

setup

<code>kanku setup --devel --user <USERNAME></code>	Run setup in developer mode with username specified
<code>kanku setup --server --apache --ssl</code>	Run setup in server mode and generate ssl certs and configure apache
<code>kanku db --upgrade</code>	Upgrade kanku database
<code>kanku db --status</code>	So database schema versions (deployed and available)

Begin a new project

<code>kanku init --domain-name new-prj --vcpu 2 --memory 1G</code>	Create new KankuFile with name 'new-prj' for VM, 2 virtual CPU's and 1G RAM
<code>kanku init -f -o KankuFile.newPrj</code>	Create new KankuFile named KankuFile.newPrj and force overwrite if file already exists
<code>kanku init --prj devel:kanku:images --pkg openSUSE-Leap-1-5.1-JeOS --repo images_leap_15_1</code>	Specify options for Kanku::Handler::OBSCheck
<code>osc ls devel:kanku:images</code>	List packages containing prebuilt images
<code>osc r devel:kanku:images openSUSE-Leap-15.1-JeOS</code>	List repositories building for this image

VM handling

<code>kanku up -j <job_name_in_KankuFile></code>	Create new virtual machine and run kanku tasks
<code>kanku up --skip_all_checks</code>	Don't check if a new appliance is building
<code>kanku up --offline</code>	Use previously used image from cache
<code>kanku destroy [--keep_volumes <ADDITIONAL_DISK>]</code>	Delete virtual machine
<code>kanku startvm</code>	Start virtual machine
<code>kanku stopvm</code>	Stop virtual machine

Accessing running VM

<code>kanku ssh [-u <USERNAME>]</code>	Execute ssh to VM
<code>kanku console</code>	Connect to VM console

Remote commands

<code>kanku login -a <kanku_api_url></code>	Login into kanku server
<code>kanku logout</code>	
<code>kanku rhistory -l</code>	
<code>kanku rjob -l</code>	
<code>kanku rjob -d <job_name></code>	
<code>kanku rjob -c <job_name></code>	
<code>kanku rtrigger -j <job_name></code>	Trigger job on kanku server
<code>kanku rguest -l</code>	List guest on kanku server
<code>kanku rworker -l</code>	List workers and status info of workers
<code>kanku api <api_call></code>	

