytemark help create server

Show instructions on how to use the *create server* command.

bytemark create server --authorized-keys-file *~/ssh/id_rsa.pub* stoneboat.http

Creates a new Cloud Server called *stoneboat* in the *http* group. The specified public key will be installed to the root user so that you can use it to login.

bytemark show server stoneboat.http

Show information about the Cloud Server *stoneboat* in the *http* group.

bytemark shutdown stoneboat.http

Shutdown the Cloud Server *stoneboat* in the *http* group.

FILES

~/.bytemark

Configuration is stored in this directory by default.

~/.bytemark/debug.log

This log holds debugging information. If you encounter a problem with this software, we might ask you to provide a copy of this file.

~/.bytemark/token

This is where the time-limited authentication token is stored.

BUGS

Please send an email to <support@bytemark.co.uk> if you encounter any problems and we'll be more than happy to assist.

AUTHORS

This software and associated documentation is developed and maintained by Bytemark, primarily by Telyn Z. Roat.