

## Rudder - Bug #11580

### Inventory uploaded multiple times after reinit

2017-10-04 09:49 - Janos Mattyasovszky

<b>Status:</b>	Released		
<b>Priority:</b>	N/A		
<b>Assignee:</b>	Benoît PECCATTE		
<b>Category:</b>	Agent		
<b>Target version:</b>	3.1.24		
<b>Target version (plugin):</b>		<b>Effort required:</b>	Very Small
<b>Severity:</b>	Minor - inconvenience   misleading   easy workaround	<b>Pull Request:</b>	<a href="https://github.com/Normation/rudder-agent/pull/133">https://github.com/Normation/rudder-agent/pull/133</a>
<b>User visibility:</b>	Getting started - demo   first install   level 1 Techniques	<b>Priority:</b>	67

#### Description

When you have a rudder agent, which is set to a policy server that does not have it allowed via IP subnet, the agent fails to send the inventory, but the generated inventory file stays below `/var/rudder/tmp/inventory/`.

If someone does a rudder agent reinit multiple times, differently named inventories are get created below `/var/rudder/tmp/inventory/` but never uploaded to the policy server due to not allowed and also not removed.

After the policy server allows the node to communicate with it (by adding it to the allowed networks), all the inventories get uploaded with different UUID suffixes by the promise:

```
!windows::
  "${g.rudder_inventories}"
  transformer => "${download_command_prefix} ${this.promiser} ${download_command_suffix}",
  depth_search => recurse_visible(1),
  file_select => by_name("@{g.signed_inventory_file_types}"),
  classes => persistant_class("inventory_sent", "cant_send_inventory", 480),
  comment => "Sending the inventory to the server";
```

The expected behavior would be that when doing a rudder agent inventory, all previous, not-uploaded inventories would be purged, and/or only the most current inventory would be uploaded, not any previous, maybe outdated ones.

#### Associated revisions

**Revision 9d5efacd - 2017-10-17 10:50 - Alexis MOUSSET**

Fixes #11580: Inventory uploaded multiple times after reinit

#### History

**#1 - 2017-10-04 09:51 - Janos Mattyasovszky**

- Description updated

**#2 - 2017-10-04 10:11 - François ARMAND**

- Target version set to 3.1.24

- Severity set to Minor - inconvenience | misleading | easy workaround

- User visibility set to Getting started - demo | first install | level 1 Techniques

- Effort required set to Very Small

- Priority changed from 0 to 67

Ah. Oh.

Well, you perfectly identified the root cause for the problem, and your proposed correction seems good, thanks!

(note: setting it to ~~major~~ minor, because nothing really breaks - you get non existing incoming nodes, which is a real inconvenience, but should be nothing more. And it's getting started, because the described user story is typically what could happen on your first use of Rudder).

**#3 - 2017-10-04 10:21 - François ARMAND**

**minor**

**#4 - 2017-10-17 10:41 - Benoît PECCATTE**

We should remove inventories upon reinit

**#5 - 2017-10-17 10:46 - Benoît PECCATTE**

- Assignee set to Alexis MOUSSET

**#6 - 2017-10-17 10:48 - Alexis MOUSSET**

- Status changed from New to In progress

**#7 - 2017-10-17 10:50 - Alexis MOUSSET**

- Status changed from In progress to Pending technical review

- Assignee changed from Alexis MOUSSET to Benoît PECCATTE

- Pull Request set to <https://github.com/Normation/rudder-agent/pull/133>

PR <https://github.com/Normation/rudder-agent/pull/133>

**#8 - 2017-10-17 14:50 - Alexis MOUSSET**

- Status changed from Pending technical review to Pending release

Applied in changeset [rudder-agent|9d5efacd47864c1ce8913c7e1ac39e8d1d86b526](#).

**#9 - 2017-10-30 18:42 - Vincent MEMBRÉ**

- Status changed from Pending release to Released

This bug has been fixed in Rudder 3.1.24, 4.1.8 and 4.2.1 which were released today.

- 3.1.24: [Announce Changelog](#)
- 4.1.8: [Announce Changelog](#)
- 4.2.1: [Announce Changelog](#)
- Download: <https://www.rudder-project.org/site/get-rudder/downloads/>