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.

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--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.

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