Linux From Scratch

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Linux From Scratch

Gerard Beekmans

This book describes the process of creating your own Linux system from scratch from an already installed Linux distribution, using nothing but the sources of software that are needed.

Dedication

This book is dedicated to my loving and supportive wife *Beverly Beekmans*.

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Preface

Who would want to read this book

This book is intended for Linux users who want to setup their own custom build Linux system. Reasons for wanting to build such a system are diverse. Perhaps you want to get into more detail as to what happens behind the scenes. Perhaps you are fed up with distributions which are often bloated or perhaps you don't want to rely on pre−compiled binaries due to security concerns. There are many reasons why you may want a custom build system, but if you are one of them, this book is meant for you.

The fruits of building your own system are plentiful, but the labour may be hard. You have a long way ahead of you but in the end you will be able to call yourself the proud owner of your own Linux system, completely tailored after your needs. You dictate the layout of bootscripts, the file system hierarchy , which programs are installed in which directory, which versions of software to use and more. Perhaps the most important reason is that you know exactly what is installed where why and how.

Who would not want to read this book

Users who don't want to build an entire Linux system from scratch probably don't want to read this book. If you, however, do want to learn more about what happens behind the scenes, in particular what happens between turning on your computer and seeing the command prompt, you want to read the "From Power Up To Bash Prompt" (P2B) HOWTO. This HOWTO builds a bare system, in a similar way as this book does, but it focusses more on just installing a bootable system instead of a complete system.

To decide whether you want to read this book or the P2B HOWTO, you could ask yourself this question: Is my main objective to get a working Linux system that I'm going to build myself and along the way learn and learn what every component of a system is for, or is just the learning part your main objective. If you want to build and learn, read this book. If you just want to learn, then the P2B HOWTO is probably better material to read.

The "From Power Up To Bash Prompt" HOWTO can be downloaded from http://www.netspace.net.au/~gok/power2bash/

Organization

This book is divided into the following parts. Although there is a lot of duplicate information in certain parts, it's the easiest way to read it and not to mention the easiest way for me to maintain the book.

Part I – Introduction

Part One gives you general information about this book (versions, where to get it, changelog, mailinglists and how to get in touch with me). It also explains a few important aspects you really want and need to read before you start building an LFS system.

Part II – Installation of the LFS system

Part Two guides you through the installation of the LFS system which will be the foundation for the rest of the system. Whatever you choose to do with your brand new LFS system, it will be built on the foundation that's installed in this part.

Part III – Appendixes

Part Three contains various Appendixes.

I. Part I – Introduction

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Chapter 1. Introduction

Introduction

Having used a number of different Linux distributions, I was never fully satisfied with any of those. I didn't like the way the bootscripts were arranged, or I didn't like the way certain programs were configured by default and more of those things. I came to realize that when I want to be totally satisfied with a Linux system, I have to build my own Linux system from scratch, ideally only using the source code. Not using pre−compiled packages of any kind. No help from some sort of cdrom or bootdisk that would install some basic utilities. You would use your current Linux system and use that one to build your own.

This, at one time, wild idea seemed very difficult and at times almost impossible. The reason for most problems were due to my lack of knowledge about certain programs and procedures. After sorting out all kinds of dependency problems, compilation problems, etcetera, a custom built Linux system was created and fully operational. I called this system an LFS system, which stands for LinuxFromScratch.

How things are going to be done

We are going to build the LFS system by using an already installed Linux distribution such as Debian, SuSe, Slackware, Mandrake, RedHat, etc. You don't need to have any kind of bootdisk. We will use an existing Linux system as the base (since we need a compiler, linker, text editor and other tools).

If you don't have Linux installed yet, you won't be able to put this book to use right away. I suggest you first install a Linux distribution. It really doesn't matter which one you install. It also doesn't need to be the latest version, though it shouldn't be a too old one. If it is about a year old or newer it should do just fine. You will save yourself a lot of trouble if your normal system uses glibc−2.1 or newer. Libc5 isn't supported by this book, though it isn't impossible to use a libc5 system if you have no choice.

Book version

This is LFS−BOOK−INTEL version 3.0−PRE1 version dated February 27th, 2001. If this version is older than a month you definitely want to take a look at our website and check if there is a newer version available for download.

Below you will find a list of our current HTTP and FTP mirror sites as of December 19th, 2000. This list might not be accurate anymore. For the latest info check our website at http://www.linuxfromscratch.org

HTTP Mirrors

- Columbus, Ohio, United States − http://www.linuxfromscratch.org/intro/
- United States − http://lfs.sourceforge.net/intro/
- Canmore, Alberta, Canada − http://www.ca.linuxfromscratch.org/intro/
- Braunschweig, Niedersachsen, Germany − http://www.de.linuxfromscratch.org/intro/
- Mainz, Germany, Europe − http://lfs.linux−provider.net/intro/
- Australia (accessible from within AU/NZ only) − http://lfs.mirror.aarnet.edu.au/intro/

FTP Mirrors

- Columbus, Ohio, USA − ftp://packages.linuxfromscratch.org
- Canmore, Alberta, Canada [FTP interface to FTP archive] − ftp://ftp.ca.linuxfromscratch.org
- Canmore, Alberta, Canada [HTTP inteface to FTP archive] − http://ftp.ca.linuxfromscratch.org
- Mainz, Germany, Europe [FTP interface to FTP archive] − ftp://ftp.linux−provider.net/pub/lfs/
- Mainz, Germany, Europe [HTTP interface to FTP archive] − http://ftp.linux−provider.net/lfs/
-

Australia (accessible from within AU/NZ only) – ftp://mirror.aarnet.edu.au/pub/lfs/

Acknowledgements

I would like to thank the following people and organizations for their contributions towards the LinuxFromScratch project:

- Bryan Dumm for providing the hardware to run linuxfromscratch.org and for providing http://www.bcpub.com as the lfs.bcpub.com mirror
- DREAMWVR.COM for their ongoing sponsorhip by donating various resources to the LFS and related sub projects.
- Jan Niemann for providing http://helga.lk.etc.tu−bs.de as the 134.169.139.209 mirror
- Johan Lenglet for running the French translation project at http://www.fr.linuxfromscratch.org
- Michael Peters for contributing the Apple PowerPC modifications
- VA Linux Systems who, on behalf of Linux.com, donated a VA Linux 420 (formerly StartX SP2) workstation towards this project
- Jesse Tie Ten Quee who donated a Yamaha CDRW 8824E CD−RW.
- Jesse Tie Ten Quee for providing quasar.highos.com as the www.ca.linuxfromscratch.org mirror.
- O'Reilly for donating books on SQL and PHP.
- Robert Briggs for donating the linuxfromscratch.org and linuxfromscratch.com domain names.
- Torsten Westermann for running the lfs.linux−provider.net http and ftp mirror sites.
- Countless other people from the various LFS mailinglists who are making this book happen by making suggestions, testing and submitting bug reports.

Changelog

If, for example, a change is listed for chapter 5 it (usually) means the same change has been made in the chapters for the other architectures.

k.0−PRE1 − February 27th, 2001

- Converted the SGML source to XML.
- Chapter 4: Tell the user to use cfdisk rather than fdisk. The fdisk man page recommends cfdisk over fdisk because it's more stable.
- Chapter 4: Changed the wording to make it more general as ext2 no longer is the only used file system. Reiser for example is often used too now.
- Chapter 5: Added static mawk, texinfo and partially gettext to faciliate the move of Glibc from Chapter 5 to Chapter 6.
- Chapter 5: Added Makedev to chapter 5. We don't create the device files here, only copy the MAKEDEV script and make a temp copy which will be used to create device files. This second file (MAKEDEV−temp) doesn't contain user names and group names but only user id's and group id's. We need a few device files to get Glibc installed, but before GLibc is installed user and group names are not recognized yet; only the numeric id's. This requires a slightly modified MAKEDEV script which will be generated by patching the original one. This patching is done here in chapter 5. Also, fixed the explanations on both makedev installations.
- Chapter 5: Recommended to install all the software while logged in (or su'ed to) user root.
- Chapter 5+6: Added the fileutils−4.0 patch which is needed to compile the fileutils package on Glibc−2.2 based systems (such as the upcoming LFS−3.0 system).
- Chapter 5+6: Upgraded from gcc−2.95.2 to gcc−2.95.2.1
- Chapter 5+6: Moved Glibc from chapter 5 to chapter 6
- Chapter 6: Changed libexecdir=/usr/bin in fileutils to libexecdir=/bin
- Chapter 6: Updated Glibc installation instructions. 'configparms' file creation has been deleted. No need to pick a compiler (either distro's native or the /usr/local/gcc2952/bin/gcc one); we're in chroot

now so we'll use the one we have

- Chapter 6: Only copy the man pages from the ld.so package. We don't need the ldconfig and ldd programs anymore; Glibc−2.2.1 comes with good working versions.
- Chapter 6: Added the creation of the lex symlink to the flex installation.
- Chapter 6: Changed $* into "$@" in the yacc script during bison's installation. "$@" allows usage of quoted arguments with blanks.
- Chapter 6: Fixed the man page installation during console−tools' installation.
- Chapter 6: When entering chroot the $TERM variable inside chroot is set properly. This is accomplished by: chroot ... −i HOME=/root TERM=$TERM ...
- Chapter 6: Merged the different sulogin lines from the inittab file into one line.
- Chapter 7: Fixed the delays in the killproc function in the functions script. Now after kill, first check PIDs, then sleep 2 if needed. More details can be read in the comments in the script itself.
- Chapter 7: Added the explanation how the runlevels and boot process works when using the LFS scripts.
- Chapter 10: Added this chapter. It contains "thanks and good luck" notes and suggest creating the /etc/lfs−3.0−PRE1 file

Mailinglists and archives

The linuxfromscratch.org server is hosting the following public accessible mailinglists:

- lfs−discuss
- lfs−apps
- lfs−announce
- lfs−security
- alfs−discuss
- alfs−docs
- alfs−ipc
- alfs−profile
- alfs−backend

---

lfs−discuss

The lfs−discuss mailinglist discusses matters strictly related to the LFS−BOOK. If you have problems with the book, want to report a bug or two or have suggestions to improve the book, use this mailinglist.

Any other mail is to be posted on the lfs−apps list.

---

lfs−apps

The lfs−apps list deals with everything that does not fit on the lfs−discuss list.

---

lfs−announce

The lfs−announce list is a moderated list. You can subscribe to it, but you can't post any messages to this list. This list is used to announce new stable releases. If you want to be informed about development releases as well then you'll have to join the lfs−discuss list. If you're already on the lfs−discuss list there's little use subscribing to this list as well because everything that is posted to the lfs−announce list will be posted to the lfs−discuss list as well.

---

lfs−security

The lfs−security mailinglist discusses security related matters. If you have security concerns or have heard about a package used by LFS that has known security problems, you can address that on this list.

---

alfs−discuss

The alfs−discuss list discusses the development of ALFS which stands for Automated LinuxFromScratch. The goal of this project is to develop an installation tool that can install an LFS system automatically for you. It's main goal is to speed up compilation by taking away your need to manually enter the commands to configure, compile and install packages.

---

alfs−docs

ALFS−docs is the ALFS documentation project which creates and maintains all of the ALFS documentation.

---

alfs−ipc

The alfs−ipc list discusses the ALFS InterProcess Communication issues.

---

alfs−profile

The alfs−profile list discusses the development of the ALFS XML profile and DTD.

---

alfs−backend

The alfs−backend mailinglist discusses matters regarding the ALFS backend.

Mail archives

All these lists are archived and can be viewed online at http://archive.linuxfromscratch.org/mail−archives or downloaded rom http://download.linuxfromscratch.org/mail−archives or ftp://download.linuxfromscratch.org/mail−archives.

How to subscribe?

You can subscribe to any of the above mentioned mailinglists by sending an email to listar@linuxfromscratch.org and write *subscribe listname* as the subject header of the message.

You can, if you want, subscribe to multiple lists at the same time using one email. If you want to do so, write some junk as the subject header, something that isn't a valid command like "hello". Then write the subscribe commands in the body of the message. The email will look like:

```
To: listar@linuxfromscratch.org
Subject: hello

subscribe lfs−discuss
subscribe lfs−apps
subscribe alfs−discuss
```

After you have sent the email, the Listar program will send you an email back requesting a confirmation of your subscription request. After you have sent back this confirmation email, Majordomo will send you an email again with the message that you have been subscribed to the list(s) along with an introduction message for that particulair list.

How to unsubscribe?

To unsubscribe from a list, send an email to listar@linuxfromscratch.org and write *unsubscribe listname* as the subject header of the message.

You can, if you want, unsubscribe from multiple lists at the same time using one email. If you want to do so, write some junk as the subject header, something that isn't a valid command like "hello". Then write the unsubscribe commands in the body of the message. The email will look like:

```
To: listar@linuxfromscratch.org
Subject: hello
```

unsubscribe lfs−discuss
unsubscribe lfs−apps
unsubscribe alfs−discuss

After you have sent the email, the Listar program will send you an email back requesting a confirmation of your unsubscription request. After you have sent back this confirmation email, Listar will send you an email again with the message that you have been unsubscribed from the list(s).

Other list modes

The modes you can set yourself to require you to send an email to listar@linuxfromscratch.org. The modes themselves are set by writing the appropriate commands in the subject headers of the message.

As the name implies the *Set command* tells you what to write to set a mode. The *Unset command* tells you what to write to unset a mode.

Replace listname in the example subject headers with the listname to which you want to apply the mode to. If you want to set more than one mode (to the same list or multiple lists) with one email you can do so by writing junk in the subject header like "hello" and then put the commands in the body of the message instead.

Digests

Set command: *set listname digest*
Unset command: *unset listname digest*

All lists have the digest mode available and you can set yourself to digest mode, after you subscribe to a list. Being in digest mode will cause you to stop receiving individual messages as they are posted to the list and instead you will receive one email daily containing all the messages posted to the list that day.

There is a second digest mode called digest2. When you are set to this mode you will receive the daily digests but you will also continue to receive the individual messages to the lists are they are posted. To set yourself to this mode write *digest2* instead of *digest* in the subject header.

Vacation

Set command: *set listname vacation*
Unset command: *unset listname vacation*

If you are going to be away for a while or wish to stop receiving messages from the lists but you don't want to unsubscribe you can set yourself to vacation mode. This has the same effect as unsubscribing yourself, but you don't have to go through the unsubscribe process and then later through the subscribe process again.

Contact information

Direct all your emails to the lfs−discuss mailinglist preferably.

If you need to reach Gerard Beekmans personally, send an email to gerard@linuxfromscratch.org

Chapter 2. Important information

About $LFS

Please read the following carefully: throughout this book you will frequently see the variable name $LFS. $LFS must at all times be replaced by the directory where the partition that contains the LFS system is mounted. How to create and where to mount the partition will be explaind in full detail later on in chapter 4. In my case the LFS partition is mounted on /mnt/lfs. If I read this book myself and I see $LFS somewhere, I will pretend that I read /mnt/lfs. If I read that I have to run this command: cp inittab $LFS/etc I actually will run this: cp inittab /mnt/lfs/etc

It's important that you do this no matter where you read it; be it in commands you enter on the prompt, or in a file you edit or create.

If you want, you can set the environment variable LFS. This way you can literally enter $LFS instead of replacing it by something like /mnt/lfs. This is accomplished by running: export LFS=/mnt/lfs

If I read cp inittab $LFS/etc, I literally can type cp inittab $LFS/etc and the shell will replace this command by cp inittab /mnt/lfs/etc automatically.

Do not forget to set the $LFS variable at all times. If you haven't set the variable and you use it in a command, $LFS will be ignored and whatever is left will be executed. The command cp inittab $LFS/etc without the $LFS variable set, will result in copying the inittab file to the /etc directory which will overwrite your system's inittab. A file like inittab isn't that big a problem as it can easily be restored, but if you would make this mistake during the installation of the C Library, you can damage things.

One way to make sure that $LFS is set at all times you could add it to your /root/.bash_profile and/or /root/.bashrc file(s) so everytime you 'su' to user too as to install LFS, the $LFS variable is set for you.

How to download the software

Throughout this document I will assume that you have stored all the packages you have downloaded somewhere in $LFS/usr/src.

I use the convention of having a $LFS/usr/src/sources directory. Under sources you'll find the directory 0−9 and the directories a through z. A package as sysvinit−2.78.tar.gz is stored under $LFS/usr/src/sources/s/ A package as bash−2.04.tar.gz is stored under $LFS/usr/src/sources/b/ and so forth. You don't have to follow this convention of course, I was just giving an example. It's better to keep the packages out of $LFS/usr/src and move them to a subdirectory, so we'll have a clean $LFS/usr/src directory in which we will unpack the packages and work with them.

The next chapter contains the list of all the packages you need to download, but the partition that is going to contain our LFS system isn't created yet. Therefore store the files temporarily somewhere where you want and remember to copy them to $LFS/usr/src/ when you have finished the chapter in which you prepare a new partition (chapter 4).

How to install the software

Before you can actually start doing something with a package, you need to unpack it first. Often you will find the package files being tar'ed and gzip'ed (you can determind this by looking at the extension of the file. tar'ed and gzip'ed archives have a .tar.gz or .tgz extension for example)). I'm not going to write down every time how to ungzip and how to untar an archive. I will tell you how to do that once, in this paragraph. There is also the possibility that you have the ability of downloading a .tar.bz2 file. Such a file is tar'ed and compressed with the bzip2 program. Bzip2 achieves a better compression than the commonly used gzip does. In order to use bz2 archives you need to have the bzip2 program installed. Most if not every distribution comes with this program so chances are high it is already installed on your system. If not, install it using your distribution's installation tool.

To start with, change to the $LFS/usr/src directory by running:

```
cd $LFS/usr/src
```

When you have a file that is tar'ed and gzip'ed, you unpack it by running either one of the following two commands, depending on the filename format:

```
tar xvzf filename.tar.gz
tar xvzf filename.tgz
```

When you have a file that is tar'ed and bzip2'ed, you unpack it by running:

```
bzcat filename.tar.bz2 | tar xv
```

Some tar programs (most of them nowadays but not all of them) are slightly modified to be able to use bzip2 files directly using either the I or the y tar parameter which works the same as the z tar parameter to handle gzip archives.

When you have a file that is tar'ed, you unpack it by running:

```
tar xvf filename.tar
```

When the archive is unpacked a new directory will be created under the current directory (and this document assumes that you unpack the archives under the $LFS/usr/src directory). You have to enter that new directory before you continue with the installation instructions. So everytime the book is going to install a program, it's up to you to unpack the source archive.

When you have a file that is gzip'ed, you unpack it by running:

```
gunzip filename.gz
```

After you have installed a package you can do two things with it. You can either delete the directory that contains the sources or you can keep it. If you decide to keep it, that's fine by me. But if you need the same package again in a later chapter you need to delete the directory first before using it again. If you don't do this, you might end up in trouble because old settings will be used (settings that apply to your normal Linux system but which don't always apply to your LFS system). Doing a simple make clean or make distclean does not always guarantee a totally clean source tree. The configure script can also have files lying around in various subdirectories which aren't always removed by a make clean process.

There is one exception to that rule: don't remove the linux kernel source tree. A lot of programs need the kernel headers, so that's the only directory you don't want to remove, unless you are not going to compile any software anymore.

Download the bootscripts

Typing out all the bootscripts in chapters 7 and 9 can be a long tedious process, not to mention very error prone.

To save you guys and girls some time, you can download the bootscripts from http://download.linuxfromscratch.org/bootscripts/ or ftp://download.linuxfromscratch.org/bootscripts/

Download the LFS Commands

LFS Commands is a tarball containing files which list the installation commands for the packages installed in this book. These files can be used to dump to your shell and install the packages, though some files need to be modified (for example when you install the console−tools package you need to select your keyboard layout file which can't be guessed).

These files can be used to quickly find out which commands have been changed between the different LFS versions as well. You can download the lfs−commands tarball for this book version and the previous book version and run a diff on the files. That way you can see which package have updated installation instructions so you can modify your own scripts, or reinstall a package if you deem necessary.

The lfscommands can be downloaded from http://download.linuxfromscratch.org/lfs−commands/ or ftp://download.linuxfromscratch.org/lfs−commands/

II. Part II – Installing the LFS system

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Chapter 3. Packages you need to download

Introduction

Below is a list of all the packages you need to download for building the basic system. The version numbers printed correspond to versions of the software that is known to work and which this book is based on. If you experience problems which you can't solve yourself, download the version that is assumed in this book (in case you downloaded a newer version).

If the packages.linuxfromscratch.org server isn't allowing connections anymore try one of our mirror sites. The addresses of the mirror sites can be found in Chapter 1 − Book Version

We have provided a list of official download sites of the packages below in Appendix C − Official download locations . The LFS FTP archive only contains the versions of packages that are recommended for use in this book. If you're looking for newer versions than the ones listed here you can have a look in Appendix C.

Please note that all files downloaded from the LFS FTP archive are files compressed with bzip2 instead of gz. If you don't know how to handle bz2 files, please read Chapter 2 − How to install the software.

The list below is current as of January 5th, 2001

Packages you need to download

Browse FTP:
ftp://packages.linuxfromscratch.org

Browse HTTP:
http://packages.linuxfromscratch.org

All LFS Packages – 61,480 KB:
ftp://packages.linuxfromscratch.org/intel–packages/lfs–packages.tar
http://packages.linuxfromscratch.org/intel–packages/lfs–packages.tar

Bash (2.04) – 1,307 KB:
ftp://packages.linuxfromscratch.org/common–packages/bash–2.04.tar.bz2
http://packages.linuxfromscratch.org/common–packages/bash–2.04.tar.bz2

Binutils (2.10.1) – 5,523 KB:
ftp://packages.linuxfromscratch.org/common–packages/binutils–2.10.1.tar.bz2
http://packages.linuxfromscratch.org/common–packages/binutils–2.10.1.tar.bz2

Bzip2 (1.0.1) – 454 KB:
ftp://packages.linuxfromscratch.org/common–packages/bzip2–1.0.1.tar.bz2
http://packages.linuxfromscratch.org/common–packages/bzip2–1.0.1.tar.bz2

Diff Utils (2.7) – 247 KB:
ftp://packages.linuxfromscratch.org/common–packages/diffutils–2.7.tar.bz2
http://packages.linuxfromscratch.org/common–packages/diffutils–2.7.tar.bz2

File Utils (4.0) 801 KB:
ftp://packages.linuxfromscratch.org/common–packages/fileutils–4.0.tar.bz2
http://packages.linuxfromscratch.org/common–packages/fileutils–4.0.tar.bz2

File Utils Patch (4.0) – 0.2 KB:
ftp://packages.linuxfromscratch.org/new–in–cvs/fileutils–4.0.patch.bz2
http://packages.linuxfromscratch.org/new–in–cvs/fileutils–4.0.patch.bz2

GCC (2.95.2.1) 9,551 KB:
ftp://packages.linuxfromscratch.org/new–in–cvs/gcc–2.95.2.1.tar.bz2
http://packages.linuxfromscratch.org/new–in–cvs/gcc–2.95.2.1.tar.bz2

Linux Kernel (2.4.2) 19,505 KB:
ftp://packages.linuxfromscratch.org/new−in−cvs/linux−2.4.2.tar.bz2
http://packages.linuxfromscratch.org/new−in−cvs/linux−2.4.2.tar.bz2

Grep (2.4.2) 382 KB:
ftp://packages.linuxfromscratch.org/common−packages/grep−2.4.2.tar.bz2
http://packages.linuxfromscratch.org/common−packages/grep−2.4.2.tar.bz2

Gzip (1.2.4a) 178 KB:
ftp://packages.linuxfromscratch.org/common−packages/gzip−1.2.4a.tar.bz2
http://packages.linuxfromscratch.org/common−packages/gzip−1.2.4a.tar.bz2

Gzip Patch (1.2.4a) 1 KB:
ftp://packages.linuxfromscratch.org/common−packages/gzip−1.2.4a.patch.bz2
http://packages.linuxfromscratch.org/common−packages/gzip−1.2.4a.patch.bz2

Make (3.79.1) 749 KB:
ftp://packages.linuxfromscratch.org/common−packages/make−3.79.1.tar.bz2
http://packages.linuxfromscratch.org/common−packages/make−3.79.1.tar.bz2

Sed (3.02) 221 KB:
ftp://packages.linuxfromscratch.org/common−packages/sed−3.02.tar.bz2
http://packages.linuxfromscratch.org/common−packages/sed−3.02.tar.bz2

Sh−utils (2.0) 824 KB:
ftp://packages.linuxfromscratch.org/common−packages/sh−utils−2.0.tar.bz2
http://packages.linuxfromscratch.org/common−packages/sh−utils−2.0.tar.bz2

Tar (1.13) 730 KB:
ftp://packages.linuxfromscratch.org/common−packages/tar−1.13.tar.bz2
http://packages.linuxfromscratch.org/common−packages/tar−1.13.tar.bz2

Tar Patch (1.13) 2 KB:
ftp://packages.linuxfromscratch.org/common−packages/gnutarpatch.txt.bz2
http://packages.linuxfromscratch.org/common−packages/gnutarpatch.txt.bz2

Text Utils (2.0) 1,040 KB:
ftp://packages.linuxfromscratch.org/common−packages/textutils−2.0.tar.bz2
http://packages.linuxfromscratch.org/common−packages/textutils−2.0.tar.bz2

Mawk (1.3.3) 168 KB:
 ftp://packages.linuxfromscratch.org/common−packages/mawk1.3.3.tar.bz2
 http://packages.linuxfromscratch.org/common−packages/mawk1.3.3.tar.bz2

Texinfo (4.0) 812 KB:
 ftp://packages.linuxfromscratch.org/common−packages/texinfo−4.0.tar.bz2
 http://packages.linuxfromscratch.org/common−packages/texinfo−4.0.tar.bz2

Gettext (0.10.35) 525 KB:
 ftp://packages.linuxfromscratch.org/common−packages/gettext−0.10.35.tar.bz2
 http://packages.linuxfromscratch.org/common−packages/gettext−0.10.35.tar.bz2

MAKEDEV (2.5) − 11 KB:
 ftp://packages.linuxfromscratch.org/common−packages/MAKEDEV−2.5.tar.bz2
 http://packages.linuxfromscratch.org/common−packages/MAKEDEV−2.5.tar.bz2

MAKEDEV Patch (2.5) − 0.5 KB:
 ftp://packages.linuxfromscratch.org/new−in−cvs/MAKEDEV−2.5.patch.bz2
 http://packages.linuxfromscratch.org/new−in−cvs/MAKEDEV−2.5.patch.bz2

Glibc (2.2.1) 10,137 KB:
 ftp://packages.linuxfromscratch.org/new−in−cvs/glibc−2.2.1.tar.bz2
 http://packages.linuxfromscratch.org/new−in−cvs/glibc−2.2.1.tar.bz2

Glibc−linuxthreads (2.2.1) 149 KB:
 ftp://packages.linuxfromscratch.org/new−in−cvs/glibc−linuxthreads−2.2.1.tar.bz2
 http://packages.linuxfromscratch.org/new−in−cvs/glibc−linuxthreads−2.2.1.tar.bz2

Man−pages (1.33) 475 KB:
 ftp://packages.linuxfromscratch.org/common−packages/man−pages−1.33.tar.bz2
 http://packages.linuxfromscratch.org/common−packages/man−pages−1.33.tar.bz2

Ed (0.2) − 158 KB:
 ftp://packages.linuxfromscratch.org/common−packages/ed−0.2.tar.bz2
 http://packages.linuxfromscratch.org/common−packages/ed−0.2.tar.bz2

Patch (2.5.4) 149 KB:
 ftp://packages.linuxfromscratch.org/common−packages/patch−2.5.4.tar.bz2
 http://packages.linuxfromscratch.org/common−packages/patch−2.5.4.tar.bz2

Find Utils (4.1) 226 KB:

ftp://packages.linuxfromscratch.org/common−packages/findutils−4.1.tar.bz2
http://packages.linuxfromscratch.org/common−packages/findutils−4.1.tar.bz2

Find Utils Patch (4.1) 1 KB:
ftp://packages.linuxfromscratch.org/common−packages/findutils−4.1.patch.bz2
http://packages.linuxfromscratch.org/common−packages/findutils−4.1.patch.bz2

Ncurses (5.2) 1,307 KB:
ftp://packages.linuxfromscratch.org/intel−packages/ncurses−5.2.tar.bz2
http://packages.linuxfromscratch.org/intel−packages/ncurses−5.2.tar.bz2

Vim−rt (5.7) 905 KB:
ftp://packages.linuxfromscratch.org/common−packages/vim−5.7−rt.tar.bz2
ftp://packages.linuxfromscratch.org/common−packages/vim−5.7−src.tar.bz2

http://packages.linuxfromscratch.org/common−packages/vim−5.7−rt.tar.bz2
http://packages.linuxfromscratch.org/common−packages/vim−5.7−src.tar.bz2

Bison (1.28) − 321 KB:
ftp://packages.linuxfromscratch.org/common−packages/bison−1.28.tar.bz2
http://packages.linuxfromscratch.org/common−packages/bison−1.28.tar.bz2

Less (358) 178 KB:
ftp://packages.linuxfromscratch.org/common−packages/less−358.tar.bz2
http://packages.linuxfromscratch.org/common−packages/less−358.tar.bz2

Groff (1.16.1) 1,173 KB:
ftp://packages.linuxfromscratch.org/common−packages/groff−1.16.1.tar.bz2
http://packages.linuxfromscratch.org/common−packages/groff−1.16.1.tar.bz2

Man (1.5h1) 156 KB:
ftp://packages.linuxfromscratch.org/common−packages/man−1.5h1.tar.bz2
http://packages.linuxfromscratch.org/common−packages/man−1.5h1.tar.bz2

Perl (5.6.0) 4,327 KB:
ftp://packages.linuxfromscratch.org/common−packages/perl−5.6.0.tar.bz2
http://packages.linuxfromscratch.org/common−packages/perl−5.6.0.tar.bz2

M4 (1.4) 249 KB:
ftp://packages.linuxfromscratch.org/common−packages/m4−1.4.tar.bz2
http://packages.linuxfromscratch.org/common−packages/m4−1.4.tar.bz2

Autoconf (2.13) − 333 KB:
ftp://packages.linuxfromscratch.org/common−packages/autoconf−2.13.tar.bz2
http://packages.linuxfromscratch.org/common−packages/autoconf−2.13.tar.bz2

Automake (1.4) − 277 KB:
ftp://packages.linuxfromscratch.org/common−packages/automake−1.4.tar.bz2
http://packages.linuxfromscratch.org/common−packages/automake−1.4.tar.bz2

Flex (2.5.4a) 278 KB:
ftp://packages.linuxfromscratch.org/common−packages/flex−2.5.4a.tar.bz2
http://packages.linuxfromscratch.org/common−packages/flex−2.5.4a.tar.bz2

File (3.33) − 126 KB:
ftp://packages.linuxfromscratch.org/common−packages/file−3.33.tar.bz2
http://packages.linuxfromscratch.org/common−packages/file−3.33.tar.bz2

Libtool (1.3.5) 361 KB:
ftp://packages.linuxfromscratch.org/common−packages/libtool−1.3.5.tar.bz2
http://packages.linuxfromscratch.org/common−packages/libtool−1.3.5.tar.bz2

Bin86 (0.15.4) − 111 KB:
ftp://packages.linuxfromscratch.org/common−packages/bin86−0.15.4.tar.bz2
http://packages.linuxfromscratch.org/common−packages/bin86−0.15.4.tar.bz2

Console−tools (0.2.3) − 490 KB:
ftp://packages.linuxfromscratch.org/common−packages/console−tools−0.2.3.tar.bz2
http://packages.linuxfromscratch.org/common−packages/console−tools−0.2.3.tar.bz2

Console−tools Patch (0.2.3) − 4 KB:
ftp://packages.linuxfromscratch.org/common−packages/console−tools−0.2.3.patch.bz2
http://packages.linuxfromscratch.org/common−packages/console−tools−0.2.3.patch.bz2

Console−data (1999.08.29) − 418 KB:
ftp://packages.linuxfromscratch.org/common−packages/console−data−1999.08.29.tar.bz2
http://packages.linuxfromscratch.org/common−packages/console−data−1999.08.29.tar.bz2

E2fsprogs (1.19) − 808 KB:
ftp://packages.linuxfromscratch.org/common−packages/e2fsprogs−1.19.tar.bz2
http://packages.linuxfromscratch.org/common−packages/e2fsprogs−1.19.tar.bz2

Ld.so (1.9.9) 280 KB:
ftp://packages.linuxfromscratch.org/common−packages/ld.so−1.9.9.tar.bz2
http://packages.linuxfromscratch.org/common−packages/ld.so−1.9.9.tar.bz2

Lilo (21.6) 172 KB:
ftp://packages.linuxfromscratch.org/intel−packages/lilo−21.6.tar.bz2
http://packages.linuxfromscratch.org/intel−packages/lilo−21.6.tar.bz2

Modutils (2.4.0) 195 KB:
ftp://packages.linuxfromscratch.org/common−packages/modutils−2.4.0.tar.bz2
http://packages.linuxfromscratch.org/common−packages/modutils−2.4.0.tar.bz2

Procinfo (17) 21 KB:
ftp://packages.linuxfromscratch.org/common−packages/procinfo−17.tar.bz2
http://packages.linuxfromscratch.org/common−packages/procinfo−17.tar.bz2

Procps (2.0.7) 153 KB:
ftp://packages.linuxfromscratch.org/common−packages/procps−2.0.7.tar.bz2
http://packages.linuxfromscratch.org/common−packages/procps−2.0.7.tar.bz2

Psmisc (19) 20 KB:
ftp://packages.linuxfromscratch.org/common−packages/psmisc−19.tar.bz2
http://packages.linuxfromscratch.org/common−packages/psmisc−19.tar.bz2

Shadow Password Suite (20000902) 557 KB:
ftp://packages.linuxfromscratch.org/common−packages/shadow−20000902.tar.bz2
http://packages.linuxfromscratch.org/common−packages/shadow−20000902.tar.bz2

Sysklogd (1.4) 67 KB:
ftp://packages.linuxfromscratch.org/common−packages/sysklogd−1.4.tar.bz2
http://packages.linuxfromscratch.org/common−packages/sysklogd−1.4.tar.bz2

Sysklogd Patch (1.4) 0.5 KB:
ftp://packages.linuxfromscratch.org/common−packages/sysklogd−1.4.patch.bz2
http://packages.linuxfromscratch.org/common−packages/sysklogd−1.4.patch.bz2

Sysvinit (2.78) 90 KB:
ftp://packages.linuxfromscratch.org/common−packages/sysvinit−2.78.tar.bz2
http://packages.linuxfromscratch.org/common−packages/sysvinit−2.78.tar.bz2

Sysvinit Patch (2.78) 1 KB:

ftp://packages.linuxfromscratch.org/common−packages/sysvinit−2.78.patch.bz2
http://packages.linuxfromscratch.org/common−packages/sysvinit−2.78.patch.bz2

Util Linux (2.10r) 883 KB:
ftp://packages.linuxfromscratch.org/common−packages/util−linux−2.10r.tar.bz2
http://packages.linuxfromscratch.org/common−packages/util−linux−2.10r.tar.bz2

Netkit−base (0.17) 49 KB:
ftp://packages.linuxfromscratch.org/common−packages/netkit−base−0.17.tar.bz2
http://packages.linuxfromscratch.org/common−packages/netkit−base−0.17.tar.bz2

Net−tools (1.57) 187 KB:
ftp://packages.linuxfromscratch.org/common−packages/net−tools−1.57.tar.bz2
http://packages.linuxfromscratch.org/common−packages/net−tools−1.57.tar.bz2

Total size of all intel−packages: 69,823 KB (68,19 MB)

Chapter 4. Preparing a new partition

Introduction

In this chapter the partition that is going to host the LFS system is going to be prepared. A new partition will be created, an ext2 file system will be created on it and the directory structure will be created. When this is done, we can move on to the next chapter and start building a new Linux system from scratch.

Creating a new partition

Before we can build our new Linux system, we need to have an empty Linux partition on which we can build our new system. I recommend a partition size of around 750 MB. This gives you enough space to store all the tarballs and to compile all packages without worrying running out of the necessary temporary disk space. If you already have a Linux Native partition available, you can skip this subsection.

Start the cfdisk program (or another fdisk like program you prefer) with the appropriate hard disk as the option (like /dev/hda if you want to create a new partition on the primary master IDE disk). Create a Linux Native partition, write the partition table and exit the dfdisk program. Remember what your new partition's designation is. It could be something like hda11 (as it is in my case). This newly created partition will be referred to as the LFS partition in this book.

Creating a file system on the new partition

Once the partition is created, we have to create a new file system on that partition. If you want to create an ext2 file system, use the mke2fs command. If you want to create a reiser file system, use the mkreiserfs command. If you want to create a different kind of file system, use the appropriate command. Enter the new partition as the only option to the command and the file system will be created. If your partition is hda2 and you want ext2 you would run:

```
mke2fs /dev/hda2
```

If you want reiserfs you would run:

```
mkreiserfs /dev/hda2
```

Mounting the new partition

Now that we have created the ext2 file system, it is ready for use. All we have to do to be able to access it (as in reading from and writing date to it) is mounting it. If you mount it under /mnt/lfs, you can access this partition by going to the /mnt/lfs directory and then do whatever you need to do. This book will assume that you have mounted the partition on a subdirectory under /mnt. It doesn't matter which directory you choose, just make sure you remember what you chose.

Create the /mnt/lfs directory by runnning:

```
mkdir -p /mnt/lfs
```

Now mount the LFS partition by running:

```
mount /dev/xxx /mnt/lfs
```

Replace "xxx" by your partition's designation.

This directory (/mnt/lfs) is the $LFS variable you have read about earlier. So if you read somewhere to "cp inittab $LFS/etc" you actually will type "cp inittab /mnt/lfs/etc". Or if you want to use the $LFS environment variable, execute **`export LFS=/mnt/lfs`** now.

Creating directories

Let's create the directory tree on the LFS partition according to the FHS standard which can be found at http://www.pathname.com/fhs/. Issuing the following commands will create the necessary directories:

```
cd $LFS
mkdir -p bin boot dev/pts etc home lib mnt proc root sbin  tmp
var
for dirname in $LFS/usr $LFS/usr/local
   do
   mkdir $dirname
   cd $dirname
   mkdir bin etc include lib sbin share  src tmp var
   ln -s share/man man
   ln -s share/doc doc
   ln -s share/info info
   cd $dirname/share
   mkdir dict doc info locale man nls misc  terminfo zoneinfo
   cd $dirname/share/man
   mkdir man1 man2 man3 man4 man5 man6 man7  man8
done
cd $LFS/var
mkdir lock log mail run spool tmp
```

Normally directories are created with permission mode 755, which isn't desired for all directories. I haven't checked the FHS if they suggest default modes for certain directories, so I'll just change the modes for a few directories that make sense to change. The first change is a mode 0750 for the $LFS/root directory. This is to make sure that not just everybody can enter the /root directory (the same you would do with /home/username directories). The second change is a mode 1777 for the tmp directories. This way every user can write stuff to the /tmp directory if they need to. The sticky (1) bit makes sure users can't delete other user's file which they normally can do because the directory is set in such a way that every body (owner, group, world) can write to that directory.

```
cd $LFS &&
chmod 0750 root &&
chmod 1777 tmp usr/tmp usr/local/tmp var/tmp
```

Now that the directories are created, copy the source files you have downloaded in chapter 3 to some subdirectory under $LFS/usr/src (you will need to create this subdirectory yourself).

Chapter 5. Preparing the LFS system

Introduction

In the following chapters we will install all the software that belongs to a basic Linux system. After you're done with this chapter you have a fully working Linux system. The remaining chapters deal with setting up networking, creating the boot scripts and adding an entry to lilo.conf so that you can boot your LFS system.

The software in this chapter will be linked statically. These programs will be re−installed in the next chapter and linked dynamically. The reason for the static version first is that there is a chance that our normal Linux system and your LFS system aren't using the same C Library versions. If the programs in the first part are linked against an older C library version, those programs might not work well on the LFS system.

The key to learn what makes Linux tick is to know exactly what packages are used for and why you or the system needs them. Descriptions of the package content are provided after the Installation subsection of each package and in Appendix A as well.

We're about to start with installing the first set of packages. These packages will be, as previously explained, linked statically.

During the installation of various packages you will most likely see compiler warnings scrolling by on your screen. These are normal and can be safely ignored. They are just that, warnings (mostly about improper use of the C or C++ syntax, but not illegal use. It's just that often C standards changed and packages still use the old standard which is not a problem).

Before we start, make sure you have the LFS environment variable setup if you plan on using it, by running the following command:

```
echo $LFS
```

Install all software as user root

It's best if you login as root or su to root when installing these files. That way you are assured that all files are owned by user root, group root (and not owned by the userid of your non−root user) and if a package wants to set special permissions it can do so without problems due to non−root access.

If you read the documentation that comes with Glibc, Gcc and other packages they recommend not to compile the packages as user root. We feel it's safe to ignore that recommendation and compile as user root anyways. Hundreds of people using LFS have done so without any problems whatsoever and we haven't encountered any bugs in the compile processes that cause harm. So it's pretty safe (never can be 100% safe though, so it's up to you what you end up doing).

Installing Bash

Installation of Bash

Install Bash by running the following commands:

```
./configure --enable-static-link --prefix=$LFS/usr \
   --bindir=$LFS/bin --disable-nls  --with-curses &&
make &&
make install &&
cd $LFS/bin &&
ln -s bash sh
```

If you get errors when compiling bash that tell you about not being able to find "−lcurses" run these two commands to create the missing symlink (so far we have not enountered one distribution that has this libncurses symlink setup properly, except for LFS systems where it is setup properly):

```
cd /usr/lib &&
ln -s libncurses.a libcurses.a
```

Note: Normally the libncurses.a file resides in the /usr/lib directory but it might reside in /lib (like it does on LFS systems). So check to make sure whether you should run the ln command in /usr/lib or in /lib

---

Command explanations

--enable-static-link: This configure option causes Bash to be linked statically

--prefix=$LFS/usr: This configure option installs all of Bash's files under the $LFS/usr directory, which becomes the /usr directory after you chroot into $LFS or when you reboot the system into LFS.

--bindir=$LFS/bin: This installs the executable files in $LFS/bin. We do this because we want bash to be in /bin, not in /usr/bin. One reason being: your /usr partition might be on a seperate partition which has to be mounted at some point. Before that partition is mounted you need and will want to have bash available (it will be hard to execute the boot scripts without a shell for instance).

--disable-nls: This disables the build of NLS (National Language Support). It's only a waste of time for now as Bash will be reinstalled in the next chapter.

--with-curses: This causes Bash to be linked against the curses library instead of the default termcap library which is becoming obsolete.

ln -s bash sh: This command creates the sh symlink that points to bash. Most scripts run themselves via 'sh' (invoked by the #!/bin/sh as the first line in the scripts) which invokes a special bash mode. Bash will then behave (as closely as possible) as the original Bourne shell.

The **&&**'s at the end of every line cause the next command only to be executed when the previous command exists with a return value of 0 indicating success. In case you copy&paste all of these commands on the shell you want to be ensured that if ./configure fails, make isn't being executed and likewise if make fails that make install isn't being executed, and so forth.

Contents

The Bash package contains the bash program

Description

Bash is the Bourne−Again SHell, which is a widely used command interpreter on Unix systems. Bash is a program that reads from standard input, the keyboard. You type something and the program will evaluate what you have typed and do something with it, like running a program.

Installing Binutils

Installation of Binutils

Install Binutils by running the following commands:

```
./configure --prefix=$LFS/usr --disable-nls  &&
make -e LDFLAGS=-all-static tooldir=$LFS/usr  &&
make -e tooldir=$LFS/usr install
```

Command explanations

make -e: The –e paramater tells make that environment variables take precedence over variables defined in the Makefile file(s). This is needed in order to successfully link binutils statically.

LDFLAGS=-all-static: Setting the variable LDFLAGS to the value –all–static causes binutils to be linked statically.

tooldir=$LFS/usr: Normally the tooldir (the directory where the executables from binutils end up in) is set to $(exec_prefix)/$(target_alias) which expands into, for example, /usr/i686–pc–linux–gnu. Since we only build for our own system we don't need this target specific directory in $LFS/usr. You would use that setup if you use your system to cross–compile (for example you would compile a package on your Intel machine that generates code that can be executed on Apple PowerPC machines).

Description

The Binutils package contains the gasp, gprof, ld, as, ar, nm, objcopy, objdump, ranlib, readelf, size, strings, strip, c++filt and addr2line programs

---

Description

gasp

Gasp is the Assembler Macro Preprocessor.

---

gprof

gprof displays call graph profile data.

ld

ld combines a number of object and archive files, relocates their data and ties up symbol references. Often the last step in building a new compiled program to run is a call to ld.

as

as is primarily intended to assemble the output of the GNU C compiler gcc for use by the linker ld.

ar

The ar program creates, modifies, and extracts from archives. An archive is a single file holding a collection of other files in a structure that makes it possible to retrieve the original individual files (called members of the archive).

nm

nm lists the symbols from object files.

objcopy

objcopy utility copies the contents of an object file to another. objcopy uses the GNU BFD Library to read and write the object files. It can write the destination object file in a format different from that of the source object file.

objdump

objdump displays information about one or more object files. The options control what particular information to display. This information is mostly useful to programmers who are working on the compilation tools, as opposed to programmers who just want their program to compile and work.

ranlib

ranlib generates an index to the contents of an archive, and stores it in the archive. The index lists each symbol defined by a member of an archive that is a relocatable object file.

readelf

readelf displays information about elf type binaries.

---

size

size lists the section sizes --and the total size-- for each of the object files objfile in its argument list. By default, one line of output is generated for each object file or each module in an archive.

---

strings

For each file given, strings prints the printable character sequences that are at least 4 characters long (or the number specified with an option to the program) and are followed by an unprintable character. By default, it only prints the strings from the initialized and loaded sections of object files; for other types of files, it prints the strings from the whole file.

strings is mainly useful for determining the contents of non-text files.

---

strip

strip discards all or specific symbols from object files. The list of object files may include archives. At least one object file must be given. strip modifies the files named in its argument, rather than writing modified copies under different names.

---

c++filt

The C++ language provides function overloading, which means that you can write many functions with the same name (providing each takes parameters of different types). All C++ function names are encoded into a low-level assembly label (this process is known as mangling). The c++filt program does the inverse mapping: it decodes (demangles) low-level names into user-level names so that the linker can keep these overloaded functions from clashing.

---

addr2line

addr2line translates program addresses into file names and line numbers. Given an address and an executable, it uses the debugging information in the executable to figure out which file name and line number are associated with a given address.

Installing Bzip2

Installation of Bzip2

Install Bzip2 by running the following commands:

```
sed \
   s/"\$(CC) \$(CFLAGS) -o"/"\$(CC) \$(CFLAGS)  \$(LDFLAGS)
-o"/ \
   Makefile | make -f -  LDFLAGS=-static &&
make PREFIX=$LFS/usr install &&
cd $LFS/usr/bin &&
mv bzcat bunzip2 bzip2 bzip2recover $LFS/bin
```

Command explanations

`sed:` The sed command here searches for the string "$(CC) $(CFLAGS) –o" and replaced it by "$(CC) $(CFLAGS) $(LDFLAGS) –o" in the Makefile file. We make that modification so it will be easier to link bzip2 statically.

`...Makefile | make -f -:` Makefile is the last parameter of the sed command which indicates the file to search and replace in. sed normally sends the modified file to stdout (standard output) which will be your console. With the construction we use, sed's output will be piped to the make program. Normally when make is started it tries to find a number of files like Makefile. But we have modified the Makefile file so we don't want make to use it. The "–f –" parameter tells make to read it's input from another file, or from stdin (standard input) which the dash (–) implies. This is one way to do it. Another way would be to have sed write the output to a different file and tell make with the –f parameter to read that alternate file.

`LDFLAGS=-static:` This is the second way we use to link a package statically. This is also the most common way. As you'll notice, the –all–static value is only used with the binutils package and won't be used throughout the rest of this book.

Contents

The Bzip2 packages contains the bzip2, bunzip2, bzcat and bzip2recover programs.

Description

Bzip2

bzip2 compresses files using the Burrows−Wheeler block sorting text compression algorithm, and Huffman coding. Compression is generally considerably better than that achieved by more conventional LZ77/LZ78−based compressors, and approaches the performance of the PPM family of statistical compressors.

Bunzip2

Bunzip2 decompresses files that are compressed with bzip2.

bzcat

bzcat (or bzip2 −dc) decompresses all specified files to the standard output.

bzip2recover

bzip2recover recovers data from damaged bzip2 files.

Installing Diffutils

Installation of Diffutils

Install Diffutils by running the following commands:

```
export CPPFLAGS=-Dre_max_failures=re_max_failures2  &&
./configure --prefix=$LFS/usr --disable-nls  &&
unset CPPFLAGS &&
make LDFLAGS=-static &&
make install
```

Command explanations

CPPFLAGS=-Dre_max_failures=re_max_failures2: The CPPFLAGS variable is a variable that's read by the cpp program (C PreProcessor). The value of this variable tells the preprocessor to replace every instance of re_max_failures it finds by re_max_failures2 before handing the source file to the compiler itself for compilation. This package has problems linking statically on certain platforms (depending on the Glibc version used on that system) and this construction fixes that problem.

Contents

The Diffutils package contains the cmp, diff, diff3 and sdiff programs.

Description

cmp and diff

cmp and diff both compare two files and report their differences. Both programs have extra options which compare files in different situations.

diff3

The difference between diff and diff3 is that diff comprares 2 files, diff3 compares 3 files.

sdiff

sdiff merges two files and interactively outputs the results.

Installing Fileutils

Installation of Fileutils

Install Fileutils by running the following commands:

```
patch -Np1 -i ../fileutils-4.0.patch  &&
./configure --disable-nls \
--prefix=$LFS/usr --libexecdir=$LFS/bin  --bindir=$LFS/bin &&
make LDFLAGS=-static &&
make install &&
cd $LFS/usr/bin &&
ln -s ../../bin/install install
```

Command explanations

`--libexecdir=$LFS/bin:` This configure option will set the program executable directory to $LFS/bin. This is normally set to /usr/libexec, but nothing is placed in it. Changing it just prevents that directory from being created.

Contents

The Fileutils package contains the chgrp, chmod, chown, cp, dd, df, dir, dircolors, du, install, ln, ls, mkdir, mkfifo, mknod, mv, rm, rmdir, sync, touch and vdir programs.

Description

chgrp

chgrp changes the group ownership of each given file to the named group, which can be either a group name or a numeric group ID.

---

chmod

chmod changes the permissions of each given file according to mode, which can be either a symbolic representation of changes to make, or an octal number representing the bit pattern for the new permissions.

---

chown

chown changes the user and/or group ownership of each given file.

---

cp

cp copies files from one place to another.

---

dd

dd copies a file (from the standard input to the standard output, by default) with a user−selectable blocksize, while optionally performing conversions on it.

---

df

df displays the amount of disk space available on the filesystem containing each file name argument. If no file name is given, the space available on all currently mounted filesystems is shown.

---

ls, dir and vdir

dir and vdir are versions of ls with different default output formats. These programs list each given file or directory name. Directory contents are sorted alphabetically. For ls, files are by default listed in columns, sorted vertically, if the standard output is a terminal; otherwise they are listed one per line. For dir, files are by default listed in columns, sorted vertically. For vdir, files are by default listed in long format.

---

dircolors

dircolors outputs commands to set the LS_COLOR environment variable. The LS_COLOR variable is use to change the default color scheme used by ls and related utilities.

---

du

du displays the amount of disk space used by each argument and for each subdirectory of directory arguments.

---

install

install copies files and sets their permission modes and, if possible, their owner and group.

---

ln

ln makes hard or soft (symbolic) links between files.

---

mkdir

mkdir creates directories with a given name.

---

mkfifo

mkfifo creates a FIFO with each given name.

---

mknod

mknod creates a FIFO, character special file, or block special file with the given file name.

---

mv

mv moves files from one directory to another or renames files, depending on the arguments given to mv.

---

rm

rm removes files or directories.

---

rmdir

rmdir removes directories, if they are empty.

---

sync

sync forces changed blocks to disk and updates the super block.

---

touch

touch changes the access and modification times of each given file to the current time. Files that do not exist are created empty.

Installing GCC on the LFS system

Installation of GCC on the LFS system

After you unpacked the gcc−2.95.2.1 archive don't enter the newly created gcc−2.95.2.1 directory but stay in the $LFS/usr/src directory. Install GCC by running the following commands:

```
mkdir $LFS/usr/src/gcc-build &&
cd $LFS/usr/src/gcc-build &&
../gcc-2.95.2.1/configure --prefix=/usr \
   --with-gxx-include-dir=/usr/include/g++  \
   --enable-languages=c,c++ --disable-nls  &&
make -e LDFLAGS=-static bootstrap &&
make prefix=$LFS/usr local_prefix=$LFS/usr/local  \
   gxx_include_dir=$LFS/usr/include/g++  install &&
cd $LFS/lib &&
ln -s ../usr/lib/gcc-lib/*/2.95.2.1/cpp cpp  &&
cd $LFS/usr/lib &&
ln -s gcc-lib/*/2.95.2.1/cpp cpp  &&
cd $LFS/usr/bin &&
ln -s gcc cc
```

Command explanations

`--enable-languages=c,c++:` This only builds the C and C++ compilers and not the other available compilers as they are, on the average, not often used. If you do need those other compilers don't use the −−enable−languages parameter.

`ln -s ../usr/lib/gcc-lib/*/2.95.2.1/cpp cpp:` This creates the $LFS/lib/cpp symlink. Some packages explicitely try to find cpp in /lib.

`ln -s ../usr/lib/gcc-lib/*/2.95.2.1/cpp cpp:` This creates the $LFS/usr/lib/cpp symlink as there are packages that expect cpp to be in /usr/lib.

Contents

The GCC package contains compilers, preprocessors and the GNU C++ Library.

Description

Compiler

A compiler translates source code in text format to a format that a computer understands. After a source code file is compiled into an object file, a linker will create an executable file from one or more of these compiler generated object files.

Pre−processor

A pre−processor pre−processes a source file, such as including the contents of header files into the source file. You generally don't do this yourself to save yourself a lot of time. You just insert a line like #include <filename>. The pre−processor file insert the contents of that file into the source file. That's one of the things a pre−processor does.

C++ Library

The C++ library is used by C++ programs. The C++ library contains functions that are frequently used in C++ programs. This way the programmer doesn't have to write certain functions (such as writing a string of text to the screen) from scratch every time he creates a program.

Installing Linux Kernel

Installation of Linux Kernel

We won't be compiling a new kernel image yet. We'll do that after we have finished the installation of the basic system software in this chapter. But because certain software need the kernel header files, we're going to unpack the kernel archive now and set it up so that we can compile package that need the kernel.

Create the kernel configuration file by running the following command:

```
yes "" | make config
```

Ignore the warning *Broken pipe* you might see at the end. Now run the following commands to set up all the dependencies correctly:

```
make dep
```

Now that that's done, we need to create the `$LFS/usr/include/linux` and the `$LFS/usr/include/asm` symlinks. Create them by running the following commands:

```
cd $LFS/usr/include &&
ln -s ../src/linux/include/linux linux &&
ln -s ../src/linux/include/asm asm
```

Command explanations

`yes "" | make config:` This runs make config and answers "Y" to every question the config script asks the user. We're not configuring the real kernel here, we just need to have some sort of configure file created so that we can run make dep next that will create a few files in $LFS/usr/src/linux/include/linux like version.h among others that we will need to compilg Glibc and other packages later in chroot.

`make dep:` make dep checks dependencies and sets up the dependencies file. We don't really care about the dependency checks, but what we do care about is that make dep creates those aforementioned files in $LFS/usr/src/linux/include/linux we will be needing later on.

ln -s ../src/linux/include/linux linux and **ln -s ../src/linux/include/asm asm:** These commands create the linux and asm symlinks in the $LFS/usr/include directory that point to the proper directories in the Linux source tree. Packages that need kernel headers include them with lines like #include <linux/errno.h>. These paths are relative to the /usr/include directory so the /usr/include/linux link points to the directory containing the Linux kernel header files. The same goes for the asm symlink.

Contents

The Linux kernel package contains the Linux kernel.

Description

The Linux kernel is at the core of every Linux system. It's what makes Linux tick. When you turn on your computer and boot a Linux system, the very first piece of Linux software that gets loaded is the kernel. The kernel initializes the system's hardware components such as serial ports, parallel ports, sound cards, network cards, IDE controllers, SCSI controllers and a lot more. In a nutshell the kernel makes the hardware available so that the software can run.

Installing Grep

Installation of Grep

Install Grep by running the following commands:

```
export CPPFLAGS=-Dre_max_failures=re_max_failures2  &&
./configure --prefix=$LFS/usr --disable-nls  &&
unset CPPFLAGS &&
make LDFLAGS=-static &&
make install
```

Contents

The grep package contains the egrep, fgrep and grep programs.

Description

egrep

egrep prints lines from files matching an extended regular expression pattern.

---

fgrep

fgrep prints lines from files matching a list of fixed strings, separated by newlines, any of which is to be matched.

---

grep

grep prints lines from files matching a basic regular expression pattern.

Installing Gzip

Installation of Gzip

Before you install Gzip you have to unpack the gzip patch file.

```
patch -Np1 -i ../gzip-1.2.4a.patch &&
./configure --prefix=$LFS/usr --disable-nls  &&
make LDFLAGS=-static &&
make install &&
cp $LFS/usr/bin/gunzip $LFS/usr/bin/gzip  $LFS/bin &&
rm $LFS/usr/bin/gunzip $LFS/usr/bin/gzip
```

Contents

The Gzip package contains the compress, gunzip, gzexe, gzip, uncompress, zcat, zcmp, zdiff, zforece, zgrep, zmore and znew programs.

Description

gunzip

gunzip decompresses files that are compressed with gzip.

---

gzexe

gzexe allows you to compress executables in place and have them automatically uncompress and execute when you run them (at a penalty in performance).

---

gzip

gzip reduces the size of the named files using Lempel–Ziv coding (LZ77).

---

zcat

zcat uncompresses either a list of files on the command line or its standard input and writes the uncompressed data on standard output

zcmp

zcmp invokes the cmp program on compressed files.

zdiff

zdiff invokes the diff program on compressed files.

zforce

zforce forces a .gz extension on all gzip files so that gzip will not compress them twice. This can be useful for files with names truncated after a file transfer.

zgrep

zgrep invokes the grep program on compressed files.

zmore

Zmore is a filter which allows examination of compressed or plain text files one screenful at a time on a soft–copy terminal (similar to the more program).

znew

Znew recompresses files from .Z (compress) format to .gz (gzip) format.

Installing Make

Installation of Make

Install Make by running the following commands:

```
./configure --prefix=$LFS/usr  --disable-nls &&
make LDFLAGS=-static &&
make install
```

Contents

The Make package contains the make program.

Description

make determine automatically which pieces of a large program need to be recompiled, and issue the commands to recompile them.

Installing Sed

Installation of Sed

Install Sed by running the following commands:

```
export CPPFLAGS=-Dre_max_failures=re_max_failures2  &&
./configure --prefix=$LFS/usr  --disable-nls --bindir=$LFS/bin
&&
unset CPPFLAGS &&
make LDFLAGS=-static &&
make install
```

Contents

The Sed package contains the sed program.

Description

sed is a stream editor. A stream editor is used to perform basic text transformations on an input stream (a file or input from a pipeline).

Installing Shellutils

Installation of Sh–utils

Install Shellutils by running the following commands:

```
./configure --prefix=$LFS/usr  --disable-nls &&
make LDFLAGS=-static &&
make install &&
cd $LFS/usr/bin &&
mv date echo false pwd stty $LFS/bin &&
mv su true uname hostname $LFS/bin
```

Contents

The Shellutils package contains the basename, chroot, date, dirname, echo, env, expr, factor, false, groups, hostid, hostname, id, logname, nice, nohup, pathchk, pinky, printenv, printf, pwd, seq, sleep, stty, su, tee, test, true, tty, uname, uptime, users, who, whoami and yes programs.

Description

basename

basename strips directory and suffixes from filenames.

---

chroot

chroot runs a command or interactive shell with special root directory.

---

date

date displays the current time in a specified format, or sets the system date.

---

dirname

dirname strips non–directory suffixes from file name.

---

echo

echo displays a line of text.

---

env

env runs a program in a modified environment.

---

expr

expr evaluates expressions.

---

factor

factor prints the prime factors of all specified integer numbers.

---

false

false always exits with a status code indicating failure.

---

groups

groups prints the groups a user is in.

---

hostid

hostid prints the numeric identifier (in hexadecimal) for the current host.

---

hostname

hostname sets or prints the name of the current host system

---

id

id prints the real and effective UIDs and GIDs of a user or the current user.

---

logname

logname prints the current user's login name.

nice

nice runs a program with modified scheduling priority.

nohup

nohup runs a command immune to hangups, with output to a non−tty

pathchk

pathchk checks whether file names are valid or portable.

pinky

pinky is a lightweight finger utility which retrieves information about a certain user

printenv

printenv prints all or part of the environment.

printf

printf formats and print data (the same as the printf C function).

pwd

pwd prints the name of the current/working directory

seq

seq prints numbers in a certain range with a certain increment.

sleep

sleep delays for a specified amount of time.

---

stty

stty changes and prints terminal line settings.

---

su

su runs a shell with substitute user and group IDs

---

tee

tee reads from standard input and write to standard output and files.

---

test

test checks file types and compares values.

---

true

True always exitx with a status code indicating success.

---

tty

tty prints the file name of the terminal connected to standard input.

---

uname

uname prints system information.

---

uptime

uptime tells how long the system has been running.

---

users

users prints the user names of users currently logged in to the current host.

who

who shows who is logged on.

whoami

whoami prints your effective userid.

yes

yes outputs a string repeatedly until killed.

Installing Tar

Installation of Tar

If you want to be able to directly use bzip2 files with tar, use the tar patch avaiable from the LFS FTP site. This patch will add the –y option to tar which works the same as the –z option to tar (which you can use for gzip files).

Apply the patch by running the following command:

```
cd src &&
patch -i ../../gnutarpatch.txt &&
cd ..
```

Install Tar by running the following commands:

```
./configure --prefix=$LFS/usr  --disable-nls \
   --libexecdir=$LFS/usr/bin &&
make LDFLAGS=-static &&
make prefix=$LFS/usr install &&
mv $LFS/usr/bin/tar $LFS/bin
```

Contents

The tar package contains the tar and rmt programs.

Description

tar

tar is an archiving program designed to store and extract files from an archive file known as a tarfile.

---

rmt

rmt is a program used by the remote dump and restore programs in manipulating a magnetic tape drive through an interprocess communication connection.

Installing Textutils

Installation of Textutils

Install Textutils by running the following commands:

```
./configure --prefix=$LFS/usr  --disable-nls &&
make LDFLAGS=-static &&
make install &&
mv $LFS/usr/bin/cat $LFS/bin
```

Contents

The Textutils package contains the cat, cksum, comm, split, cut, expand, fmt, fold, head, join, md5sum, nl, od, paste, pr, ptx, sort, split, sum, tac, tail, tr, tsort, unexpand, uniq and wc programs.

Description

cat

cat concatenates file(s) or standard input to standard output.

cksum

cksum prints CRC checksum and byte counts of each specified file.

comm

comm compares two sorted files line by line.

csplit

cplit outputs pieces of a file separated by (a) pattern(s) to files xx01, xx02, ..., and outputs byte counts of each piece to standard output.

cut

cut prints selected parts of lines from specified files to standard output.

---

expand

expand converts tabs in files to spaces, writing to standard output.

---

fmt

fmt reformats each paragraph in the specified file(s), writing to standard output.

---

fold

fold wraps input lines in each specified file (standard input by default), writing to standard output.

---

head

Print first xx (10 by default) lines of each specified file to standard output.

---

join

join joins lines of two files on a common field.

---

md5sum

md5sum prints or checks MD5 checksums.

---

nl

nl writes each specified file to standard output, with line numbers added.

---

od

od writes an unambiguous representation, octal bytes by default, of a specified file to standard output.

---

paste

paste writes lines consisting of the sequentially corresponding lines from each specified file, separated by TABs, to standard output.

---

pr

pr paginates or columnates files for printing.

---

ptx

ptx produces a permuted index of file contents.

---

sort

sort writes sorted concatenation of files to standard output.

---

split

split outputs fixed−size pieces of an input file to PREFIXaa, PREFIXab, ...

---

sum

sum prints checksum and block counts for each specified file.

---

tac

tac writes each specified file to standard output, last line first.

---

tail

tail print the last xx (10 by default) lines of each specified file to standard output.

---

tr

tr translates, squeezes, and/or deletes characters from standard input, writing to standard output.

---

tsort

tsort writes totally ordered lists consistent with the partial ordering in specified files.

unexpand

unexpand converts spaces in each file to tabs, writing to standard output.

uniq

uniq discards all but one of successive identical lines from files or standard input and writes to files or standard output.

wc

wc prints line, word, and byte counts for each specified file, and a total line if more than one file is specified.

Installing Mawk

Installation of Mawk

Install Mawk by running the following commands:

```
./configure &&
make CFLAGS=-static &&
make BINDIR=$LFS/usr/bin \
   MANDIR=$LFS/usr/share/man/man1  install
```

Contents

The Mawk package contains the mawk program.

Description

mawk

Mawk is an interpreter for the AWK Programming Language. The AWK language is useful for manipulation of data files, text retrieval and processing, and for prototyping and experimenting with algorithms.

Installing Texinfo

Installation of Texinfo

Install Texinfo by running the following commands:

```
./configure --prefix=$LFS/usr  --disable-nls &&
make LDFLAGS=-static &&
make install
```

Contents

The Texinfo package contains the info, install–info, makeinfo, texi2dvi and texindex programs

---

Description

info

The info program reads Info documents, usually contained in your /usr/doc/info directory. Info documents are like man(ual) pages, but they tend to be more in depth than just explaining the options to a program.

---

install–info

The install–info program updates the info entries. When you run the info program a list with available topics (ie: available info documents) will be presented. The install–info program is used to maintain this list of available topics. If you decice to remove info files manually, you need to delete the topic in the index file as well. This program is used for that. It also works the other way around when you add info documents.

---

makeinfo

The makeinfo program translates Texinfo source documents into various formats. Available formats are: info files, plain text and HTML.

---

texi2dvi

The texi2dvi program prints Texinfo documents

---

texindex

The texindex program is used to sort Texinfo index files.

Installing Gettext

Installation of Gettext

Install Gettext by running the following commands:

```
./configure --disable-nls &&
cd lib &&
make &&
cd ../intl &&
make &&
cd ../src &&
make LDFLAGS=-all-static msgfmt &&
cp msgfmt $LFS/usr/bin
```

Contents

The gettext package contains the gettext, gettextize, msgcmp, msgcomm, msgfmt, msgmerge, msgunfmt and xgettext programs.

Description

gettext

The gettext package is used for internationalization (also known as i18n) and for localization (also known as l10n). Programs can be compiled with Native Language Support (NLS) which enable them to output messages in your native language rather than in the default English language.

Installing Makedev

Installation of MAKEDEV

Install MAKEDEV by running the following commands:

```
sed "s/# 9/9/" MAKEDEV >$LFS/dev/MAKEDEV  &&
chmod 754 $LFS/dev/MAKEDEV &&
cp $LFS/dev/MAKEDEV $LFS/dev/MAKEDEV-temp  &&
cd $LFS/dev &&
patch -Ni $LFS/usr/src/MAKEDEV-2.5.patch
```

The actual creation of the device files in $LFS/dev will be taken care of in chapter 6.

Command explanations

`sed "s/# 9/9/" MAKEDEV >/dev/MAKEDEV:` By default the Makedev script only creates the hda1−hda8 and hdb1−hdb8 devices. By replacing "# 9" by "9"'s in the MAKEDEV script, it will create hda1−hda20, hdb1−hdb20 and possible others (like hdc and hdd)

`chmod 754 /dev/MAKEDEV:` This sets the permissions of the MAKEDEV script to mode 754 which makes it executable only for owner and group and readable by everybody.

Contents

The MAKEDEV package contains the MAKEDEV script.

Description

MAKEDEV is a script that can aid you in creating the necesarry static device files that usually reside in the /dev directory.

Creating passwd and group files

In order for user and group root to be recognized and to be able to logon it needs an entry in the /etc/passwd and /etc/group file. Besides the group root a couple of other groups are recommended and needed by packages. The groups with their GID's below aren't part of any standard. The LSB only recommends besides a group root a group bin to be present with GID 1. Other group names and GID's can be chosen by yourself. Well written packages don't depend on GID numbers but just use the group name, it doesn't matter all that much what GID a group has. Since there aren't any standards for groups I won't follow any conventions used by Debian, RedHat and others. The groups added here are the groups the MAKEDEV script (the script that creates the device files in the /dev directory) mentions.

Create a new file `$LFS/etc/passwd` by running the following command:

```
echo "root:x:0:0:root:/root:/bin/bash" >  $LFS/etc/passwd
```

Create a new file `$LFS/etc/group` by running the following:

```
cat > $LFS/etc/group << "EOF"
root:x:0:
bin:x:1:
sys:x:2:
kmem:x:3:
tty:x:4:
uucp:x:5:
daemon:x:6:
floppy:x:7:
disk:x:8:
EOF
```

Mounting $LFS/proc file system

In order for certain programs to function properly the proc file system must be mounted and available from within the chroot'ed environment as well. It's not a problem to mount the proc file system twice or even more than that, since it's a virtual file system maintained by the kernel itself.

Mount the proc file system under $LFS/proc by running the following command:

```
mount proc $LFS/proc -t proc
```

Chapter 6. Installing basic system software

Introduction

The installation of all the software is pretty straightforward and you'll think it's so much easier and shorter to give the generic installation instructions for each package and only explain how to install something if a certain package requires an alternate installation method. Although I agree with you on that, I, however, choose to give the full instructions for each and every package. This is simply to avoid any possible confusion and errors.

About debugging symbols

Most programs and libraries by default are compiled with debugging symbols and optimizing level 2 (gcc options −g and −O2) and are compiled for a specific CPU. On Intel platforms software is compiled for i386 processors by default. If you don't wish to run software on other machines other than your own, you might want to change the default compiler options so that they will be compiled with a higher optimization level, no debugging symbols and generate code for your specific architecture. Let me first explain what debugging symbols are.

A program compiled with debugging symbols means you can run a program or library through a debugger and the debugger's output will be user friendlier. These debugging symbols also enlarge the program or library significantly.

To remove debugging symbols from a binary (must be an a.out or ELF binary) run **`strip --strip-debug filename`** You can use wild cards if you need to strip debugging symbols from multiple files (use something like strip −−strip−debug $LFS/usr/bin/*). Another, easier, options is just not to compile programs with debugging symbols. Most people will probably never use a debugger on software, so by leaving those symbols out you can save a lot of diskspace.

Before you wonder if these debugging symbols would make a big difference, here are some statistics:

- A dynamic Bash binary with debugging symbols: 1.2MB
- A dynamic Bash binary without debugging symbols: 478KB
- /lib and /usr/lib (glibc and gcc files) with debugging symbols: 87MB
- /lib and /usr/lib (glibc and gcc files) without debugging symbols: 16MB

Sizes may vary depending on which compiler was used and which C library version was used to link dynamic programs against, but your results will be similar if you compare programs with and without debugging symbols. After I was done with this chapter and stripped all debugging symbols from all LFS binaries and libraries I regained a little over 102 MB of disk space. Quite the difference.

Creating $LFS/root/.bash_profile

When we have entered the chroot'ed environment in the next section we want to export a couple of environment variables in that shell such as PS1, PATH and others variables you want to have set. For that purpose we'll create the $LFS/root/.bash_profile file which will be read by bash when we enter the chroot environment.

Create a new file `$LFS/root/.bash_profile` by running the following.

```
cat > $LFS/root/.bash_profile << "EOF"
# Begin /root/.bash_profile

PS1='\u:\w\$ '
PATH=/bin:/usr/bin:/sbin:/usr/sbin

export PS1 PATH

# End /root/.bash_profile
EOF
```

You can add more environment variables,aliases and whatever else you need/want at your own discretion as you deem them necessary.

Entering the chroot'ed environment

It's time to enter our chroot'ed environment in order to install the rest of the software we need.

Enter the following command to enter the chroot'ed environment. From this point on there's no need to use the $LFS variable anymore, because everything you do will be restricted to the LFS partition (since / is actually /mnt/lfs but the shell doesn't know that).

```
cd $LFS &&
chroot $LFS /usr/bin/env -i HOME=/root  \
   TERM=$TERM /bin/bash --login
```

The TERM=$TERM construction will set the $TERM value inside chroot to the same value as outside chroot which is needed for programs like vim and less to operate properly.

Now that we are inside a chroot'ed environment, we can continue to install all the basic system software. Make sure you execute all the following commands in this and following chapters from within the chroot'ed environment. If you ever leave this environment for a reason (say when you reboot or something) don't forget to mount $LFS/proc again like you did earlier and to re−enter chroot before you continue with the book.

Note that the bash prompt will contain "I have no name!". This is normal; Glibc hasn't been installed yet.

Installing Makedev

Installation of MAKEDEV

Create the device files by running the following commands:

```
cd /dev &&
./MAKEDEV-temp -v generic &&
rm MAKEDEV-temp
```

The "generic" parameter passed to the MAKEDEV script doesn't create all the devices you might need, such as audio devices, hdc, hdd and ohters. If you seem to be missing something tell MAKEDEV to create it. To create hdc replace generic with hdc. You can also add hdc to generic, so you would execute **`./MAKEDEV -v generic hdc`** to create the generic set of devices files, plus the files you need to be able to access hdc (and hdc1, hdc2, etc)

MAKEDEV will create hda[1−20] and hdb[1−20] and such but keep in mind that you may not be able to use all of those devices due to kernel limitations regarding the max. number of partitions.

Command explanations

`./MAKEDEV-temp -v generic` This creates the device files.

Contents

The MAKEDEV package contains the MAKEDEV script.

Description

MAKEDEV is a script that can aid you in creating the necesarry static device files that usually reside in the /dev directory.

Installing Glibc

Installation of Glibc

Unpack the glibc−linuxthreads in the glibc−2.2.1 directory, not in /usr/src. Don't enter the created directories. Just unpack them and leave it with that.

Install Glibc by running the following commands:

```
touch /etc/ld.so.conf &&
mkdir /usr/src/glibc-build &&
cd /usr/src/glibc-build &&
../glibc-2.2.1/configure \
   --prefix=/usr --enable-add-ons  \
   --libexecdir=/usr/bin &&
sed s/"cross-compiling = yes"/"cross-compiling = no"/  \
   config.make > config.make~  &&
mv config.make~ config.make &&
make &&
make install &&
make localedata/install-locales &&
cp login/pt_chown /usr/bin
```

You can get rid of the "I have no name!" in the bash prompt if you want. Do this by exiting chroot and re−entering it. Run the following commands to do that:

```
logout
chroot $LFS /usr/bin/env -i HOME=/root /bin/bash  --login
```

Command explanations

touch /etc/ld.so.conf One of the final steps of the Glibc installation is running ldconfig to update the dynamic loader cache. If this file isn't present Glibc will abort with an error that it can't read the file. So we create an empty file for it (empty file will have Glibc default to using /lib and /usr/lib which is fine right now).

--enable-add-ons: This enabled the add−ons that we install with Glibc: linuxthreads

---

Contents

The Glibc package contains the GNU C Library.

Description

The C Library is a collection of commonly used functions in programs. This way a programmer doens't need to create his own functions for every single task. The most common things like writing a string to your screen are already present and at the disposal of the programmer.

The C library (actually almost every library) come in two flavours: dynamic ones and static ones. In short when a program uses a static C library, the code from the C library will be copied into the executable file. When a program uses a dynamic library, that executable will not contain the code from the C library, but instead a routine that loads the functions from the library at the time the program is run. This means a significant decrease in the file size of a program. If you don't understand this concept, you better read the documentation that comes with the C Library as it is too complicated to explain here in one or two lines.

Installing Man−pages

Installation of Man−pages

Install Man−pages by running the following commands:

```
make install
```

Contents

The Man−pages package contains various manual pages that don't come with the packages.

Description

Examples of provided manual pages are the manual pages describing all the C and C++ functions, few important /dev/ files and more.

Installing Ed

Installation of Ed

Install Ed by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install &&
mv /usr/bin/ed /usr/bin/red /bin
```

Contents

The Ed package contains the ed program.

Description

Ed is a line−oriented text editor. It is used to create, display, modify and otherwise manipulate text files.

Installing Patch

Installation of Patch

Install Patch by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install
```

Contents

The Patch package contains the patch program.

Description

The patch program modifies a file according to a patch file. A patch file usually is a list created by the diff program that contains instructions on how an original file needs to be modified. Patch is used a lot for source code patches since it saves time and space. Imagine you have a package that is 1MB in size. The next version of that package only has changes in two files of the first version. You can ship an entirely new package of 1MB or provide a patch file of 1KB which will update the first version to make it identical to the second version. So if you have downloaded the first version already, a patch file can save you a second large download.

Installing Findutils

Installing Findutils

Before you install Findutils you have to unpack the findutils patch file.

Install Findutils by running the following commands:

```
patch -Np1 -i ../findutils-4.1.patch &&
./configure --prefix=/usr &&
make &&
make libexecdir=/usr/bin install
```

Contents

The Findutils package contains the find, locate, updatedb and xargs programs.

Description

Find

The find program searches for files in a directory hierarchy which match a certain criteria. If no criteria is given, it lists all files in the current directory and it's subdirectories.

Locate

Locate scans a database which contain all files and directories on a filesystem. This program lists the files and directories in this database matching a certain criteria. If you're looking for a file this program will scan the database and tell you exactly where the files you requested are located. This only makes sense if your locate database is fairly up–to–date else it will provide you with out–of–date information.

Updatedb

The updatedb program updates the locate database. It scans the entire file system (including other file system that are currently mounted unless you specify it not to) and puts every directory and file it finds into the database that's used by the locate program which retrieves this information. It's a good practice to update this database once a day so that you are ensured of a database that is up–to–date.

Xargs

The xargs command applies a command to a list of files. If you need to perform the same command on multiple files, you can create a file that contains all these files (one per line) and use xargs to perform that command on the list.

Installing Mawk

Installation of Mawk

Install Mawk by running the following commands:

```
./configure &&
make &&
make BINDIR=/usr/bin \
   MANDIR=/usr/share/man/man1 install  &&
cd /usr/bin &&
ln -s mawk awk
```

Contents

The Mawk package contains the mawk program.

Description

mawk

Mawk is an interpreter for the AWK Programming Language. The AWK language is useful for manipulation of data files, text retrieval and processing, and for prototyping and experimenting with algorithms.

Installing Ncurses

Installation of Ncurses

Install Ncurses by running the following commands:

```
./configure --prefix=/usr --libdir=/lib \
   --with-shared  --disable-termcap &&
make &&
make install &&
cd /lib &&
ln -s libncurses.a libcurses.a
```

Command explanations

--with-shared: This enables the build of the shared ncurses library files.

--disable-termcap: Disabled the compilation of termcap fallback support.

ln -s libncurses.a libcurses.a: This creates the /lib/libcurses.a symlink that for some reason isn't created during the libncurses installation.

Contents

The Ncurses package contains the ncurses, panel, menu and form libraries. It also contains the tic, infocmp, clear, tput, toe and tset programs.

Description

The libraries

The libraries that make up the Ncurses library are used to display text (often in a fancy way) on your screen. An example where ncurses is used is in the kernel's "make menuconfig" process. The libraries contain routines to create panels, menu's, form and general text display routines.

Tic

Tic is the terminfo entry–description compiler. The program translates a terminfo file from source format into the binary format for use with the ncurses library routines. Terminfo files contain information about the capabilities of your terminal.

Infocmp

The infocmp program can be used to compare a binary terminfo entry with other terminfo entries, rewrite a terminfo description to take advantage of the use= terminfo field, or print out a terminfo description from the binary file (term) in a variety of formats (the opposite of what tic does).

clear

The clear program clears your screen if this is possible. It looks in the environment for the terminal type and then in the terminfo database to figure out how to clear the screen.

tput

The tput program uses the terminfo database to make the values of terminal−dependent capabilities and information available to the shell, to initialize or reset the terminal, or return the long name of the requested terminal type.

toe

The toe program lists all available terminal types by primary name with descriptions.

tset

The Tset program initializes terminals so they can be used, but it's not widely used anymore. It's provided for 4.4BSD compatibility.

Installing Vim

Installation of Vim

If you don't like vim to be installed as an editor on your LFS system, you may want to download an alternative and install an editor you prefer. There are a few hints how to install different editors available at http://cvs.linuxfromscratch.org/index.cgi/hints/editors/

You need to unpack both the vim−rt and vim−src packages to install Vim. Both packages will unpack their files into the vim−5.7 directory. This won't overwrite any files from the other package. So it doesn't mattter in which order you do it. Install Vim by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install &&
cd /usr/bin &&
ln -s vim vi
```

If you are planning on installing the X Window system on your LFS system, you might want to re−compile Vim after you have installed X. Vim comes with a nice GUI version of the editor which requires X and a few other libraries to be installed. For more information read the Vim documentation.

Contents

The Vim package contains the ctags, etags, ex, gview, gvim, rgview, rgvim, rview, rvim, view, vim, vimtutor and xxd programs.

Description

ctags

ctags generate tag files for source code.

etags

etags does the same as ctags but it can generate cross reference files which list information about the various source objects found in a set of lanugage files.

ex

ex starts vim in Ex mode.

gview

gview is the GUI version of view.

gvim

gvim is the GUI version of vim.

rgview

rgview is teh GUI version of rview.

rgvim

rgvim is the GUI version of rvim.

rview

rview is a restricted version of view. No shell commands can be started and Vim can't be suspended.

rvim

rvim is the restricted version of vim. No shell commands can be started and Vim can't be suspended.

view

view starts vim in read−only mode.

vim

vim starts vim in the normal, default way.

vimtutor

vimtutor starts the Vim tutor.

xxd

xxd makes a hexdump or does the reverse.

Installing GCC

Installation of GCC

After you unpacked the gcc−2.95.2.1 archive don't enter the newly created gcc−2.95.2.1 directory but stay in the /usr/src directory. Install GCC by running the following commands:

```
mkdir /usr/src/gcc-build &&
cd /usr/src/gcc-build &&
../gcc-2.95.2.1/configure --prefix=/usr \
   --with-gxx-include-dir=/usr/include/g++  \
   --enable-shared  --enable-languages=c,c++ &&
make bootstrap &&
make install
```

Contents

The GCC package contains compilers, preprocessors and the GNU C++ Library.

Description

Compiler

A compiler translates source code in text format to a format that a computer understands. After a source code file is compiled into an object file, a linker will create an executable file from one or more of these compiler generated object files.

Pre−processor

A pre−processor pre−processes a source file, such as including the contents of header files into the source file. You generally don't do this yourself to save yourself a lot of time. You just insert a line like #include <filename>. The pre−processor file insert the contents of that file into the source file. That's one of the things a pre−processor does.

C++ Library

The C++ library is used by C++ programs. The C++ library contains functions that are frequently used in C++ programs. This way the programmer doesn't have to write certain functions (such as writing a string of text to the screen) from scratch every time he creates a program.

Installing Bison

Installation of Bison

Install Bison by running the following commands:

```
./configure --prefix=/usr \
   --datadir=/usr/share/bison  &&
make &&
make install
```

Some programs don't know about bison and try to find the yacc program (bison is a (better) alternative for yacc). So to please those few programs out there we'll create a yacc script that calls bison and have it emulate yacc's output file name conventions).

Create a new file `/usr/bin/yacc` by running the following:

```
cat > /usr/bin/yacc << "EOF"
#!/bin/sh
# Begin /usr/bin/yacc

/usr/bin/bison -y "$@"

# End /usr/bin/yacc
EOF
chmod 755 /usr/bin/yacc
```

Command explanations

--datadir=/usr/share/bison: This install the bison grammar files in /usr/share/bison rather than /usr/share.

Contents

The Bison package contains the bison program.

Description

Bison is a parser generator, a replacement for YACC. YACC stands for Yet Another Compiler Compiler. What is Bison then? It is a program that generates a program that analyses the structure of a textfile. Instead of writing the actual program you specify how things should be connected and with those rules a program is constructed that analyses the textfile.

There are alot of examples where structure is needed and one of them is the calculator.

Given the string :

```
1 + 2 * 3
```

You can easily come to the result 7. Why ? Because of the structure. You know how to interpretet the string. The computer doesn't know that and Bison is a tool to help it understand by presenting the string in the following way to the compiler:

```
    +
   / \
  *   1
 / \
2   3
```

You start at the bottom of a tree and you come across the numbers 2 and 3 which are joined by the multiplication symbol, so the computers multiplies 2 and 3. The result of that multiplication is remembered and the next thing that the computer sees is the result of 2*3 and the number 1 which are joined by the add symbol. Adding 1 to the previous result makes 7. In calculating the most complex calculations can be broken down in this tree format and the computer just starts at the bottom and works it's way up to the top and comes with the correct answer. Of course, Bison isn't only used for calculators alone.

Installing Less

Installation of Less

Install Less by running the following commands:

```
./configure --prefix=/usr --bindir=/bin &&
make &&
make install
```

Contents

The Less package contains the less program

Description

The less program is a file pager (or text viewer). It displays the contents of a file with the ability to scroll. Less is an improvement on the common pager called "more". Less has the ability to scroll backwards through files as well and it doesn't need to read the entire file when it starts, which makes it faster when you are reading large files.

Installing Groff

Installation of Groff

Install Groff by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install
```

Contents

The Groff packages contains the addftinfo, afmtodit, eqn, grodvi, groff, grog, grohtml, grolj4, grops, grotty, hpftodit, indxbib, lkbib, lookbib, neqn, nroff, pfbtops, pic, psbb, refer, soelim, tbl, tfmtodit and troff programs.

Description

addftinfo

addftinfo reads a troff font file and adds some additional font−metric information that is used by the groff system.

---

afmtodit

afmtodit creates a font file for use with groff and grops.

---

eqn

eqn compiles descriptions of equations embedded within troff input files into commands that are understood by troff.

---

grodvi

grodvi is a driver for groff that produces TeX dvi format.

---

groff

groff is a front−end to the groff document formatting system. Normally it runs the troff program and a postprocessor appropriate for the selected device.

---

grog

grog reads files and guesses which of the groff options −e, −man, −me, −mm, −ms, −p, −s, and −t are required for printing files, and prints the groff command including those options on the standard output.

---

grohtml

grohtml translates the output of GNU troff to html

---

grolj4

grolj4 is a driver for groff that produces output in PCL5 format suitable for an HP Laserjet 4 printer.

---

grops

grops translates the output of GNU troff to PostScript.

---

grotty

grotty translates the output of GNU troff into a form suitable for typewriter−like devices.

---

hpftodit

hpftodit creates a font file for use with groff −Tlj4 from an HP tagged font metric file.

---

indxbib

indxbib makes an inverted index for the bibliographic databases a specified file for use with refer, lookbib, and lkbib.

---

lkbib

lkbib searches bibliographic databases for references that contain specified keys and prints any references found on the standard output.

lookbib

lookbib prints a prompt on the standard error (unless the standard input is not a terminal), reads from the standard input a line containing a set of keywords, searches the bibliographic databases in a specified file for references containing those keywords, prints any references found on the standard output, and repeats this process until the end of input.

neqn

It is currently not known what neqn is and what it does.

nroff

The nroff script emulates the nroff command using groff.

pfbtops

pfbtops translates a PostScript font in .pfb format to ASCII.

pic

pic compiles descriptions of pictures embedded within troff or TeX input files into commands that are understood by TeX or troff.

psbb

psbb reads a file which should be a PostScript document conforming to the Document Structuring conventions and looks for a %%BoundingBox comment.

refer

refer copies the contents of a file to the standard output, except that lines between .[and .] are interpreted as citations, and lines between .R1 and .R2 are interpreted as commands about how citations are to be processed.

soelim

soelim reads files and replaces lines of the form *.so file* by the contents of *file*.

tbl

tbl compiles descriptions of tables embedded within troff input files into commands that are understood by troff.

---

tfmtodit

tfmtodit creates a font file for use with **`groff -Tdvi`**

---

troff

troff is highly compatible with Unix troff. Usually it should be invoked using the groff command, which will also run preprocessors and postprocessors in the appropriate order and with the appropriate options.

Installing Man

Installation of Man

Install Man by running the following commands:

```
./configure -default &&
make &&
make install &&
sed s/AWK=/"AWK=\/usr\/bin\/mawk"/ /usr/sbin/makewhatis  >
makewhatis-new &&
mv makewhatis-new /usr/sbin/makewhatis &&
chmod 755 /usr/sbin/makewhatis
```

Command explanations

-default: This configures the man package with default settings.

sed s/AWK=/"AWK=\/usr\/bin\/mawk"/ /usr/sbin/makewhatis > makewhatis-new: This modifies /usr/sbin/makewhatis's AWK variable and fills in the location of the mawk program.

chmod 755 /usr/sbin/makewhatis: This makes the makewhatis script executable again.

Contents

The Man package contains the man, apropos whatis and makewhatis programs.

Description

man

man formats and displays the on−line manual pages.

---

apropos

apropos searches a set of database files containing short descriptions of system commands for keywords and displays the result on the standard output.

whatis

whatis searches a set of database files containing short descriptions of system commands for keywords and displays the result on the standard output. Only complete word matches are displayed.

makewhatis

makewhatis reads all the manual pages contained in given sections of manpath or the preformatted pages contained in the given sections of catpath. For each page, it writes a line in the whatis database; each line consists of the name of the page and a short description, separated by a dash. The description is extracted using the content of the NAME section of the manual page.

Installing Perl

Installation of Perl

Install Perl by running the following commands:

```
./Configure -Dprefix=/usr &&
make &&
make install
```

If you don't want to answer all those questions Perl asks you, you can add the -d option to the configure script and Perl will use all the default settings. To avoid the Configure script asking you questions after the config.sh file has been created you can pass the -e parameter to perl as well. The commands with these parameters included will be:

```
./Configure -Dprefix=/usr -d -e &&
make &&
make install
```

Contents

The Perl package contains Perl – Practical Extraction and Report Language

---

Description

Perl combines the features and capabilities of C, awk, sed and sh into one powerful programming language.

Installing M4

Installation of M4

Install M4 by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install
```

If you're base system is running a 2.0 kernel and your Glibc version is 2.1 then you will most likely get problems executing M4 in the chroot'ed environment due to incompatibilities between the M4 program, Glibc−2.1 and the running 2.0 kernel. If you have problems executing the m4 program in the chroot'ed environment (for example when you install the autoconf and automake packages) you'll have to exit the chroot'ed environment and compile M4 statically. This way the binary is linked against Glibc 2.0 (if you run kernel 2.0 you're Glibc version is 2.0 as well on a decent system. Kernel 2.0 and Glibc−2.1 don't mix very well) and won't give you any problems.

To create a statically linked version of M4, execute the following commands:

```
logout
cd $LFS/usr/src/m4-1.4
./configure --prefix=/usr --disable-nls
make LDFLAGS=-static
make prefix=$LFS/usr install
```

Now you can re−enter the chroot'ed environment and continue with the next package. If you wish to recompile M4 dynamically, you can do that after you have rebooted into the LFS system rather than chroot'ed into it.

```
chroot $LFS env -i HOME=/root bash --login
```

Contents

The M4 package contains the M4 processor

Description

M4 is a macro processor. It copies input to output expanding macros as it goes. Macros are either builtin or user−defined and can take any number of arguments. Besides just doing macro expansion m4 has builtin functions for including named files, running UNIX commands, doing integer arithmetic, manipulating text in various ways, recursion, etc. M4 can be used either as a front−end to a compiler or as a macro processor in its own right.

Installing Texinfo

Installation of Texinfo

Install Texinfo by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install
```

Contents

The Texinfo package contains the info, install–info, makeinfo, texi2dvi and texindex programs

---

Description

info

The info program reads Info documents, usually contained in your /usr/doc/info directory. Info documents are like man(ual) pages, but they tend to be more in depth than just explaining the options to a program.

---

install–info

The install–info program updates the info entries. When you run the info program a list with available topics (ie: available info documents) will be presented. The install–info program is used to maintain this list of available topics. If you decice to remove info files manually, you need to delete the topic in the index file as well. This program is used for that. It also works the other way around when you add info documents.

---

makeinfo

The makeinfo program translates Texinfo source documents into various formats. Available formats are: info files, plain text and HTML.

---

texi2dvi

The texi2dvi program prints Texinfo documents

---

texindex

The texindex program is used to sort Texinfo index files.

Installing Autoconf

Installation of Autoconf

Install Autoconf by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install
```

Contents

The Autoconf package contains the autoconf, autoheader, autoreconf, autoscan, autoupdate and ifnames programs

---

Description

autoconf

Autoconf is a tool for producing shell scripts that automatically configure software source code packages to adapt to many kinds of UNIX−like systems. The configuration scripts produced by Autoconf are independent of Autoconf when they are run, so their users do not need to have Autoconf.

---

autoheader

The autoheader program can create a template file of C #define statements for configure to use

---

autoreconf

If you have a lot of Autoconf−generated configure scripts, the autoreconf program can save you some work. It runs autoconf (and autoheader, where appropriate) repeatedly to remake the Autoconf configure scripts and configuration header templates in the directory tree rooted at the current directory.

---

autoscan

The autoscan program can help you create a configure.in file for a software package. autoscan examines source files in the directory tree rooted at a directory given as a command line argument, or the current directory if none is given. It searches the source files for common portability problems and creates a file configure.scan which is a preliminary configure.in for that package.

autoupdate

The autoupdate program updates a configure.in file that calls Autoconf macros by their old names to use the current macro names.

ifnames

ifnames can help when writing a configure.in for a software package. It prints the identifiers that the package already uses in C preprocessor conditionals. If a package has already been set up to have some portability, this program can help you figure out what its configure needs to check for. It may help fill in some gaps in a configure.in generated by autoscan.

Installing Automake

Installation of Automake

Install Automake by running the following commands:

```
./configure --prefix=/usr &&
make install
```

Contents

The Automake package contains the aclocal and automake programs

---

Description

aclocal

Automake includes a number of Autoconf macros which can be used in your package; some of them are actually required by Automake in certain situations. These macros must be defined in your aclocal.m4; otherwise they will not be seen by autoconf.

The aclocal program will automatically generate aclocal.m4 files based on the contents of configure.in. This provides a convenient way to get Automake–provided macros, without having to search around. Also, the aclocal mechanism is extensible for use by other packages.

---

automake

To create all the Makefile.in's for a package, run the automake program in the top level directory, with no arguments. automake will automatically find each appropriate Makefile.am (by scanning configure.in) and generate the corresponding Makefile.in.

Installing Bash

Installation of Bash

Install Bash by running the following commands:

```
./configure --prefix=/usr --with-curses  &&
make &&
make install &&
logout
```

Replace the static bash with the dynamic bash and re−enter the chroot'ed environment by running:

```
mv $LFS/usr/bin/bash $LFS/usr/bin/bashbug  $LFS/bin &&
chroot $LFS /usr/bin/env -i HOME=/root /bin/bash  --login
```

Contents

The Bash package contains the bash program

Description

Bash is the Bourne−Again SHell, which is a widely used command interpreter on Unix systems. Bash is a program that reads from standard input, the keyboard. You type something and the program will evaluate what you have typed and do something with it, like running a program.

Installing Flex

Installation of Flex

Install Flex by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install &&
cd /usr/bin &&
ln -s flex lex
```

Contents

The Flex package contains the flex program

Description

Flex is a tool for generating programs which regognize patterns in text. Pattern recognition is very useful in many applications. You set up rules what to look for and flex will make a program that looks for those patterns. The reason people use flex is that it is much easier to set up rules for what to look for than to write the actual program that finds the text.

Installing File

Installation of File

Install File by running the following commands:

```
./configure --prefix=/usr  --datadir=/usr/share/misc &&
make &&
make install
```

Contents

The File package contains the file program.

Description

File tests each specified file in an attempt to classify it. There are three sets of tests, performed in this order: filesystem tests, magic number tests, and language tests. The first test that succeeds causes the file type to be printed.

Installing Libtool

Installation of Libtool

Install Libtool by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install
```

Contents

The Libtool package contains the libtool and libtoolize programs. It also contains the ltdl library.

Description

libtool

Libtool provides generalized library−building support services.

---

libtoolize

libtoolize provides a standard way to add libtool support to your package.

---

ltdl library

Libtool provides a small library, called `libltdl', that aims at hiding the various difficulties of dlopening libraries from programmers.

Installing Bin86

Installation of Bin86

Install Bin86 by running the following commands:

```
make &&
make PREFIX=/usr install
```

Contents

The Bin86 contains the as86, as86_encap, ld86, objdump86, nm86 and size86 programs.

Description

as86

as86 is an assembler for the 8086...80386 processors.

as86_encap

as86_encap is a shell script to call as86 and convert the created binary into a C file prog.v to be included in or linked with programs like boot block installers.

ld86

ld86 understands only the object files produced by the as86 assembler, it can link them into either an impure or a separate I&D executable.

objdump86

No description available.

nm86

No description available.

size86

No description available.

Installing Binutils

Installation of Binutils

Install Binutils by running the following commands:

```
./configure --prefix=/usr --enable-shared &&
make -e tooldir=/usr &&
make -e tooldir=/usr install
```

Description

The Binutils package contains the gasp, gprof, ld, as, ar, nm, objcopy, objdump, ranlib, readelf, size, strings, strip, c++filt and addr2line programs

---

Description

gasp

Gasp is the Assembler Macro Preprocessor.

---

gprof

gprof displays call graph profile data.

---

ld

ld combines a number of object and archive files, relocates their data and ties up symbol references. Often the last step in building a new compiled program to run is a call to ld.

---

as

as is primarily intended to assemble the output of the GNU C compiler gcc for use by the linker ld.

---

ar

The ar program creates, modifies, and extracts from archives. An archive is a single file holding a collection of other files in a structure that makes it possible to retrieve the original individual files (called members of the archive).

nm

nm lists the symbols from object files.

objcopy

objcopy utility copies the contents of an object file to another. objcopy uses the GNU BFD Library to read and write the object files. It can write the destination object file in a format different from that of the source object file.

objdump

objdump displays information about one or more object files. The options control what particular information to display. This information is mostly useful to programmers who are working on the compilation tools, as opposed to programmers who just want their program to compile and work.

ranlib

ranlib generates an index to the contents of an archive, and stores it in the archive. The index lists each symbol defined by a member of an archive that is a relocatable object file.

readelf

readelf displays information about elf type binaries.

size

size lists the section sizes −−and the total size−− for each of the object files objfile in its argument list. By default, one line of output is generated for each object file or each module in an archive.

strings

For each file given, strings prints the printable character sequences that are at least 4 characters long (or the number specified with an option to the program) and are followed by an unprintable character. By default, it only prints the strings from the initialized and loaded sections of object files; for other types of files, it prints the strings from the whole file.

strings is mainly useful for determining the contents of non−text files.

strip

strip discards all or specific symbols from object files. The list of object files may include archives. At least one object file must be given. strip modifies the files named in its argument, rather than writing modified copies under different names.

c++filt

The C++ language provides function overloading, which means that you can write many functions with the same name (providing each takes parameters of different types). All C++ function names are encoded into a low−level assembly label (this process is known as mangling). The c++filt program does the inverse mapping: it decodes (demangles) low−level names into user−level names so that the linker can keep these overloaded functions from clashing.

addr2line

addr2line translates program addresses into file names and line numbers. Given an address and an executable, it uses the debugging information in the executable to figure out which file name and line number are associated with a given address.

Installing Bzip2

Installation of Bzip2

Install Bzip2 by running the following commands:

```
make -f Makefile-libbz2_so &&
make bzip2recover libbz2.a &&
cp bzip2-shared /bin/bzip2 &&
cp bzip2recover /bin &&
cp bzip2.1 /usr/share/man/man1 &&
cp bzlib.h /usr/include &&
cp -a libbz2.so* libbz2.a /lib &&
rm /usr/lib/libbz2.a &&
cd /bin &&
rm bunzip2 && ln -s bzip2 bunzip2 &&
rm bzcat && ln -s bzip2 bzcat &&
cd /usr/share/man/man1 &&
ln -s bzip2.1 bunzip2.1 &&
ln -s bzip2.1 bzcat.1 &&
ln -s bzip2.1 bzip2recover.1
```

Although it's not strictly a part of a basic LFS system it's worth mentioning that you can download a patch for Tar which enables the tar program to compress and uncompress using bzip2/bunzip2 easily. With a plain tar you'll have to use constructions like bzcat file.tar.bz|tar xv or tar −−use−compress−prog=bunzip2 −xvf file.tar.bz2 to use bzip2 and bunzip2 with tar. This patch gives you the −y option so you can unpack a Bzip2 archive with tar xvfy file.tar.bz2. Applying this patch will be mentioned later on when you re−install the Tar package.

Command explanations

`make -f Makefile-libbz2_so:` This will cause bzip2 to be build using a different Makefile file, in this case the Makefile−libbz2_so file which creates a dynamic libbz2.so library and links the bzip2 utilities against it.

Contents

The Bzip2 packages contains the bzip2, bunzip2, bzcat and bzip2recover programs.

Description

Bzip2

bzip2 compresses files using the Burrows−Wheeler block sorting text compression algorithm, and Huffman coding. Compression is generally considerably better than that achieved by more conventional LZ77/LZ78−based compressors, and approaches the performance of the PPM family of statistical compressors.

Bunzip2

Bunzip2 decompresses files that are compressed with bzip2.

bzcat

bzcat (or bzip2 −dc) decompresses all specified files to the standard output.

bzip2recover

bzip2recover recovers data from damaged bzip2 files.

Installing Gettext

Installation of Gettext

Install Gettext by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install &&
mv /po-mode.el /usr/share/gettext
```

Contents

The gettext package contains the gettext, gettextize, msgcmp, msgcomm, msgfmt, msgmerge, msgunfmt and xgettext programs.

Description

gettext

The gettext package is used for internationalization (also known as i18n) and for localization (also known as l10n). Programs can be compiled with Native Language Support (NLS) which enable them to output messages in your native language rather than in the default English language.

Installing Consoletools

Installation of Console−tools

Before you start installing Console−tools you have to unpack the console−tools−0.2.3.patch file.

Install Console−tools by running the following commands:

```
patch −Np1 −i ../console−tools−0.2.3.patch  &&
./configure −−prefix=/usr &&
make &&
make install &&
cd doc/man &&
sed s/"@datadir@"/"\/usr\/share"/  consolechars.8.in >
consolechars.8 &&
sed s/"@datadir@"/"\/usr\/share"/  dumpkeys.1.in > dumpkeys.1
&&
sed s/"@datadir@"/"\/usr\/share"/  loadkeys.1.in > loadkeys.1
&&
cp *.1 /usr/share/man/man1 &&
cp *.4 /usr/share/man/man4 &&
cp *.5 /usr/share/man/man5 &&
cp *.8 /usr/share/man/man8
```

Contents

The Console−tools package contains the charset, chvt, consolechars, deallocvt, dumpkeys, fgconsole, fix_bs_and_del, font2psf, getkeycodes, kbd_mode, loadkeys, loadunimap, mapscrn, mk_modmap, openvt, psfaddtable, psfgettable, psfstriptable, resizecons, saveunimap, screendump, setfont, setkeycodes, setleds, setmetamode, setvesablank, showcfont, showkey, splitfont, unicode_start, unicode_stop, vcstime, vt−is−URF8, writevt

---

Description

charset

charset sets an ACM for use in one of the G0/G1 charsets slots.

---

chvt

chvt changes foreground virtual terminal.

---

codepage

No description available.

---

consolechars

consolechars loads EGA/VGA console screen fonts, screen font maps and/or application−charset maps.

---

deallocvt

deallocvt deallocates unused virtual terminals.

---

dumpkeys

dumpkeys dumps keyboard translation tables.

---

fgconsole

fgconsole prints the number of the active virtual terminal.

---

fix_bs_and_del

No description available.

---

font2psf

No description available.

---

getkeycodes

getkeycodes prints the kernel scancode−to−keycode mapping table.

---

kbd_mode

kbd_mode reports or sets the keyboard mode.

loadkeys

loadkeys loads keyboard translation tables.

loadunimap

No description available.

mapscrn

No description available.

mk_modmap

No description available.

openvt

openvt starts a program on a new virtual terminal.

psfaddtable

psfaddtable adds a Unicode character table to a console font.

psfgettable

psfgettable extracts the embedded Unicode character table from a console font.

psfstriptable

psfstriptable removes the embedded Unicode character table from a console font.

resizecons

resizecons changes the kernel idea of the console size.

saveunimap

No description available.

screendump

No description available.

setfont

No description available.

setkeycodes

setkeycodes loads kernel scancode−to−keycode mapping table entries.

setleds

setleds sets the keyboard leds.

setmetamode

setmetamode defines the keyboard meta key handling.

setvesablank

No description available.

showcfont

showcfont displays all character in the current screenfont.

showkey

showkey examines the scancodes and keycodes sent by the keyboard.

splitfont

No description available.

unicode_start

unicode_start puts the console in Unicode mode.

unicode_stop

No description available.

vcstime

No description available.

vt−is−UTF8

vt−is−UTF8 checks whether the current virtual terminal is in UTF8− or byte−mode.

writevt

No description available.

Installing Consoledata

Installation of Console−data

Replace <path−to−kmap−file> below with the correct path to the desired kmap.gz file. An example could be i386/qwerty/us.kmap.gz

Install Console−data by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install &&
cd /usr/share/keymaps &&
ln -s <path-to-kmap-file> defkeymap.kmap.gz
```

Contents

The console−data package contains the data files that are used and needed by the console−tools package.

Installing Diffutils

Installation of Diffutils

Install Diffutils by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install
```

Contents

The Diffutils package contains the cmp, diff, diff3 and sdiff programs.

Description

cmp and diff

cmp and diff both compare two files and report their differences. Both programs have extra options which compare files in different situations.

diff3

The difference between diff and diff3 is that diff comprares 2 files, diff3 compares 3 files.

sdiff

sdiff merges two files and interactively outputs the results.

Installing E2fsprogs

Installation of E2fsprogs

Install E2fsprogs by running the following commands:

Please note that the empty −−with−root−prefix= option below is supposed to be like this. I did not forget to supply a value there.

```
./configure --prefix=/usr --with-root-prefix= \
   --enable-elf-shlibs &&
make &&
make install &&
make install-libs
```

Contents

The e2fsprogs package contains the chattr, lsattr, uuidgen, badblocks, debugfs, dumpe2fs, e2fsck, e2label, fsck, fsck.ext2, mke2fs, mkfs.ext2, mklost+found and tune2fs programs.

Description

chattr

chattr changes the file attributes on a Linux second extended file system.

---

lsattr

lsattr lists the file attributes on a second extended file system.

---

uuidgen

The uuidgen program creates a new universally unique identifier (UUID) using the libuuid library. The new UUID can reasonably be considered unique among all UUIDs created on the local system, and among UUIDs created on other systems in the past and in the future.

---

badblocks

badblocks is used to search for bad blocks on a device (usually a disk partition).

---

debugfs

The debugfs program is a file system debugger. It can be used to examine and change the state of an ext2 file system.

---

dumpe2fs

dumpe2fs prints the super block and blocks group information for the filesystem present on a specified device.

---

e2fsck and fsck.ext2

e2fsck is used to check a Linux second extended file system. fsck.ext2 does the same as e2fsck.

---

e2label

e2label will display or change the filesystem label on the ext2 filesystem located on the specified device.

---

fsck

fsck is used to check and optionally repair a Linux file system.

---

mke2fs and mkfs.ext2

mke2fs is used to create a Linux second extended file system on a device (usually a disk partition). mkfs.ext2 does the same as mke2fs.

---

mklost+found

mklost+found is used to create a lost+found directory in the current working directory on a Linux second extended file system. mklost+found pre−allocates disk blocks to the directory to make it usable by e2fsck.

---

tune2fs

tune2fs adjusts tunable filesystem parameters on a Linux second extended filesystem.

Installing Fileutils

Installation of Fileutils

Install Fileutils by running the following commands:

```
patch -Np1 -i ../fileutils-4.0.patch  &&
./configure --prefix=/usr --bindir=/bin \
   --libexecdir=/bin  &&
make &&
make install
```

Contents

The Fileutils package contains the chgrp, chmod, chown, cp, dd, df, dir, dircolors, du, install, ln, ls, mkdir, mkfifo, mknod, mv, rm, rmdir, sync, touch and vdir programs.

Description

chgrp

chgrp changes the group ownership of each given file to the named group, which can be either a group name or a numeric group ID.

---

chmod

chmod changes the permissions of each given file according to mode, which can be either a symbolic representation of changes to make, or an octal number representing the bit pattern for the new permissions.

---

chown

chown changes the user and/or group ownership of each given file.

---

cp

cp copies files from one place to another.

---

dd

dd copies a file (from the standard input to the standard output, by default) with a user−selectable blocksize, while optionally performing conversions on it.

---

df

df displays the amount of disk space available on the filesystem containing each file name argument. If no file name is given, the space available on all currently mounted filesystems is shown.

---

ls, dir and vdir

dir and vdir are versions of ls with different default output formats. These programs list each given file or directory name. Directory contents are sorted alphabetically. For ls, files are by default listed in columns, sorted vertically, if the standard output is a terminal; otherwise they are listed one per line. For dir, files are by default listed in columns, sorted vertically. For vdir, files are by default listed in long format.

---

dircolors

dircolors outputs commands to set the LS_COLOR environment variable. The LS_COLOR variable is use to change the default color scheme used by ls and related utilities.

---

du

du displays the amount of disk space used by each argument and for each subdirectory of directory arguments.

---

install

install copies files and sets their permission modes and, if possible, their owner and group.

---

ln

ln makes hard or soft (symbolic) links between files.

---

mkdir

mkdir creates directories with a given name.

---

mkfifo

mkfifo creates a FIFO with each given name.

---

mknod

mknod creates a FIFO, character special file, or block special file with the given file name.

---

mv

mv moves files from one directory to another or renames files, depending on the arguments given to mv.

---

rm

rm removes files or directories.

---

rmdir

rmdir removes directories, if they are empty.

---

sync

sync forces changed blocks to disk and updates the super block.

---

touch

touch changes the access and modification times of each given file to the current time. Files that do not exist are created empty.

Installing Grep

Installation of Grep

Install Grep by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install
```

Contents

The grep package contains the egrep, fgrep and grep programs.

Description

egrep

egrep prints lines from files matching an extended regular expression pattern.

---

fgrep

fgrep prints lines from files matching a list of fixed strings, separated by newlines, any of which is to be matched.

---

grep

grep prints lines from files matching a basic regular expression pattern.

Installing Gzip

Installation of Gzip

Install Gzip by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install &&
cd /usr/bin &&
mv gzip /bin &&
rm gunzip /bin/gunzip &&
cd /bin &&
ln -s gzip gunzip &&
ln -s gzip compress &&
ln -s gunzip uncompress
```

Contents

The Gzip package contains the compress, gunzip, gzexe, gzip, uncompress, zcat, zcmp, zdiff, zforece, zgrep, zmore and znew programs.

Description

gunzip

gunzip decompresses files that are compressed with gzip.

---

gzexe

gzexe allows you to compress executables in place and have them automatically uncompress and execute when you run them (at a penalty in performance).

---

gzip

gzip reduces the size of the named files using Lempel–Ziv coding (LZ77).

---

zcat

zcat uncompresses either a list of files on the command line or its standard input and writes the uncompressed data on standard output

zcmp

zcmp invokes the cmp program on compressed files.

zdiff

zdiff invokes the diff program on compressed files.

zforce

zforce forces a .gz extension on all gzip files so that gzip will not compress them twice. This can be useful for files with names truncated after a file transfer.

zgrep

zgrep invokes the grep program on compressed files.

zmore

Zmore is a filter which allows examination of compressed or plain text files one screenful at a time on a soft–copy terminal (similar to the more program).

znew

Znew recompresses files from .Z (compress) format to .gz (gzip) format.

Installing Ldso

Installation of Ld.so

Install Ld.so by running the following commands:

```
cd man &&
cp ldd.1 /usr/share/man/man1 &&
cp *.8 /usr/share/man/man8
```

Contents

From the Ld.so package we're using the ldconfig and ldd man pages only. The ldconfig and ldd binaries themselves come with Glibc.

Installing Lilo

Installation of Lilo

Install Lilo by running the following commands:

```
make &&
make install
```

It appears that compilation of this package fails on certain machines when the −g compiler flag is being used. If you can't compile Lilo at all, please try removing the −g value from the CFLAGS variable in the `Makefile` file.

At the end of the installation the make install process will print a message stating that you have to execute /sbin/lilo to complete the update. Don't do this as it has no use. The /etc/lilo.conf isn't present yet. We will complete the installation of lilo in chapter 8.

Contents

The Lilo package contains the lilo program.

Description

lilo installs the Linux boot loader which is used to start a Linux system.

Installing Make

Installation of Make

Install Make by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install
```

Contents

The Make package contains the make program.

Description

make determine automatically which pieces of a large program need to be recompiled, and issue the commands to recompile them.

Installing Modutils

Installation of Modutils

Install Modutils by running the following commands:

```
./configure &&
make &&
make install
```

Contents

The Modutils package contains the depmod, genksyms, insmod, insmod_ksymoops_clean, kerneld, kernelversion, ksyms, lsmod, modinfo, modprobe and rmmod programs.

Description

depmod

depmod handles dependency descriptions for loadable kernel modules.

---

genksyms

genksyms reads (on standard input) the output from gcc −E source.c and generates a file containing version information.

---

insmod

insmod installs a loadable module in the running kernel.

---

insmod_ksymoops_clean

insmod_ksymoops_clean deletes saved ksyms and modules not accessed in 2 days.

---

kerneld

kerneld performs kernel action in user space (such as on−demand loading of modules)

---

kernelversion

kernelversion reports the major version of the running kernel.

---

ksyms

ksyms displays exported kernel symbols.

---

lsmod

lsmod shows information about all loaded modules.

---

modinfo

modinfo examines an object file associated with a kernel module and displays any information that it can glean.

---

modprobe

Modprobe uses a Makefile−like dependency file, created by depmod, to automatically load the relevant module(s) from the set of modules available in predefined directory trees.

---

rmmod

rmmod unloads loadable modules from the running kernel.

Installing Procinfo

Installation of Procinfo

Install Procinfo by running the following commands:

```
sed "s/-ltermcap/-lncurses/" Makefile | make -f -  &&
make install
```

Command explanations

sed "s/-ltermcap/-lncurses/" Makefile | make -f -: This will replace –ltermcap with –lncurses in the Makefile and pipe the output of sed (the modified Makefile) directly to the make program. This is an alternate and more efficient way to direct the output to a file and tell make to use that alternate file. We do this because libtermcap is declared obsolete in favour of libncurses.

Contents

The Procinfo package contains the procinfo program.

Description

procinfo gathers some system data from the /proc directory and prints it nicely formatted on the standard output device.

Installing Procps

Installation of Procps

Install Procps by running the following commands:

```
sed "s/XConsole/#XConsole/" Makefile | make -f -  &&
sed "s/XConsole/#XConsole/" Makefile | make -f - install  &&
mv /usr/bin/kill /bin
```

Command explanations

sed "s/XConsole/#XConsole/" Makefile | make -f -: This will comment out the XConsole variable in the Makefile and pipe the output of sed (the modified Makefile) directly to the make program. This is an alternate and more efficient way to direct the output to a file and tell make to use that alternate file. The XConsole build is disabled because it can't be build yet because we don't have X installed yet.

Contents

The Procps package contains the free, kill, oldps, ps, skill, snice, sysctl, tload, top, uptime, vmstat, w and watch programs.

Description

free

free displays the total amount of free and used physical and swap memory in the system, as well as the shared memory and buffers used by the kernel.

---

kill

kills sends signals to processes.

---

oldps and ps

ps gives a snapshot of the current processes.

---

skill

skill sends signals to process matching a criteria.

---

snice

snice changes the scheduling priority for process matching a criteria.

---

sysctl

sysctl modifies kernel parameters at runtime.

---

tload

tload prints a graph of the current system load average to the specified tty (or the tty of the tload process if none is specified).

---

top

top provides an ongoing look at processor activity in real time.

---

uptime

uptime gives a one line display of the following information: the current time, how long the system has been running, how many users are currently logged on, and the system load averages for the past 1, 5, and 15 minutes.

---

vmstat

vmstat reports information about processes, memory, paging, block IO, traps, and cpu activity.

---

w

w displays information about the users currently on the machine, and their processes.

---

watch

watch runs command repeatedly, displaying its output (the first screenfull).

Installing Psmisc

Installation of Psmisc

Install Psmisc by running the following commands:

```
sed "s/-ltermcap/-lncurses/" Makefile | make -f -  &&
make install
```

Contents

The Psmisc package contains the fuser, killall and pstree programs.

Description

fuser

fuser displays the PIDs of processes using the specified files or file systems.

killall

killall sends a signal to all processes running any of the specified commands.

pstree

pstree shows running processes as a tree.

Installing Sed

Installation of Sed

Install Sed by running the following commands:

```
./configure --prefix=/usr --bindir=/bin &&
make &&
make install
```

Contents

The Sed package contains the sed program.

Description

sed is a stream editor. A stream editor is used to perform basic text transformations on an input stream (a file or input from a pipeline).

Installing Shellutils

Installation of Sh–utils

Install Shellutils by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install &&
cd /usr/bin &&
mv date echo false pwd stty /bin &&
mv su true uname hostname /bin
```

Contents

The Shellutils package contains the basename, chroot, date, dirname, echo, env, expr, factor, false, groups, hostid, hostname, id, logname, nice, nohup, pathchk, pinky, printenv, printf, pwd, seq, sleep, stty, su, tee, test, true, tty, uname, uptime, users, who, whoami and yes programs.

Description

basename

basename strips directory and suffixes from filenames.

---

chroot

chroot runs a command or interactive shell with special root directory.

---

date

date displays the current time in a specified format, or sets the system date.

---

dirname

dirname strips non–directory suffixes from file name.

---

echo

echo displays a line of text.

---

env

env runs a program in a modified environment.

---

expr

expr evaluates expressions.

---

factor

factor prints the prime factors of all specified integer numbers.

---

false

false always exits with a status code indicating failure.

---

groups

groups prints the groups a user is in.

---

hostid

hostid prints the numeric identifier (in hexadecimal) for the current host.

---

hostname

hostname sets or prints the name of the current host system

---

id

id prints the real and effective UIDs and GIDs of a user or the current user.

---

logname

logname prints the current user's login name.

---

nice

nice runs a program with modified scheduling priority.

---

nohup

nohup runs a command immune to hangups, with output to a non−tty

---

pathchk

pathchk checks whether file names are valid or portable.

---

pinky

pinky is a lightweight finger utility which retrieves information about a certain user

---

printenv

printenv prints all or part of the environment.

---

printf

printf formats and print data (the same as the printf C function).

---

pwd

pwd prints the name of the current/working directory

---

seq

seq prints numbers in a certain range with a certain increment.

---

sleep

sleep delays for a specified amount of time.

stty

stty changes and prints terminal line settings.

su

su runs a shell with substitute user and group IDs

tee

tee reads from standard input and write to standard output and files.

test

test checks file types and compares values.

true

True always exitx with a status code indicating success.

tty

tty prints the file name of the terminal connected to standard input.

uname

uname prints system information.

uptime

uptime tells how long the system has been running.

users

users prints the user names of users currently logged in to the current host.

who

who shows who is logged on.

whoami

whoami prints your effective userid.

yes

yes outputs a string repeatedly until killed.

Installing Shadowpwd

Installation of Shadow Password Suite

Install the Shadow Password Suite by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install &&
cd etc &&
cp limits login.access \
   login.defs.linux shells suauth  /etc &&
mv /etc/login.defs.linux /etc/login.defs
```

Command explanations

`cp limits login.access and others:` These files were not installed during the installation of the package so we copy them manually as those files are used to configure authentication details on your system.

Contents

The Shadow Password Suite contains the chage, chfn, chsh, expiry, faillog, gpasswd, lastlog, login, newgrp, passwd, sg, su, chpasswd, dpasswd, groupadd, groupdel, groupmod, grpck, grpconv, grpunconv, logoutd, mkpasswd, newusers, pwck, pwconv, pwunconv, useradd, userdel, usermod and vipw programs.

Description

chage

chage changes the number of days between password changes and the date of the last password change.

---

chfn

chfn changes user fullname, office number, office extension, and home phone number information for a user's account.

---

chsh

chsh changes the user login shell.

---

expiry

Checks and enforces password expiration policy.

---

faillog

faillog formats the contents of the failure log,/var/log/faillog, and maintains failure counts and limits.

---

gpasswd

gpasswd is used to administer the /etc/group file

---

lastlog

lastlog formats and prints the contents of the last login log, /var/log/lastlog. The login−name, port, and last login time will be printed.

---

login

login is used to establish a new session with the system.

---

newgrp

newgrp is used to change the current group ID during a login session.

---

passwd

passwd changes passwords for user and group accounts.

---

sg

sg executes command as a different group ID.

---

su

Change the effective user id and group id to that of a user. This replaces the su programs that's installed from the Shellutils package.

---

chpasswd

chpasswd reads a file of user name and password pairs from standard input and uses this information to update a group of existing users.

---

dpasswd

dpasswd adds, deletes, and updates dialup passwords for user login shells.

---

groupadd

The groupadd command creates a new group account using the values specified on the command line and the default values from the system.

---

groupdel

The groupdel command modifies the system account files, deleting all entries that refer to group.

---

groupmod

The groupmod command modifies the system account files to reflect the changes that are specified on the command line.

---

grpck

grpck verifies the integrity of the system authentication information.

---

grpconv

grpunconv converts to shadow group files from normal group files.

---

grpunconv

grpunconv converts from shadow group files to normal group files.

---

logoutd

logoutd enforces the login time and port restrictions specified in /etc/porttime.

---

mkpasswd

mkpasswd reads a file in the format given by the flags and converts it to the corresponding database file format.

---

newusers

newusers reads a file of user name and cleartext password pairs and uses this information to update a group of existing users or to create new users.

---

pwck

pwck verifies the integrity of the system authentication information.

---

pwconv

pwconv converts to shadow passwd files from normal passwd files.

---

pwunconv

pwunconv converts from shadow passwd files to normal files.

---

useradd

useradd creates a new user or update default new user information.

---

userdel

userdel modifies the system account files, deleting all entries that refer to a specified login name.

---

usermod

usermod modifies the system account files to reflect the changes that are specified on the command line.

---

vipw and vigr

vipw and vigr will edit the files /etc/passwd and /etc/group, respectively. With the −s flag, they will edit the shadow versions of those files, /etc/shadow and /etc/gshadow, respectively.

Installing Sysklogd

Installation of Sysklogd

Install Sysklogd by running the following commands:

```
patch -Np1 -i ../sysklogd-1.4.patch  &&
make &&
make install
```

Contents

The Sysklogd package contains the klogd and syslogd programs.

Description

klogd

klogd is a system daemon which intercepts and logs Linux kernel messages.

---

syslogd

Syslogd provides a kind of logging that many modern programs use. Every logged message contains at least a time and a hostname field, normally a program name field, too, but that depends on how trusty the logging program is.

Installing Sysvinit

Installation of Sysvinit

When you change run levels (for example when you are going to shutdown your system) the init program is going to send the TERM and KILL signals to all the processes that init started. But init prints a message to the screen saying "sending all processes the TERM signal" and the same for the KILL signal. This implies that init sends this signal to all the currently running processes, which isn't the case. To avoid this confusion you can apply the sysvinit patch found on the LFS FTP site to sysvinit that changes the sentence in the shutdown.c file and have it print "sending all processes started by init the TERM signal".

Apply the patch by running the following command:

```
patch -Np1 -i ../sysvinit-2.78.patch
```

Install Sysvinit by running the following commands:

```
cd src &&
make &&
make install
```

Contents

The Sysvinit package contains the pidof, last, lastb, mesg, utmpdump, wall, halt, init, killall5, poweroff, reboot, runlevel, shutdown, sulogin and telinit programs.

Description

pidof

Pidof finds the process id's (pids) of the named programs and prints those id's on standard output.

---

last

last searches back through the file /var/log/wtmp (or the file designated by the −f flag) and displays a list of all users logged in (and out) since that file was created.

---

lastb

lastb is the same as last, except that by default it shows a log of the file /var/log/btmp, which contains all the bad login attempts.

---

mesg

Mesg controls the access to your terminal by others. It's typically used to allow or disallow other users to write to your terminal.

---

utmpdump

utmpdumps prints the content of a file (usually /var/run/utmp) on standard output in a user friendly format.

---

wall

Wall sends a message to everybody logged in with their mesg permission set to yes.

---

halt

Halt notes that the system is being brought down in the file /var/log/wtmp, and then either tells the kernel to halt, reboot or poweroff the system. If halt or reboot is called when the system is not in runlevel 0 or 6, shutdown will be invoked instead (with the flag −h or −r).

---

init

Init is the parent of all processes. Its primary role is to create processes from a script stored in the file /etc/inittab. This file usually has entries which cause init to spawn gettys on each line that users can log in. It also controls autonomous processes required by any particular system.

---

killall5

killall5 is the SystemV killall command. It sends a signal to all processes except the processes in its own session, so it won't kill the shell that is running the script it was called from.

---

poweroff

poweroff is equivalent to shutdown −h −p now. It halts the computer and switches off the computer (when using an APM compliant BIOS and APM is enabled in the kernel).

---

reboot

reboot is equivalent to shutdown −r now. It reboots the computer.

---

runlevel

Runlevel reads the system utmp file (typically /var/run/utmp) to locate the runlevel record, and then prints the previous and current system runlevel on its standard output, separated by a single space.

---

shutdown

shutdown brings the system down in a secure way. All logged−in users are notified that the system is going down, and login is blocked.

---

sulogin

sulogin is invoked by init when the system goes into single user mode (this is done through an entry in /etc/inittab). Init also tries to execute sulogin when it is passed the −b flag from the bootmonitor (eg, LILO).

---

telinit

telinit sends appropriate signals to init, telling it which runlevel to change to.

Installing Tar

Installation of Tar

If you want to be able to directly use bzip2 files with tar, use the tar patch avaiable from the LFS FTP site. This patch will add the −y option to tar which works the same as the −z option to tar (which you can use for gzip files).

Apply the patch by running the following command:

```
cd src &&
patch −i ../../gnutarpatch.txt &&
cd ..
```

Install Tar by running the following commands from the toplevel directory:

```
./configure --prefix=/usr --libexecdir=/usr/bin  &&
make &&
make install &&
mv /usr/bin/tar /bin
```

Contents

The tar package contains the tar and rmt programs.

Description

tar

tar is an archiving program designed to store and extract files from an archive file known as a tarfile.

---

rmt

rmt is a program used by the remote dump and restore programs in manipulating a magnetic tape drive through an interprocess communication connection.

Installing Textutils

Installation of Textutils

Install Textutuils by running the following commands:

```
./configure --prefix=/usr &&
make &&
make install &&
mv /usr/bin/cat /bin
```

Contents

The Textutils package contains the cat, cksum, comm, split, cut, expand, fmt, fold, head, join, md5sum, nl, od, paste, pr, ptx, sort, split, sum, tac, tail, tr, tsort, unexpand, uniq and wc programs.

Description

cat

cat concatenates file(s) or standard input to standard output.

cksum

cksum prints CRC checksum and byte counts of each specified file.

comm

comm compares two sorted files line by line.

csplit

cplit outputs pieces of a file separated by (a) pattern(s) to files xx01, xx02, ..., and outputs byte counts of each piece to standard output.

cut

cut prints selected parts of lines from specified files to standard output.

---

expand

expand converts tabs in files to spaces, writing to standard output.

---

fmt

fmt reformats each paragraph in the specified file(s), writing to standard output.

---

fold

fold wraps input lines in each specified file (standard input by default), writing to standard output.

---

head

Print first xx (10 by default) lines of each specified file to standard output.

---

join

join joins lines of two files on a common field.

---

md5sum

md5sum prints or checks MD5 checksums.

---

nl

nl writes each specified file to standard output, with line numbers added.

---

od

od writes an unambiguous representation, octal bytes by default, of a specified file to standard output.

---

paste

paste writes lines consisting of the sequentially corresponding lines from each specified file, separated by TABs, to standard output.

---

pr

pr paginates or columnates files for printing.

---

ptx

ptx produces a permuted index of file contents.

---

sort

sort writes sorted concatenation of files to standard output.

---

split

split outputs fixed−size pieces of an input file to PREFIXaa, PREFIXab, ...

---

sum

sum prints checksum and block counts for each specified file.

---

tac

tac writes each specified file to standard output, last line first.

---

tail

tail print the last xx (10 by default) lines of each specified file to standard output.

---

tr

tr translates, squeezes, and/or deletes characters from standard input, writing to standard output.

---

tsort

tsort writes totally ordered lists consistent with the partial ordering in specified files.

unexpand

unexpand converts spaces in each file to tabs, writing to standard output.

uniq

uniq discards all but one of successive identical lines from files or standard input and writes to files or standard output.

wc

wc prints line, word, and byte counts for each specified file, and a total line if more than one file is specified.

Installing Utillinux

Installation of Util−Linux

Install Util−Linux by running the following commands:

```
sed -e s/HAVE_SLN=no/HAVE_SLN=yes/ \
   -e s/HAVE_TSORT=no/HAVE_TSORT=yes/  \
   MCONFIG > MCONFIG~  &&
mv MCONFIG~ MCONFIG &&
./configure &&
make &&
make install
```

Command explanations

HAVE_SLN=yes: We don't build this program because it already was installed by Glibc.

HAVE_TSORT=yes: We don't build this program either becuase it already was installed by Textutils.

Contents

The Util−linux package contains the arch, dmesg, kill, more, mount, umount, agetty, blockdev, cfdisk, ctrlaltdel, elvtune, fdisk, fsck.minix, hwclock, kbdrate, losetup, mkfs, mkfs.bfs, mkfs.minix, mkswap, sfdisk, swapoff, swapon, cal, chkdupexe, col, colcrt, colrm, column, cytune, ddate, fdformat, getopt, hexdump, ipcrm, ipcs, logger, look, mcookie, namei, rename, renice, rev, script, setfdprm, setsid, setterm, ul, whereis, write, ramsize, rdev, readprofile, rootflags, swapdev, tunelp and vidmode programs.

Description

arch

arch prints the machine architecture.

---

dmesg

dmesg is used to examine or control the kernel ring buffer (boot messages from the kernel).

---

kill

kill sends a specified signal to the specified process.

more

more is a filter for paging through text one screenful at a time.

mount

mount mounts a filesystem from a device to a directory (mount point).

umount

umount unmounts a mounted filesystem.

agetty

agetty opens a tty port, prompts for a login name and invokes the /bin/login command.

blockdev

blockdev allows you to call block device ioctls from the command line

cfdisk

cfdisk is an libncurses based disk partition table manipulator.

ctrlaltdel

ctrlaltdel sets the function of the CTRL+ALT+DEL key combination (hard or soft reset).

elvtune

elvtune allows to tune the I/O elevator per blockdevice queue basis.

fdisk

fdisk is a disk partition table manipulator.

fsck.minix

fsck.minix performs a consistency check for the Linux MINIX filesystem.

hwclock

hwclock queries and sets the hardware clock (Also called the RTC or BIOS clock).

kbdrate

kbdrate resets the keyboard repeat rate and delay time.

losetup

losetup sets up and controls loop devices.

mkfs

mkfs builds a Linux filesystem on a device, usually a harddisk partition.

mkfs.bfs

mkfs.bfs creates a SCO bfs file system on a device, usually a harddisk partition.

mkfs.minix

mkfs.minix creates a Linux MINIX filesystem on a device, usually a harddisk partition.

mkswap

mkswap sets up a Linux swap area on a device or in a file.

sfdisk

sfdisk is a disk partition table manipulator.

swapoff

swapoff disables devices and files for paging an swapping.

swapon

swapon enables devices and files for paging and swapping.

cal

cal displays a simple calender.

chkdupexe

chkdupexe finds duplicate executables.

col

col filters reverse line feeds from input.

colcrt

colcrt filters nroff output for CRT previewing.

colrm

colrm removes columns from a file.

column

column columnates lists.

cytune

cytune queries and modifies the interruption threshold for the Cyclades driver.

---

ddate

ddate converts Gregorian dates to Discordian dates.

---

fdformat

fdformat low−level formats a floppy disk.

---

getopt

getops parses command options the same way as the getopt C command.

---

hexdump

hexdump displays specified files, or standard input, in a user specified format (ascii, decimal, hexadecimal, octal).

---

ipcrm

ipcrm removes a specified resource.

---

ipcs

ipcs provides information on ipc facilities.

---

logger

logger makes entries in the system log.

---

look

look displays lines beginning with a given string.

---

mcookie

mcookie generates magic cookies for xauth.

---

namei

namei follows a pathname until a terminal point is found.

---

rename

rename renames files.

---

renice

renice alters priority of running processes.

---

rev

rev reverses lines of a file.

---

script

script makes typescript of terminal session.

---

setfdprm

setfdprm sets user−provides floppy disk parameters.

---

setsid

setsid runs programs in a new session.

---

setterm

setterm sets terminal attributes.

---

ul

ul reads a file and translates occurences of underscores to the sequence which indicates underlining for the terminal in use.

---

whereis

whereis locates a binary, source and manual page for a command.

---

write

write sends a message to another user.

---

ramsize

ramsize queries and sets RAM disk size.

---

rdev

rdev queries and sets image root device, swap device, RAM disk size, or video mode.

---

readprofile

readprofile reads kernel profiling information.

---

rootflags

rootflags queries and sets extra information used when mounting root.

---

swapdev

swapdev queries and sets swap device.

---

tunelp

tunelp sets various paramters for the lp device.

---

vidmode

vidmode queries and sets the video mode.

Removing old NSS library files

If you have copied the NSS Library files from your normal Linux system to the LFS system (because your normal system runs glibc–2.0) it's time to remove them now by running:

```
rm /lib/libnss*.so.1 /lib/libnss*2.0*
```

Configuring essential software

Now that all software is installed, all that we need to do to get a few programs running properly is to create their configuration files.

Configuring Vim

By default Vim runs in vi compatible mode. Some people might like this, but I have a high preference to run vim in vim mode (else I wouldn't have included Vim in this book but the original Vi). Create the `/root/.vimrc` by running the following:

```
cat > /root/.vimrc << "EOF"
" Begin /root/.vimrc

set nocompatible
set bs=2

" End /root/.vimrc
EOF
```

Configuring Glibc

We need to create the /etc/nsswitch.conf file. Although glibc should provide defaults when this file is missing or corrupt, it's defaults don't work work well with networking which will be dealt with in a later chapter. Also, our timezone needs to be setup.

Create a new file `/etc/nsswitch.conf` by running the following:

```
cat > /etc/nsswitch.conf << "EOF"
# Begin /etc/nsswitch.conf

passwd: files
group: files
shadow: files

publickey: files

hosts: files dns
networks: files

protocols: db files
```

services: db files
ethers: db files
rpc: db files

netgroup: db files

End /etc/nsswitch.conf
EOF

Run the **tzselect** script and answer the questions regarding your timezone. When you're done, the script will give you the location of the timezone file you need.

Create the `/etc/localtime` symlink by running:

```
cd /etc &&
rm localtime &&
ln -s ../usr/share/zoneinfo/<tzselect's output>  localtime
```

tzselect's output can be something like *EST5EDT* or *Canada/Eastern*.

The symlink you would create with that information would be:

```
ln -s ../usr/share/zoneinfo/EST5EDT localtime
```

Or:

```
ln -s ../usr/share/zoneinfo/Canada/Eastern localtime
```

Configuring Dynamic Loader

By default the dynamic loader searches a few default paths for dynamic libraries, so there normally isn't a need for the `/etc/ld.so.conf` file unless you have extra directories in which you want the system to search for paths. The `/usr/local/lib` directory isn't searched through for dynamic libraries by default, so we want to add this path so when you install software you won't be suprised by them not running for some reason.

Create a new file `/etc/ld.so.conf` by running the following:

```
cat > /etc/ld.so.conf << "EOF"
# Begin /etc/ld.so.conf

/lib
/usr/lib
/usr/local/lib

# End /etc/ld.so.conf
EOF
```

Although it's not necessary to add the `/lib` and `/usr/lib` directories it doesn't hurt. This way you see right away what's being searched and don't have to remeber the default search paths if you don't want to.

Configuring Lilo

We're not going to create lilo's configuration file from scratch, but we'll use the file from your normal Linux system. This file is different on every machine and thus I can't create it here. Since you would want to have the same options regarding lilo as you have when you're using your normal Linux system you would create the file exactly as it is on the normal system.

Copy the Lilo configuration file and kernel images that Lilo uses by running the following commands from a shell on your normal Linux system. Don't execute these commands from your chroot'ed shell.

```
cp /etc/lilo.conf $LFS/etc
cp /boot/<kernel images> $LFS/boot
```

Before you can execute the second command you need to know the names of the kernel images. You can't just copy all files from the /boot directory. The /etc/lilo.conf file contains the names of the kernel images you're using. Open the file and look for lines like this:

```
image=/boot/vmlinuz
```

Look for all *image* variables and their values represent the name and location of the image files. These files will usually be in /boot but they might be in other directories as well, depending on your distribution's conventions.

Configuring Sysklogd

Create a new file `/etc/syslog.conf` by running the following:

```
cat > /etc/syslog.conf << "EOF"
# Begin /etc/syslog.conf

auth,authpriv.* –/var/log/auth.log
*.*;auth,authpriv.none –/var/log/sys.log
daemon.* –/var/log/daemon.log
kern.* –/var/log/kern.log
mail.* –/var/log/mail.log
user.* –/var/log/user.log
*.emerg *

# End /etc/syslog.conf
EOF
```

Configuring Shadow Password Suite

This package contains the utilities to modify user's passwords, add new users/groups, delete users/groups and more. I'm not going to explain to you what 'password shadowing' means. You can read all about that in the doc/HOWTO file within the unpacked shadow password suite's source tree. There's one thing you should keep in mind, if you decide to use shadow support, that programs that need to verify passwords (examples are xdm, ftp daemons, pop3 daemons, etc) need to be 'shadow–compliant', eg. they need to be able to work with shadow'ed passwords.

Shadow'ed passwords are not enabled by default. Simply installing the shadow password suite does not enable shadow'ed passwords.

Now is a very good moment to read chapter 5 of the doc/HOWTO file. You can read how you can enable shadow'ed passwords, how to test whether shadowing works and if not, how to disable it again.

The documentation mentions something about the creation of npasswd and nshadow after you run pwconv. This is an error in the documentation. Those two files will be be created. After you run pwconv, /etc/passwd will no longer contain the passwords and /etc/shadow will. You don't need to rename the npasswd and nshadow files yourself.

Configuring Sysvinit

Create a new file `/etc/inittab` by running the following:

```
cat > /etc/inittab << "EOF"
# Begin /etc/inittab

id:3:initdefault:

si::sysinit:/etc/init.d/rcS

l0:0:wait:/etc/init.d/rc 0
l1:S1:wait:/etc/init.d/rc 1
l2:2:wait:/etc/init.d/rc 2
l3:3:wait:/etc/init.d/rc 3
l4:4:wait:/etc/init.d/rc 4
l5:5:wait:/etc/init.d/rc 5
l6:6:wait:/etc/init.d/rc 6

ca:12345:ctrlaltdel:/sbin/shutdown -t1 -a -r now

su:S016:respawn:/sbin/sulogin

1:2345:respawn:/sbin/agetty tty1 9600
2:2345:respawn:/sbin/agetty tty2 9600
3:2345:respawn:/sbin/agetty tty3 9600
4:2345:respawn:/sbin/agetty tty4 9600
5:2345:respawn:/sbin/agetty tty5 9600
6:2345:respawn:/sbin/agetty tty6 9600

# End /etc/inittab
EOF
```

Creating the /var/run/utmp, /var/log/wtmp and /var/log/btmp files

Programs like login, shutdown, uptime and others want to read from and write to the /var/run/utmp /var/log/btmp and /var/log/wtmp. These files contain information about who is currently logged in. It also contains information on when the computer was last booted and shutdown and a record of the bad login attemps.

Create these files with their proper permissions by running the following commands:

```
touch /var/run/utmp /var/log/wtmp /var/log/btmp
/var/log/lastlog &&
chmod 644 /var/run/utmp /var/log/wtmp /var/log/btmp
/var/log/lastlog
```

Creating root password

Choose a password for user root and create it by running the following command:

```
passwd root
```

Chapter 7. Creating system boot scripts

Introduction

This chapter will create the necessary scripts that are run at boottime. These scripts perform tasks such as remounting the root file system mounted read−only by the kernel into read−write mode, activiating the swap partition(s), running a check on the root file system to make sure it's intact and starting the daemons that the system uses.

How does the booting process with these scripts work?

Linux uses a special booting facility named SysVinit. It's based on a concept of *runlevels*. It can be widely different from one system to another, so don't assume that because things worked in <insert distro name> they should work like that in LFS too. LFS has it's own way of doing things, but it respects generally accepted standards.

SysVinit (which we'll call *init* from now on) works using a runlevels scheme. There are 7 (from 0 to 6) runlevels (actually there are runlevels but they are for special cases and generally not used. Read the init man page for those details), and each one of those corresponds to the things you want your computer to do when it starts up. The default runlevel is 3. Here are the descriptions of the different runlevels as they are often implemented:

0: halt the computer
1: single−user mode
2: multi−user mode without networking
3: multi−user mode with networking
4: reserved for customization, otherwise does the same as 3
5: same as 4, it is usually used for GUI login (like X's xdm or KDE's kdm)
6: reboot the computer

The command used to change runlevels is **`init <runlevel>`** where <runlevel> is the target runlevel. For example, to reboot the computer, you'd issue the init 6 command. The reboot command is just an alias, as is the halt command an alias to init 0.

The /etc/init.d/rcS script is run at every startup of the computer, before any runlevel is executed and runs the scripts listed in /etc/rcS.d

There are a number of directories under /etc that look like like rc?.d where ? is the number of the runlevel and rcS.d. Take a look at one of them (after you finish this chapter that is, right now there's nothing there yet). There are a number of symbolic links. Some begin with an K, the others begin with an S, and all of them have three numbers following the initial letter. The K means to stop (kill) a service, and the S means to start a service. The numbers determine the order in which the scripts are run, from 000 to 999; the lower the number the sooner it gets executed. When init switches to another runlevel, the appropriate services get killed and others get started.

The real scripts are in /etc/init.d. They do all the work, and the symlinks all point to them. You'll note that killing links and starting links point to the same script in /etc/init.d. That's because the scripts can be called with different parameters like start, stop, restart, reload, status. When a K link is encountered, the appropriate script is run with the stop argument. When a S link is encountered, the appropriate script is run with the start argument.

These are descriptions of what the arguments make the scripts do:

- *start*: The service is started.
-

stop: The service is stopped.

- *restart*: The service is stopped and then started again.

- *reload*: The configuration of the service is updated. Use this after you have modified the configuration file of a service, when you don't need/want to restart the service.

- *status*: Tells you if the service is running and with which PID's.

Feel free to modify the way the boot process works (after all it's your LFS system, not ours). The files here are just an example of how you can do it in a nice way (well what we consider nice anyway. You may hate it).

Creating directories

We need to start by creating a few extra directories that are used by the boot scripts. Create these directories by running:

```
cd /etc &&
mkdir sysconfig rc0.d rc1.d rc2.d rc3.d &&
mkdir rc4.d rc5.d rc6.d init.d rcS.d &&
cd init.d
```

Creating the rc script

The first main bootscript is the `/etc/init.d/rc` script. Create a new file `/etc/init.d/rc` containing the following:

```
cat > rc << "EOF"
#!/bin/sh
# Begin /etc/init.d/rc
#
# By Jason Pearce  – jason.pearce@linux.org
# Modified by Gerard Beekmans – gerard@linuxfromscratch.org
# print_error_msg based on ideas by Simon Perreault – nomis80@yahoo.com

#
# Include the functions declared in the /etc/init.d/functions file
#

source /etc/init.d/functions

#
# The print_error_msg function prints an error message when an unforseen
# error occured that wasn't trapped for some reason by a evaluate_retval
# call or error checking in different ways.

print_error_msg()
{

        echo
        $FAILURE
        echo –n "You should not read this error message. It means "
        echo "that an unforseen error "
        echo –n "took place and subscript $i exited with "
        echo "a return value "
        echo –n "of $error_value for an unknown reason. If you're able "
        echo "to trace this error down "
        echo –n "to a bug in one of the files provided by this book, "
        echo "please be so kind to "
        echo –n "inform us at lfs–discuss@linuxfromscratch.org"
        $NORMAL
        echo
        echo
        echo "Press a key to continue..."
        read
}

#
# If you uncomment the debug variable below none of the scripts will be
# executed, just the script name and parameters will be echo'ed to the
```

```
# screen so you can see how the scripts are called by rc.
#

# Un−comment the following for debugging.
# debug=echo

#
# Start script or program.
#
startup() {

$debug $*

}

#
# Ignore CTRL−C only in this shell, so we can interrupt subprocesses.
#

trap ":" INT QUIT TSTP

#
# Now find out what the current and what the previous runlevel are. The
# $RUNLEVEL variable is set by init for all it's children. This script
# runs as a child of init.
#

runlevel=$RUNLEVEL

#
# Get first argument. Set new runlevel to this argument. If no runlevel
# was passed to this script we won't change runlevels.
#

[ "$1" != "" ] && runlevel=$1
if [ "$runlevel" = "" ]
then
        echo "Usage: $0 <runlevel>" >&2
        exit 1
fi

#
# The same goes for $PREVLEVEL (see above for $RUNLEVEL). previous will
# be set to the previous run level. If $PREVLEVEL is not set it means
# that there is no previous runlevel and we'll set previous to N.
#

previous=$PREVLEVEL
[ "$previous" = "" ] && previous=N

export runlevel previous
```

```
#
# Is there an rc directory for the new runlevel?
#

if [ –d /etc/rc$runlevel.d ]

then

#
# If so, first collect all the K* scripts in the new run level.
#

        if [ $previous != N ]
        then
                for i in /etc/rc$runlevel.d/K*
                do
                [ ! –f $i ] && continue

#
# the suffix variable will contain the script name without the leading
# Kxxx
#

                        suffix=${i#/etc/rc$runlevel.d/K[0–9][0–9][0–9]}
#
# If there is a start script for this K script in the previous runlevel
# determine what it's full path is
#
            previous_start=/etc/rc$previous.d/S[0–9][0–9][0–9]$suffix
#
# If there was no previous run level it could be that something was
# started in rcS.d (sysinit level) so we'll determine the path for that
# possibility as well.
#

                        sysinit_start=/etc/rcS.d/S[0–9][0–9][0–9]$suffix

#
# Stop the service if there is a start script in the previous run level
# or in the sysinit level. If previous_start or sysinit_start do not
# exist the 'continue' command is run which causes the script to abort
# this iteration of the for loop and continue with the next iteration.
# This boils down to that it won't run the commands after the next two
# lines and start over from the top of this for loop. See man bash for
# more info on this.
#

                        [ ! –f $previous_start ] &&
                        [ ! –f $sysinit_start ] && continue
```

```
#
# If we found previous_start or sysinit_start, run the K script
#

                        startup $i stop
                        error_value=$?
#
# If the return value of the script is not 0, something went wrong with
# error checking inside the script. the print_error_msg function will be
# called and the message plus the return value of the K script will be
# printed to the screen

#

                        if [ $error_value != 0 ]
                        then
                                print_error_msg
                        fi

                done
        fi

#
# Now run the START scripts for this runlevel.
#

        for i in /etc/rc$runlevel.d/S*
        do
                [ ! -f $i ] && continue

                if [ $previous != N ]
        then
#
# Find start script in previous runlevel and stop script in this
# runlevel.
#

                        suffix=${i#/etc/rc$runlevel.d/S[0-9][0-9][0-9]}
                        stop=/etc/rc$runlevel.d/K[0-9][0-9][0-9]$suffix
                previous_start=/etc/rc$previous.d/S[0-9][0-9][0-9]$suffix
#
# If there is a start script in the previous level and no stop script in
# this level, we don't have to re-start the service; abort this
# iteration and start the next one.
#

                        [ -f $previous_start ] && [ ! -f $stop ] &&
                        continue
                fi

                case "$runlevel" in
```

```
            0|6)

#
# levels 0 and 6 are halt and reboot levels. We don't really start
# anything here so we call with the 'stop' parameter
#

                startup $i stop
                error_value=$?
#
# If the return value of the script is not 0, something went wrong with
# error checking inside the script. the print_error_msg function will be
# called and the message plus the return value of the K script will be
# printed to the screen
#

                if [ $error_value != 0 ]
                then
                    print_error_msg
                fi
                ;;
            *)
                startup $i start
                error_value=$?
#
# If the return value of the script is not 0, something went wrong with
# error checking inside the script. the print_error_msg function will be
# called and the message plus the return value of the K script will be
# printed to the screen
#

                if [ $error_value != 0 ]
                then
                    print_error_msg
                fi
                ;;
        esac
    done
fi

# End /etc/init.d/rc
EOF
```

Creating the rcS script

The second main bootscript is the `rcS` script. Create a new file `/etc/init.d/rcS` containing the following:

```
cat > rcS << "EOF"
#!/bin/sh
# Begin /etc/init.d/rcS

#
# See the rc script for the extensive comments on the constructions
# used here
#

runlevel=S
prevlevel=N
umask 022
export runlevel prevlevel

trap ":" INT QUIT TSTP

#
# Collect all the S scripts in /etc/rcS.d and execute them in the same
#

for i in /etc/rcS.d/S??*
do
        [ ! -f  "$i" ] && continue;
                $i start
done

# End /etc/init.d/rcS
EOF
```

Creating the functions script

Create a new file `/etc/init.d/functions` containing the following:

```
cat > functions << "EOF"
#!/bin/sh
# Begin /etc/init.d/functions

#
# Set a few variables that influence the text that's printed on the
# screen. The SET_COL variable starts the text in column number 70 (as
# defined by the COL variable). NORMAL prints text in normal mode.
# SUCCESS prints text in a green colour and FAILURE prints text in a red
# colour
#

COL=70
SET_COL="echo –en \\033[${COL}G"
NORMAL="echo –en \\033[0;39m"
SUCCESS="echo –en \\033[1;32m"
FAILURE="echo –en \\033[1;31m"

#
# The evaluate_retval function evaluates the return value of the process
# that was run just before this function was called. If the return value
# was 0, indicating success, the print_status function is called with
# the 'success' parameter. Otherwise the print_status function is called
# with the failure parameter.
#

evaluate_retval()
{
        if [ $? = 0 ]
        then
                print_status success
        else
                print_status failure
        fi
}

#
# The print_status prints [  OK  ] or [FAILED] to the screen. OK appears
# in the colour defined by the SUCCESS variable and FAILED appears in
# the colour defined by the FAILURE variable. Both are printed starting
# in the colomn defined by the COL variable.
#

print_status()
```

```
{

#
# If no parameters are given to the print_status function, print usage
# information.
#

        if [ $# = 0 ]
        then
                echo "Usage: print_status {success|failure}"
                return 1
        fi

        case "$1" in
                success)
                        $SET_COL
                        echo -n "[  "
                        $SUCCESS
                        echo -n "OK"
                        $NORMAL
                        echo "  ]"
                        ;;
                failure)
                        $SET_COL
                        echo -n "["
                        $FAILURE
                        echo -n "FAILED"
                        $NORMAL
                        echo "]"
                        ;;
        esac

}

#
# The loadproc function starts a process (often a daemon) with
# proper error checking
#

loadproc()
{

#
# If no parameters are given to the print_status function, print usage
# information.
#

        if [ $# = 0 ]
        then
                echo "Usage: loadproc {program}"
                exit 1
```

```
        fi
#
# Find the basename of the first parameter (the daemon's name without
# the path
# that was provided so /usr/sbin/syslogd becomes plain 'syslogd' after
# basename ran)
#

        base=$(/usr/bin/basename $1)
#
# the pidlist variable will contains the output of the pidof command.
# pidof will try to find the PID's that belong to a certain string;
# $base in this case
#

        pidlist=$(/bin/pidof −o $$ −o $PPID −o %PPID −x $base)

        pid=""

        for apid in $pidlist
        do
                if [ −d /proc/$apid ]
                then
                        pid="$pid $apid"
                fi
        done
#
# If the $pid variable contains anything (from the previous for loop) it
# means the daemon is already running
#

        if [ ! −n "$pid" ]
        then
#
# Empty $pid variable means it's not running, so we run $* (all
# parameters giving to this function from the script) and then check the
# return value
#
                $*
                evaluate_retval
        else
#
# The variable $pid was not empty, meaning it was already running. We
# print [FAILED] now
#
                print_status failure
        fi

}

#
```

```
# The killproc function kills a process with proper error checking
#

killproc()
{

#
# If no parameters are given to the print_status function, print usage
# information.
#

        if [ $# = 0 ]
        then
                echo "Usage: killproc {program} [signal]"
                exit 1
        fi

#
# Find the basename of the first parameter (the daemon's name without
# the path
# that was provided so /usr/sbin/syslogd becomes plain 'syslogd' after
# basename ran)
#

        base=$(/usr/bin/basename $1)

#
# Check if we gave a signal to kill the process with (like -HUP, -TERM,
# -KILL, etc) to this function (the second parameter). If no second
# parameter was provided set the nolevel variable. Else set the
# killlevel variable to the value of $2 (the second parameter)
#

        if [ "$2" != "" ]
        then
                killlevel=-$2
        else
                nolevel=1
        fi

#
# the pidlist variable will contains the output of the pidof command.
# pidof will try to find the PID's that belong to a certain string;
# $base in this case
#

        pidlist=$(/bin/pidof -o $$ -o $PPID -o %PPID -x $base)

        pid=""

        for apid in $pidlist
```

```
        do
                if [ -d /proc/$apid ]
                then
                        pid="$pid $apid"
                fi
        done

#
# If $pid contains something from the previous for loop it means one or
# more PID's were found that belongs to the processes to be killed
#
        if [ -n "$pid" ]
        then
#
# If no kill level was specified we'll try -TERM first and then sleep
# for 2 seconds to allow the kill to be completed
#
                if [ "$nolevel" = 1 ]
                then
                        /bin/kill -TERM $pid
#
# If after -TERM the PID still exists we'll wait 2 seconds before
# trying to kill it with -KILL. If the PID still exist after that, wait
# two more seconds. If the PIDs still exist by then it's safe to assume
# that we cannot kill these PIDs.
#

                        if /bin/ps h $pid >/dev/null 2>&1
                        then
                                /usr/bin/sleep 2
                                if /bin/ps h $pid > /dev/null 2>&1
                                then
                                        /bin/kill -KILL $pid
                                        if /bin/ps h $pid > /dev/null 2>&1
                                        then
                                                /usr/bin/sleep 2
                                        fi
                                fi
                        fi
                        /bin/ps h $pid >/dev/null 2>&1
                        if [ $? = 0 ]
                        then
#
# If after the -KILL it still exists it can't be killed for some reason
# and we'll print [FAILED]
#
                                print_status failure
                        else
#
# It was killed, remove possible stale PID file in /var/run and
# print [  OK  ]
```

```
#
                                /bin/rm −f /var/run/$base.pid
                                print_status success
                        fi
                else
#
# A kill level was provided. Kill with the provided kill level and wait
# for 2 seconds to allow the kill to be completed
#
                        /bin/kill $killlevel $pid
                        if /bin/ps h $pid > /dev/null 2>&1
                        then
                                /usr/bin/sleep 2
                        fi
                        /bin/ps h $pid >/dev/null 2>&1
                        if [ $? = 0 ]
                        then
#
# If ps' return value is 0 it means it ran ok which indicates that the
# PID still exists. This means the process wasn't killed properly with
# the signal provided. Print [FAILED]
#
                                print_status failure
                        else
#
# If the return value was 1 or higher it means the PID didn't exist
# anymore which means it was killed successfully. Remove possible stale
# PID file and print [  OK  ]
#
                                /bin/rm −f /var/run/$base.pid
                                print_status success
                        fi
                fi
        else
#
# The PID didn't exist so we can't attempt to kill it. Print [FAILED]
#
                print_status failure
        fi
}

#
# The reloadproc functions sends a signal to a daemon telling it to
# reload it's configuration file. This is almost identical to the
# killproc function with the exception that it won't try to kill it with
# a −KILL signal (aka −9)
#

reloadproc()
{
```

```
#
# If no parameters are given to the print_status function, print usage
# information.
#

        if [ $# = 0 ]
        then
                echo "Usage: reloadproc {program} [signal]"
                exit 1
        fi

#
# Find the basename of the first parameter (the daemon's name without
# the path that was provided so /usr/sbin/syslogd becomes plain 'syslogd'
# after basename ran)
#

        base=$(/usr/bin/basename $1)

#
# Check if we gave a signal to send to the process (like −HUP)
# to this function (the second parameter). If no second
# parameter was provided set the nolevel variable. Else set the
# killlevel variable to the value of $2 (the second parameter)
#


        if [ −n "$2" ]
        then
                killlevel=−$2
        else
                nolevel=1
        fi

#
# the pidlist variable will contains the output of the pidof command.
# pidof will try to find the PID's that belong to a certain string;
# $base in this case
#

        pidlist=$(/bin/pidof −o $$ −o $PPID −o %PPID −x $base)

        pid=""

        for apid in $pidlist
        do
                if [ −d /proc/$apid ]
                then
                        pid="$pid $apid"
                fi
        done
```

```
#
# If $pid contains something from the previous for loop it means one or
# more PID's were found that belongs to the processes to be reloaded
#

        if [ -n "$pid" ]
        then

#
# If nolevel was set we will use the default reload signal SIGHUP.
#

                if [ "$nolevel" = 1 ]
                then
                        /bin/kill -SIGHUP $pid
                        evaluate_retval
                else
#
# Else we will use the provided signal
#

                        /bin/kill $killlevel $pid
                        evaluate_retval
                fi
        else
#
# If $pid is empty no PID's have been found that belong to the process
# and print [FAILED]
#

                print_status failure
        fi
}

#
# The statusproc function will try to find out if a process is running
# or not
#

statusproc()
{

#
# If no parameters are given to the print_status function, print usage
# information.
#

        if [ $# = 0 ]
        then
                echo "Usage: status {program}"
```

```
                return 1
        fi

#
# $pid will contain a list of PID's that belong to a process
#

        pid=$(/bin/pidof -o $$ -o $PPID -o %PPID -x $1)
        if [ -n "$pid" ]
        then
#
# If $pid contains something, the process is running, print the contents
# of the $pid variable
#
                echo "$1 running with Process ID $pid"
                return 0
        fi

#
# If $pid doesn't contain it check if a PID file exists and inform the
# user about this stale file.
#

        if [ -f /var/run/$1.pid ]
        then
                pid=$(/usr/bin/head -1 /var/run/$1.pid)
                if [ -n "$pid" ]
                then
                        echo "$1 not running but /var/run/$1.pid exists"
                        return 1
                fi
        else
                echo "$1 is not running"
        fi

}

# End /etc/init.d/functions
EOF
```

Creating the checkfs script

Create a new file `/etc/init.d/checkfs` containing the following:

```
cat > checkfs << "EOF"
#!/bin/sh
# Begin /etc/init.d/checkfs

#
# Include the functions declared in the /etc/init.d/functions file
#

source /etc/init.d/functions

#
# Activate all the swap partitions declared in the /etc/fstab file
#

echo -n "Activating swap..."
/sbin/swapon -a
evaluate_retval

#
# If the /fastboot file exists we don't want to run the partition checks
#

if [ -f /fastboot ]
then
        echo "Fast boot, no file system check"
else

#
# Mount the root partition read-only (just in case the kernel mounts it
# read-write and we don't want to run fsck on a read-write mounted
# partition).
#

        /bin/mount -n -o remount,ro /
        if [ $? = 0 ]
        then

#
# If the /forcefsck file exists we want to force a partition check even
# if the partition was unmounted cleanly the last time
#

                if [ -f /forcefsck ]
                then
```

```
                echo −n "/forcefsck exists, forcing "
                echo "file system check"
                force="−f"
        else
                force=""
        fi

#
# Check all the file systems mentioned in /etc/fstab that have the
# fs_passno value set to 1 or 2 (the 6th field. See man fstab for more
# info)
#

        echo "Checking file systems..."
        /sbin/fsck $force −a −A −C −T

#
# If something went wrong during the checks of one of the partitions,
# fsck will exit with a return value greater than 1. If this is
# the case we start sulogin so you can repair the damage manually
#

        if [ $? −gt 1 ]
        then
                $FAILURE
                echo
                echo −n "fsck failed. Please repair your file "
                echo "systems manually by running /sbin/fsck"
                echo "without the −a option"
                echo
                echo −n "Please note that the root file system "
                echo "is currently mounted in read−only mode."
                echo
                echo −n "I will start sulogin now. When you  "
                echo "logout I will reboot your system."
                echo
                $NORMAL
                /sbin/sulogin
                /sbin/reboot −f
        else
                print_status success
        fi

    else

#
# If the remount to read−only mode didn't work abort the fsck and print
# an error
#

        echo −n "Cannot check root file system because it "
```

```
                echo "could not be mounted in read-only mode."
        fi
fi

# End /etc/init.d/checkfs
EOF
```

Creating the halt script

Create a new file `/etc/init.d/halt` containing the following:

```
cat > halt << "EOF"
#!/bin/sh
# Begin /etc/init.d/halt

#
# Call halt. See man halt for the meaning of the parameters
#

/sbin/halt -d -f -i -p

# End /etc/init.d/halt
EOF
```

Creating the loadkeys script

You only need to create this script if you don't have a default 101 keys US keyboard layout. Create a new file `/etc/init.d/loadkeys` containing the following:

```
cat > loadkeys << "EOF"
#!/bin/sh
# Begin /etc/init.d/loadkeys

#
# Include the functions declared in the /etc/init.d/functions file
#

source /etc/init.d/functions

#
# Load the default keymap file
#

echo -n "Loading keymap..."
/usr/bin/loadkeys -d >/dev/null
evaluate_retval

# End /etc/init.d/loadkeys
EOF
```

Creating the mountfs script

Create a new file `/etc/init.d/mountfs` containing the following:

```
cat > mountfs << "EOF"
#!/bin/sh
# Begin /etc/init.d/mountfs

#
# Include the functions declared in the /etc/init.d/functions file
#

source /etc/init.d/functions

case "$1" in
  start)

     #
     # Remount the root partition in read−write mode. −n tells mount
     # not to
     # write to the /etc/mtab file (because it can't do this. The
     # root
     # partition is most likely still mounted in read−only mode
     #

     echo −n "Remounting root file system in read−write mode..."
     /bin/mount −n −o remount,rw /
     evaluate_retval

     #
     # First empty the /etc/mtab file. Then remount root partition
     # in read−write
     # mode again but pass −f to mount. This way mount does
     # everything
     # except the mount itself. This is needed for it to write to the
     # mtab
     # file which contains a list of currently mounted file systems.
     #

     echo > /etc/mtab
     /bin/mount −f −o remount,rw /

     #
     # Remove the possible /fastboot and /forcefsck files. they are
     # only
     # supposed to be used during the next reboot's checkfs wich just
     # happened. If you want to fastboot or forcefsck again you'll
     # have to
```

```
        # recreate the files
        #

        /bin/rm −f /fastboot /forcefsck

        #
        # Walk through /etc/fstab and mount all file systems that don't
        # have the noauto option set in the fs_mntops field (the 4th
        # field.
        # See man fstab for more info)
        #

        echo −n "Mounting other file systems..."
        /bin/mount −a
        evaluate_retval
        ;;

    stop)

        #
        # Deactive all the swap partitions
        #

        echo −n "Deactivating swap..."
        /sbin/swapoff −a
        evaluate_retval

        #
        # And unmount all the file systems, mounting the root file
        # system
        # read−only (all are unmounted but because root can't be
        # unmounted
        # at this point mount will automatically mount it read−only
        # which
        # is what supposed to happen. This way no data can be written
        # anymore from disk)
        #

        echo −n "Unmounting file systems..."
        /bin/umount −a −r
        evaluate_retval
        ;;

    *)
        echo "Usage: $0 {start|stop}"
        exit 1
    ;;
esac

# End /etc/init.d/mountfs
EOF
```

Creating the reboot script

Create a new file `/etc/init.d/reboot` containing the following:

```
cat > reboot << "EOF"
#!/bin/sh
# Begin /etc/init.d/reboot

#
# Call reboot. See man halt for the meaning of the parameters
#


echo "System reboot in progress..."

/sbin/reboot –d –f –i

# End /etc/init.d/reboot
EOF
```

Creating the sendsignals script

Create a new file `/etc/init.d/sendsignals` containing the following:

```
cat > sendsignals << "EOF"
#!/bin/sh
# Begin /etc/init.d/sendsignals

#
# Include the functions declared in the /etc/init.d/functions file
#

source /etc/init.d/functions

#
# Send all the remaining processes the TERM signal
#

echo –n "Sending all processes the TERM signal..."
/sbin/killall5 –15
evaluate_retval

#
# Send all the remaining process (after sending them the TERM signal
# before) the KILL signal.
#

echo –n "Sending all processes the KILL signal..."
/sbin/killall5 –9
evaluate_retval

# End /etc/init.d/sendsignals
EOF
```

Creating the setclock script

The following script is only for real use when your hardware clock (also known as BIOS or CMOS clock) isn't set to GMT time. The recommended setup is setting your hardware clock to GMT and have the time converted to localtime using the /etc/localtime symbolic link. But if you run an OS that doesn't understand a clock set to GMT (most notable are Microsoft OS'es) you might want to set your clock to localtime so that the time is properly displayed on those OS'es. This script will reset the kernel time to the hardware clock without converting the time using the /etc/localtime symlink.

If you want to use this script on your system even if you have your hardware clock set to GMT, then change the UTC variable below to the value of *1*.

```
cat > setclock << "EOF"
#!/bin/sh
# Begin /etc/init.d/setclock

#
# Include the functions declared in the /etc/init.d/functions file
# and include the variables from the /etc/sysconfig/clock file
#

source /etc/init.d/functions
source /etc/sysconfig/clock

#
# Right now we want to set the kernel clock according to the hardware
# clock, so we use the −hctosys parameter.
#

CLOCKPARAMS="−−hctosys"

#
# If the UTC variable is set in the /etc/sysconfig/clock file, add the
# −u parameter as well which tells hwclock that the hardware clock is
# set to UTC time instead of local time.
#

case "$UTC" in
        yes|true|1)
                CLOCKPARAMS="$CLOCKPARAMS −u"
                ;;
esac

echo −n "Setting clock..."
/sbin/hwclock $CLOCKPARAMS
evaluate_retval

# End /etc/init.d/setclock
```

EOF

Creating the /etc/sysconfig/clock file

Create a new file `/etc/sysconfig/clock` by running the following:

```
cat > /etc/sysconfig/clock << "EOF"
# Begin /etc/sysconfig/clock

UTC=1

# End /etc/sysconfig/clock
EOF
```

If your hardware clock (also known as BIOS or CMOS clock) is not set to GMT time, than set the UTC variable in the /etc/sysconfig/clock file to the value *0* (zero).

Creating the sysklogd script

Create a new file `/etc/init.d/sysklogd` containing the following:

```
cat > sysklogd << "EOF"
#!/bin/sh
# Begin /etc/init.d/sysklogd

#
# Include the functions declared in the /etc/init.d/functions file
#

source /etc/init.d/functions

case "$1" in
        start)
                echo −n "Starting system log daemon..."
                loadproc /usr/sbin/syslogd −m 0

                echo −n "Starting kernel log daemon..."
                loadproc /usr/sbin/klogd
                ;;

        stop)
                echo −n "Stopping kernel log daemon..."
                killproc klogd

                echo −n "Stopping system log daemon..."
                killproc syslogd
                ;;

        reload)
        echo −n "Reloading system log daemon configuration file..."
                reloadproc syslogd 1
                ;;

        restart)
                $0 stop
                /usr/bin/sleep 1
                $0 start
                ;;

        status)
                statusproc /usr/sbin/syslogd
                statusproc /usr/sbin/klogd
                ;;

        *)
```

```
        echo "Usage: $0 {start|stop|reload|restart|status}"
        exit 1
    ;;

esac

# End /etc/init.d/sysklogd
EOF
```

Creating the template script

Create a new file `/etc/init.d/template` containing the following:

```
cat > template << "EOF"
#!/bin/sh
# Begin /etc/init.d/

#
# Include the functions declared in the /etc/init.d/functions file
#

source /etc/init.d/functions

case "$1" in
        start)
                echo −n "Starting ..."
                loadproc
                ;;

        stop)
                echo −n "Stopping ..."
                killproc
                ;;

        reload)
                echo −n "Reloading ..."
                reloadproc
                ;;

        restart)
                $0 stop
                /usr/bin/sleep 1
                $0 start
                ;;

        status)
                statusproc
                ;;

        *)
                echo "Usage: $0 {start|stop|reload|restart|status}"
                exit 1
        ;;

esac

# End /etc/init.d/
```

```
EOF
```

Setting up symlinks and permissions

Give these files the proper permissions and create the necessary symlinks by running the following commands. If you did not create the loadkeys and setclock scripts, make sure you don't type them in the commands below.

```
cd /etc/init.d &&
chmod 754 rc rcS functions checkfs halt loadkeys mountfs
reboot &&
chmod 754 sendsignals setclock sysklogd template  &&
cd ../rc0.d &&
ln -s ../init.d/sysklogd K900sysklogd &&
ln -s ../init.d/sendsignals S800sendsignals &&
ln -s ../init.d/mountfs S900mountfs &&
ln -s ../init.d/halt S999halt &&
cd ../rc6.d &&
ln -s ../init.d/sysklogd K900sysklogd &&
ln -s ../init.d/sendsignals S800sendsignals &&
ln -s ../init.d/mountfs S900mountfs &&
ln -s ../init.d/reboot S999reboot &&
cd ../rcS.d &&
ln -s ../init.d/checkfs S200checkfs &&
ln -s ../init.d/mountfs S300mountfs &&
ln -s ../init.d/setclock S400setclock &&
ln -s ../init.d/loadkeys S500loadkeys &&
cd ../rc1.d &&
ln -s ../init.d/sysklogd K900sysklogd &&
cd ../rc2.d &&
ln -s ../init.d/sysklogd S100sysklogd &&
cd ../rc3.d &&
ln -s ../init.d/sysklogd S100sysklogd &&
cd ../rc4.d &&
ln -s ../init.d/sysklogd S100sysklogd &&
cd ../rc5.d &&
ln -s ../init.d/sysklogd S100sysklogd
```

Creating the /etc/fstab file

In order for certain programs to be able to determine where certain partitions are supposed to be mounted by default, the /etc/fstab file is used. Create a new file `/etc/fstab` containing the following:

```
cat > /etc/fstab << "EOF"
# Begin /etc/fstab

/dev/<LFS−partition designation> / <fs−type> defaults 1 1
/dev/<swap−partition designation> swap swap defaults 0 0
proc /proc proc defaults 0 0

# End /etc/fstab
EOF
```

Replace <LFS−partition designation>, <swap−partition designation> and <fs−type> with the appropriate values (/dev/hda2, /dev/hda5 and reiserfs for example).

Chapter 8. Making the LFS system bootable

Introduction

This chapter will make LFS bootable. This chapter deals with building a new kernel for our new LFS system and adding the proper entries to LILO so that you can select to boot the LFS system at the LILO: prompt.

Installing a kernel

A kernel is the heart of a Linux system. We could use the kernel image from our normal system, but we might as well compile a new kernel from the most recent kernel sources available.

Building the kernel involves a few steps: configuring it and compiling it. There are a few ways to configure the kernel. If you don't like the way this book does it, read the `README` file and find out what your other options are. Run the following commands to build the kernel:

```
cd /usr/src/linux &&
make mrproper &&
make menuconfig &&
make dep &&
make bzImage &&
make modules &&
make modules_install &&
cp arch/i386/boot/bzImage /boot/lfskernel &&
cp System.map /boot
```

Adding an entry to LILO

In order to being able to boot from this partition, we need to update our /etc/lilo.conf file. Add the following lines to lilo.conf by running:

```
cat >> /etc/lilo.conf << "EOF"
image=/boot/lfskernel
        label=lfs
        root=<partition>
        read-only
EOF
```

<partition> must be replaced by your partition's designation (which would be /dev/hda5 in my case).

Now update the boot loader by running:

```
/sbin/lilo
```

Rebooting the system

Now that all software has been installed, bootscripts have been created, it's time for you to reboot your computer. Shutdown your system with shutdown –r now and reboot into LFS. After the reboot you will have a normal login prompt like you have on your normal Linux system (unless you use XDM or some sort of other Display Manger (like KDM – KDE's version of XDM).

One thing remains to be done and that's setting up networking. After you rebooted and finished the next chapter of this book your LFS system is ready for use and you can do with it whatever you want.

Chapter 9. Setting up basic networking

Introduction

This chapter will setup basic networking. Although you might not be connected to a network, Linux software uses network functions anyway. We'll be installing at least the local loopback device and a network card as well if applicable. Also the proper bootscripts will be created so that networking will be enabled during boot time.

Installing network software

Installing Netkit−base

Install Netkit−base by running the following commands:

```
./configure &&
make &&
make install &&
cd etc.sample &&
cp services protocols /etc
```

There are other files in the `etc.sample` directory which might be of interest to you.

Installing Net−tools

Edit the `Makefile` file and edit the CFLAGS variable if you want to add compiler optimzations.

Install Net−tools by running the following commands:

```
make &&
make install
```

Creating the /etc/init.d/localnet bootscript

Create a new file `/etc/init.d/localnet` containing the following:

```
cat > /etc/init.d/localnet << "EOF"
#!/bin/sh
# Begin /etc/init.d/localnet

#
# Include the functions declared in the /etc/init.d/functions file
# and include the variables from the /etc/sysconfig/network file.
#

source /etc/init.d/functions
source /etc/sysconfig/network

case "$1" in
        start)
                echo -n "Bringing up the loopback interface..."
                /sbin/ifconfig lo 127.0.0.1
                evaluate_retval

                echo -n "Setting up hostname..."
                /bin/hostname $HOSTNAME
                evaluate_retval
                ;;

        stop)
                echo -n "Bringing down the loopback interface..."
                /sbin/ifconfig lo down
                evaluate_retval
                ;;

        restart)
                $0 stop
                sleep 1
                $0 start
                ;;
        *)
                echo "Usage: $0: {start|stop|restart}"
                exit 1
                ;;
esac

# End /etc/init.d/localnet
EOF
```

Setting up permissions and symlink

Set the proper file permissions and create the necessary symlink by running the following commands:

```
cd /etc/init.d &&
chmod 754 localnet &&
cd ../rcS.d &&
ln -s ../init.d/localnet S100localnet
```

Creating the /etc/sysconfig/network file

Create a new file `/etc/sysconfig/network` and put the hostname in it by running:

```
echo "HOSTNAME=lfs" > /etc/sysconfig/network
```

Replace "lfs" by the name you wish to call your computer. Please not that you should not enter the FQDN (Fully Qualified Domain Name) here. That information will be put in the `/etc/hosts` file later.

Creating the /etc/hosts file

If you want to configure a network card, you have to decide on the IP−address, FQDN and possible aliases for use in the /etc/hosts file. An example is:

```
<my−IP> myhost.mydomain.org aliases
```

Make sure the IP−address is in the private network IP−address range. Valid ranges are:

```
Class Networks
A     10.0.0.0
B     172.16.0.0 through 172.31.0.0
C     192.168.0.0 through 192.168.255.0
```

A valid IP address could be 192.168.1.1. A valid FQDN for this IP could be www.linuxfromscratch.org

If you're not going to use a network card, you still need to come up with a FQDN. This is necessary for programs like Sendmail to operate correctly (in fact; Sendmail won't run when it can't determine the FQDN).

If you don't configure a network card, create a new file `/etc/hosts` by running:

```
cat > /etc/hosts << "EOF"
# Begin /etc/hosts (no network card version)

127.0.0.1 www.mydomain.com <value of HOSTNAME> localhost

# End /etc/hosts (no network card version)
EOF
```

If you do configure a network card, create a new file `/etc/hosts` containing:

```
cat > /etc/hosts << "EOF"
# Begin /etc/hosts (network card version)

127.0.0.1 localhost.localdomain localhost
192.168.1.1 www.mydomain.org <value of HOSTNAME>
```

```
# End /etc/hosts (network card version)
EOF
```

Of course, change the 192.168.1.1 and www.mydomain.org to your own liking (or requirements if you are assigned an IP−address by a network/system administrator and you plan on connecting this machine to that network).

Creating the /etc/init.d/ethnet script

This section only applies if you are going to configure a network card. If you're not, skip this section.

Create a new file `/etc/init.d/ethnet` containing the following:

```
cat > /etc/init.d/ethnet << "EOF"
#!/bin/sh
# Begin /etc/init.d/ethnet
#
# Main script by Gerard Beekmans - gerard@linuxfromscratch.org
# GATEWAY check by Jean-François Le Ray - jfleray@club-internet.fr
#

#
# Include the functions declared in the /etc/init.d/functions file
# and the variables from the /etc/sysconfig/network file.
#

source /etc/init.d/functions
source /etc/sysconfig/network

case "$1" in
        start)

#
# Obtain all the network card configuration files
#

        for interface in $(ls /etc/sysconfig/network-scripts/ifcfg* | \
            grep -v ifcfg-lo)
        do
#
# Load the variables from that file
#

            source $interface
#
# If the ONBOOT variable is set to yes, process this file and bring the
# interface down.
#

            if [ "$ONBOOT" == yes ]
            then
                echo -n "Bringing up the $DEVICE interface..."
                /sbin/ifconfig $DEVICE $IP broadcast $BROADCAST \
                    netmask $NETMASK
                evaluate_retval
```

```
        fi
    done

#
# If the /etc/sysconfig/network file contains a GATEWAY variable, set
# the gateway.

#

        if [ "$GATEWAY" != "" ]; then
            echo -n "Setting up routing for eth0 interface..."
            /sbin/route add default gw $GATEWAY metric 1
            evaluate_retval
        fi
            ;;

    stop)

#
# Obtain all the network card configuration files
#

    for interface in $(ls /etc/sysconfig/network-scripts/ifcfg* | \
        grep -v ifcfg-lo)
    do
#
# Load the variables from that file
#

        source $interface
#
# If the ONBOOT variable is set, process the file and bring the
# interface down
#

        if [ $ONBOOT == yes ]
        then
            echo -n "Bringing down the $DEVICE interface..."
            /sbin/ifconfig $DEVICE down
            evaluate_retval
        fi
    done
            ;;

    restart)
            $0 stop
            sleep 1
            $0 start
            ;;
    *)
            echo "Usage: $0 {start|stop|restart}"
```

```
            exit 1
            ;;
esac

# End /etc/init.d/ethnet
EOF
```

Adding default gateway to /etc/sysconfig/network

If you require a default gateway to be setup, run the following command:

```
cat >> /etc/sysconfig/network << "EOF"
GATEWAY=192.168.1.2
EOF
```

Change GATEWAY to match your network setup.

Creating NIC configuration files

Which interfaces are brought up and down by the ethnet script depends on the files in the /etc/sysconfig/network−scripts directory. This directory should contain files in the form of ifcfg−x where x is an identification number (or whatever you choose to name it).

First create the network−scripts directory by running:

```
mkdir /etc/sysconfig/network-scripts
```

Now, create new files in that directory containing the following. The following creates a sample file ifcfg−eth0:

```
cat > /etc/sysconfig/network-scripts/ifcfg-eth0  << EOF
ONBOOT=yes
DEVICE=eth0
IP=192.168.1.1
NETMASK=255.255.255.0
BROADCAST=192.168.1.255
```

```
EOF
```

Of course, change the values of those four variables in every file to match the proper setup. Usually NETMASK and BROADCAST will remain the same, just the DEVICE IP variables will change per network interface. If the ONBOOT variable is set to yes, the ethnet script will bring it up during boot up of the system. If set to anything else but yes it will be ignored by the ethnet script and thus not brought up.

Setting up permissions and symlink

Set the proper file permissions and create the necessary symlink by running the following commands:

```
cd /etc/init.d &&
chmod 754 ethnet &&
cd ../rc3.d &&
ln -s ../init.d/ethnet S200ethnet &&
cd ../rc4.d &&
ln -s ../init.d/ethnet S200ethnet &&
cd ../rc5.d &&
ln -s ../init.d/ethnet S200ethnet
```

Chapter 10. The End

The End

Well done! You have finished installing your LFS system. It may have been a long process but it was well worth it. We wish you a lot of fun with your new shiny custom built Linux system.

If you plan to ever upgrade to a newer LFS version in the future it will be a good idea to create the /etc/lfs−3.0−PRE1 file. By having this file it is very easy for you (and for us if you are going to ask for help with something at some point) to find out which LFS version you have installed on your system. This can just be a null−byte file by running **`touch /etc/lfs-3.0-PRE1`**.

Don't forget there are serveral LFS mailinglist you can subscribe to if you are in need of help, advice, etc. See Chapter 1 − Mailinglists for more information.

Again, we thank you for using the LFS Book and hope you found this book useful and worth your time.

III. Part III – Appendixes

Table of Contents

Appendix A. Package descriptions

Introduction

This appendix describes the following aspect of each and every package that is installed in this book:

- What every package contains
- What every program from a package does

The packages are listed in the same order as they are installed in chapter 5 (Intel system) or chapter 11 (PPC systems).

Most information about these packages (especially the descriptions of it) come from the man pages from those packages. I'm not going to print the entire man page, just the core elements to make you understand what a program does. If you want to know full details on a program, I suggest you start by reading the complete man page in addition to this appendix.

You will also find that certain packages are documented more in depth than others. The reason is that I just happen to know more about certain packages than I know about others. If you have anything to add on the following descriptions, please don't hesitate to email me. This list is going to contain an in depth description of every package installed, but I can't do this on my own. I have had help from various people but more help is needed.

Please note that currently only what a package does is described and not why you need to install it. That will be added later.

Glibc

Contents

The Glibc package contains the GNU C Library.

Description

The C Library is a collection of commonly used functions in programs. This way a programmer doens't need to create his own functions for every single task. The most common things like writing a string to your screen are already present and at the disposal of the programmer.

The C library (actually almost every library) come in two flavours: dynamic ones and static ones. In short when a program uses a static C library, the code from the C library will be copied into the executable file. When a program uses a dynamic library, that executable will not contain the code from the C library, but instead a routine that loads the functions from the library at the time the program is run. This means a significant decrease in the file size of a program. If you don't understand this concept, you better read the documentation that comes with the C Library as it is too complicated to explain here in one or two lines.

Linux kernel

Contents

The Linux kernel package contains the Linux kernel.

Description

The Linux kernel is at the core of every Linux system. It's what makes Linux tick. When you turn on your computer and boot a Linux system, the very first piece of Linux software that gets loaded is the kernel. The kernel initializes the system's hardware components such as serial ports, parallel ports, sound cards, network cards, IDE controllers, SCSI controllers and a lot more. In a nutshell the kernel makes the hardware available so that the software can run.

Ed

Contents

The Ed package contains the ed program.

Description

Ed is a line−oriented text editor. It is used to create, display, modify and otherwise manipulate text files.

Patch

Contents

The Patch package contains the patch program.

Description

The patch program modifies a file according to a patch file. A patch file usually is a list created by the diff program that contains instructions on how an original file needs to be modified. Patch is used a lot for source code patches since it saves time and space. Imagine you have a package that is 1MB in size. The next version of that package only has changes in two files of the first version. You can ship an entirely new package of 1MB or provide a patch file of 1KB which will update the first version to make it identical to the second version. So if you have downloaded the first version already, a patch file can save you a second large download.

GCC

Contents

The GCC package contains compilers, preprocessors and the GNU C++ Library.

Description

Compiler

A compiler translates source code in text format to a format that a computer understands. After a source code file is compiled into an object file, a linker will create an executable file from one or more of these compiler generated object files.

Pre−processor

A pre−processor pre−processes a source file, such as including the contents of header files into the source file. You generally don't do this yourself to save yourself a lot of time. You just insert a line like #include <filename>. The pre−processor file insert the contents of that file into the source file. That's one of the things a pre−processor does.

C++ Library

The C++ library is used by C++ programs. The C++ library contains functions that are frequently used in C++ programs. This way the programmer doesn't have to write certain functions (such as writing a string of text to the screen) from scratch every time he creates a program.

Bison

Contents

The Bison package contains the bison program.

Description

Bison is a parser generator, a replacement for YACC. YACC stands for Yet Another Compiler Compiler. What is Bison then? It is a program that generates a program that analyses the structure of a textfile. Instead of writing the actual program you specify how things should be connected and with those rules a program is constructed that analyses the textfile.

There are alot of examples where structure is needed and one of them is the calculator.

Given the string :

```
1 + 2 * 3
```

You can easily come to the result 7. Why ? Because of the structure. You know how to interpretet the string. The computer doesn't know that and Bison is a tool to help it understand by presenting the string in the following way to the compiler:

```
    +
   / \
  *   1
 / \
2   3
```

You start at the bottom of a tree and you come across the numbers 2 and 3 which are joined by the multiplication symbol, so the computers multiplies 2 and 3. The result of that multiplication is remembered and the next thing that the computer sees is the result of 2*3 and the number 1 which are joined by the add symbol. Adding 1 to the previous result makes 7. In calculating the most complex calculations can be broken down in this tree format and the computer just starts at the bottom and works it's way up to the top and comes with the correct answer. Of course, Bison isn't only used for calculators alone.

Mawk

Contents

The Mawk package contains the mawk program.

Description

mawk

Mawk is an interpreter for the AWK Programming Language. The AWK language is useful for manipulation of data files, text retrieval and processing, and for prototyping and experimenting with algorithms.

Findutils

Contents

The Findutils package contains the find, locate, updatedb and xargs programs.

Description

Find

The find program searches for files in a directory hierarchy which match a certain criteria. If no criteria is given, it lists all files in the current directory and it's subdirectories.

Locate

Locate scans a database which contain all files and directories on a filesystem. This program lists the files and directories in this database matching a certain criteria. If you're looking for a file this program will scan the database and tell you exactly where the files you requested are located. This only makes sense if your locate database is fairly up−to−date else it will provide you with out−of−date information.

Updatedb

The updatedb program updates the locate database. It scans the entire file system (including other file system that are currently mounted unless you specify it not to) and puts every directory and file it finds into the database that's used by the locate program which retrieves this information. It's a good practice to update this database once a day so that you are ensured of a database that is up−to−date.

Xargs

The xargs command applies a command to a list of files. If you need to perform the same command on multiple files, you can create a file that contains all these files (one per line) and use xargs to perform that command on the list.

Ncurses

Contents

The Ncurses package contains the ncurses, panel, menu and form libraries. It also contains the tic, infocmp, clear, tput, toe and tset programs.

Description

The libraries

The libraries that make up the Ncurses library are used to display text (often in a fancy way) on your screen. An example where ncurses is used is in the kernel's "make menuconfig" process. The libraries contain routines to create panels, menu's, form and general text display routines.

Tic

Tic is the terminfo entry−description compiler. The program translates a terminfo file from source format into the binary format for use with the ncurses library routines. Terminfo files contain information about the capabilities of your terminal.

Infocmp

The infocmp program can be used to compare a binary terminfo entry with other terminfo entries, rewrite a terminfo description to take advantage of the use= terminfo field, or print out a terminfo description from the binary file (term) in a variety of formats (the opposite of what tic does).

---

clear

The clear program clears your screen if this is possible. It looks in the environment for the terminal type and then in the terminfo database to figure out how to clear the screen.

---

tput

The tput program uses the terminfo database to make the values of terminal−dependent capabilities and information available to the shell, to initialize or reset the terminal, or return the long name of the requested terminal type.

---

toe

The toe program lists all available terminal types by primary name with descriptions.

---

tset

The Tset program initializes terminals so they can be used, but it's not widely used anymore. It's provided for 4.4BSD compatibility.

Less

Contents

The Less package contains the less program

Description

The less program is a file pager (or text viewer). It displays the contents of a file with the ability to scroll. Less is an improvement on the common pager called "more". Less has the ability to scroll backwards through files as well and it doesn't need to read the entire file when it starts, which makes it faster when you are reading large files.

Groff

Contents

The Groff packages contains the addftinfo, afmtodit, eqn, grodvi, groff, grog, grohtml, grolj4, grops, grotty, hpftodit, indxbib, lkbib, lookbib, neqn, nroff, pfbtops, pic, psbb, refer, soelim, tbl, tfmtodit and troff programs.

Description

addftinfo

addftinfo reads a troff font file and adds some additional font−metric information that is used by the groff system.

---

afmtodit

afmtodit creates a font file for use with groff and grops.

---

eqn

eqn compiles descriptions of equations embedded within troff input files into commands that are understood by troff.

---

grodvi

grodvi is a driver for groff that produces TeX dvi format.

---

groff

groff is a front−end to the groff document formatting system. Normally it runs the troff program and a postprocessor appropriate for the selected device.

---

grog

grog reads files and guesses which of the groff options −e, −man, −me, −mm, −ms, −p, −s, and −t are required for printing files, and prints the groff command including those options on the standard output.

---

grohtml

grohtml translates the output of GNU troff to html

grolj4

grolj4 is a driver for groff that produces output in PCL5 format suitable for an HP Laserjet 4 printer.

grops

grops translates the output of GNU troff to PostScript.

grotty

grotty translates the output of GNU troff into a form suitable for typewriter−like devices.

hpftodit

hpftodit creates a font file for use with groff −Tlj4 from an HP tagged font metric file.

indxbib

indxbib makes an inverted index for the bibliographic databases a specified file for use with refer, lookbib, and lkbib.

lkbib

lkbib searches bibliographic databases for references that contain specified keys and prints any references found on the standard output.

lookbib

lookbib prints a prompt on the standard error (unless the standard input is not a terminal), reads from the standard input a line containing a set of keywords, searches the bibliographic databases in a specified file for references containing those keywords, prints any references found on the standard output, and repeats this process until the end of input.

neqn

It is currently not known what neqn is and what it does.

---

nroff

The nroff script emulates the nroff command using groff.

---

pfbtops

pfbtops translates a PostScript font in .pfb format to ASCII.

---

pic

pic compiles descriptions of pictures embedded within troff or TeX input files into commands that are understood by TeX or troff.

---

psbb

psbb reads a file which should be a PostScript document conforming to the Document Structuring conventions and looks for a %%BoundingBox comment.

---

refer

refer copies the contents of a file to the standard output, except that lines between .[and .] are interpreted as citations, and lines between .R1 and .R2 are interpreted as commands about how citations are to be processed.

---

soelim

soelim reads files and replaces lines of the form *.so file* by the contents of *file*.

---

tbl

tbl compiles descriptions of tables embedded within troff input files into commands that are understood by troff.

---

tfmtodit

tfmtodit creates a font file for use with **`groff -Tdvi`**

troff

troff is highly compatible with Unix troff. Usually it should be invoked using the groff command, which will also run preprocessors and postprocessors in the appropriate order and with the appropriate options.

Man

Contents

The Man package contains the man, apropos whatis and makewhatis programs.

Description

man

man formats and displays the on−line manual pages.

---

apropos

apropos searches a set of database files containing short descriptions of system commands for keywords and displays the result on the standard output.

---

whatis

whatis searches a set of database files containing short descriptions of system commands for keywords and displays the result on the standard output. Only complete word matches are displayed.

---

makewhatis

makewhatis reads all the manual pages contained in given sections of manpath or the preformatted pages contained in the given sections of catpath. For each page, it writes a line in the whatis database; each line consists of the name of the page and a short description, separated by a dash. The description is extracted using the content of the NAME section of the manual page.

Perl

Contents

The Perl package contains Perl – Practical Extraction and Report Language

Description

Perl combines the features and capabilities of C, awk, sed and sh into one powerful programming language.

M4

Contents

The M4 package contains the M4 processor

Description

M4 is a macro processor. It copies input to output expanding macros as it goes. Macros are either builtin or user−defined and can take any number of arguments. Besides just doing macro expansion m4 has builtin functions for including named files, running UNIX commands, doing integer arithmetic, manipulating text in various ways, recursion, etc. M4 can be used either as a front−end to a compiler or as a macro processor in its own right.

Texinfo

Contents

The Texinfo package contains the info, install−info, makeinfo, texi2dvi and texindex programs

Description

info

The info program reads Info documents, usually contained in your /usr/doc/info directory. Info documents are like man(ual) pages, but they tend to be more in depth than just explaining the options to a program.

install−info

The install−info program updates the info entries. When you run the info program a list with available topics (ie: available info documents) will be presented. The install−info program is used to maintain this list of available topics. If you decice to remove info files manually, you need to delete the topic in the index file as well. This program is used for that. It also works the other way around when you add info documents.

makeinfo

The makeinfo program translates Texinfo source documents into various formats. Available formats are: info files, plain text and HTML.

texi2dvi

The texi2dvi program prints Texinfo documents

texindex

The texindex program is used to sort Texinfo index files.

Autoconf

Contents

The Autoconf package contains the autoconf, autoheader, autoreconf, autoscan, autoupdate and ifnames programs

---

Description

autoconf

Autoconf is a tool for producing shell scripts that automatically configure software source code packages to adapt to many kinds of UNIX–like systems. The configuration scripts produced by Autoconf are independent of Autoconf when they are run, so their users do not need to have Autoconf.

---

autoheader

The autoheader program can create a template file of C #define statements for configure to use

---

autoreconf

If you have a lot of Autoconf–generated configure scripts, the autoreconf program can save you some work. It runs autoconf (and autoheader, where appropriate) repeatedly to remake the Autoconf configure scripts and configuration header templates in the directory tree rooted at the current directory.

---

autoscan

The autoscan program can help you create a configure.in file for a software package. autoscan examines source files in the directory tree rooted at a directory given as a command line argument, or the current directory if none is given. It searches the source files for common portability problems and creates a file configure.scan which is a preliminary configure.in for that package.

---

autoupdate

The autoupdate program updates a configure.in file that calls Autoconf macros by their old names to use the current macro names.

---

ifnames

ifnames can help when writing a configure.in for a software package. It prints the identifiers that the package already uses in C preprocessor conditionals. If a package has already been set up to have some portability, this program can help you figure out what its configure needs to check for. It may help fill in some gaps in a configure.in generated by autoscan.

Automake

Contents

The Automake package contains the aclocal and automake programs

Description

aclocal

Automake includes a number of Autoconf macros which can be used in your package; some of them are actually required by Automake in certain situations. These macros must be defined in your aclocal.m4; otherwise they will not be seen by autoconf.

The aclocal program will automatically generate aclocal.m4 files based on the contents of configure.in. This provides a convenient way to get Automake−provided macros, without having to search around. Also, the aclocal mechanism is extensible for use by other packages.

automake

To create all the Makefile.in's for a package, run the automake program in the top level directory, with no arguments. automake will automatically find each appropriate Makefile.am (by scanning configure.in) and generate the corresponding Makefile.in.

Bash

Contents

The Bash package contains the bash program

Description

Bash is the Bourne−Again SHell, which is a widely used command interpreter on Unix systems. Bash is a program that reads from standard input, the keyboard. You type something and the program will evaluate what you have typed and do something with it, like running a program.

Flex

Contents

The Flex package contains the flex program

Description

Flex is a tool for generating programs which regognize patterns in text. Pattern recognition is very useful in many applications. You set up rules what to look for and flex will make a program that looks for those patterns. The reason people use flex is that it is much easier to set up rules for what to look for than to write the actual program that finds the text.

Binutils

Description

The Binutils package contains the gasp, gprof, ld, as, ar, nm, objcopy, objdump, ranlib, readelf, size, strings, strip, c++filt and addr2line programs

---

Description

gasp

Gasp is the Assembler Macro Preprocessor.

---

gprof

gprof displays call graph profile data.

---

ld

ld combines a number of object and archive files, relocates their data and ties up symbol references. Often the last step in building a new compiled program to run is a call to ld.

---

as

as is primarily intended to assemble the output of the GNU C compiler gcc for use by the linker ld.

---

ar

The ar program creates, modifies, and extracts from archives. An archive is a single file holding a collection of other files in a structure that makes it possible to retrieve the original individual files (called members of the archive).

---

nm

nm lists the symbols from object files.

---

objcopy

objcopy utility copies the contents of an object file to another. objcopy uses the GNU BFD Library to read and write the object files. It can write the destination object file in a format different from that of the source object file.

---

objdump

objdump displays information about one or more object files. The options control what particular information to display. This information is mostly useful to programmers who are working on the compilation tools, as opposed to programmers who just want their program to compile and work.

---

ranlib

ranlib generates an index to the contents of an archive, and stores it in the archive. The index lists each symbol defined by a member of an archive that is a relocatable object file.

---

readelf

readelf displays information about elf type binaries.

---

size

size lists the section sizes −−and the total size−− for each of the object files objfile in its argument list. By default, one line of output is generated for each object file or each module in an archive.

---

strings

For each file given, strings prints the printable character sequences that are at least 4 characters long (or the number specified with an option to the program) and are followed by an unprintable character. By default, it only prints the strings from the initialized and loaded sections of object files; for other types of files, it prints the strings from the whole file.

strings is mainly useful for determining the contents of non−text files.

---

strip

strip discards all or specific symbols from object files. The list of object files may include archives. At least one object file must be given. strip modifies the files named in its argument, rather than writing modified copies under different names.

---

c++filt

The C++ language provides function overloading, which means that you can write many functions with the same name (providing each takes parameters of different types). All C++ function names are encoded into a low−level assembly label (this process is known as mangling). The c++filt program does the inverse mapping: it decodes (demangles) low−level names into user−level names so that the linker can keep these overloaded functions from clashing.

---

addr2line

addr2line translates program addresses into file names and line numbers. Given an address and an executable, it uses the debugging information in the executable to figure out which file name and line number are associated with a given address.

Bzip2

Contents

The Bzip2 packages contains the bzip2, bunzip2, bzcat and bzip2recover programs.

Description

Bzip2

bzip2 compresses files using the Burrows−Wheeler block sorting text compression algorithm, and Huffman coding. Compression is generally considerably better than that achieved by more conventional LZ77/LZ78−based compressors, and approaches the performance of the PPM family of statistical compressors.

Bunzip2

Bunzip2 decompresses files that are compressed with bzip2.

bzcat

bzcat (or bzip2 −dc) decompresses all specified files to the standard output.

bzip2recover

bzip2recover recovers data from damaged bzip2 files.

Diffutils

Contents

The Diffutils package contains the cmp, diff, diff3 and sdiff programs.

Description

cmp and diff

cmp and diff both compare two files and report their differences. Both programs have extra options which compare files in different situations.

diff3

The difference between diff and diff3 is that diff comprares 2 files, diff3 compares 3 files.

sdiff

sdiff merges two files and interactively outputs the results.

E2fsprogs

Contents

The e2fsprogs package contains the chattr, lsattr, uuidgen, badblocks, debugfs, dumpe2fs, e2fsck, e2label, fsck, fsck.ext2, mke2fs, mkfs.ext2, mklost+found and tune2fs programs.

Description

chattr

chattr changes the file attributes on a Linux second extended file system.

---

lsattr

lsattr lists the file attributes on a second extended file system.

---

uuidgen

The uuidgen program creates a new universally unique identifier (UUID) using the libuuid library. The new UUID can reasonably be considered unique among all UUIDs created on the local system, and among UUIDs created on other systems in the past and in the future.

---

badblocks

badblocks is used to search for bad blocks on a device (usually a disk partition).

---

debugfs

The debugfs program is a file system debugger. It can be used to examine and change the state of an ext2 file system.

---

dumpe2fs

dumpe2fs prints the super block and blocks group information for the filesystem present on a specified device.

---

e2fsck and fsck.ext2

e2fsck is used to check a Linux second extended file system. fsck.ext2 does the same as e2fsck.

---

e2label

e2label will display or change the filesystem label on the ext2 filesystem located on the specified device.

---

fsck

fsck is used to check and optionally repair a Linux file system.

---

mke2fs and mkfs.ext2

mke2fs is used to create a Linux second extended file system on a device (usually a disk partition). mkfs.ext2 does the same as mke2fs.

---

mklost+found

mklost+found is used to create a lost+found directory in the current working directory on a Linux second extended file system. mklost+found pre−allocates disk blocks to the directory to make it usable by e2fsck.

---

tune2fs

tune2fs adjusts tunable filesystem parameters on a Linux second extended filesystem.

File

Contents

The File package contains the file program.

Description

File tests each specified file in an attempt to classify it. There are three sets of tests, performed in this order: filesystem tests, magic number tests, and language tests. The first test that succeeds causes the file type to be printed.

Fileutils

Contents

The Fileutils package contains the chgrp, chmod, chown, cp, dd, df, dir, dircolors, du, install, ln, ls, mkdir, mkfifo, mknod, mv, rm, rmdir, sync, touch and vdir programs.

Description

chgrp

chgrp changes the group ownership of each given file to the named group, which can be either a group name or a numeric group ID.

---

chmod

chmod changes the permissions of each given file according to mode, which can be either a symbolic representation of changes to make, or an octal number representing the bit pattern for the new permissions.

---

chown

chown changes the user and/or group ownership of each given file.

---

cp

cp copies files from one place to another.

---

dd

dd copies a file (from the standard input to the standard output, by default) with a user−selectable blocksize, while optionally performing conversions on it.

---

df

df displays the amount of disk space available on the filesystem containing each file name argument. If no file name is given, the space available on all currently mounted filesystems is shown.

---

ls, dir and vdir

dir and vdir are versions of ls with different default output formats. These programs list each given file or directory name. Directory contents are sorted alphabetically. For ls, files are by default listed in columns, sorted vertically, if the standard output is a terminal; otherwise they are listed one per line. For dir, files are by default listed in columns, sorted vertically. For vdir, files are by default listed in long format.

dircolors

dircolors outputs commands to set the LS_COLOR environment variable. The LS_COLOR variable is use to change the default color scheme used by ls and related utilities.

du

du displays the amount of disk space used by each argument and for each subdirectory of directory arguments.

install

install copies files and sets their permission modes and, if possible, their owner and group.

ln

ln makes hard or soft (symbolic) links between files.

mkdir

mkdir creates directories with a given name.

mkfifo

mkfifo creates a FIFO with each given name.

mknod

mknod creates a FIFO, character special file, or block special file with the given file name.

mv

mv moves files from one directory to another or renames files, depending on the arguments given to mv.

rm

rm removes files or directories.

rmdir

rmdir removes directories, if they are empty.

sync

sync forces changed blocks to disk and updates the super block.

touch

touch changes the access and modification times of each given file to the current time. Files that do not exist are created empty.

Gettext

Contents

The gettext package contains the gettext, gettextize, msgcmp, msgcomm, msgfmt, msgmerge, msgunfmt and xgettext programs.

Description

gettext

The gettext package is used for internationalization (also known as i18n) and for localization (also known as l10n). Programs can be compiled with Native Language Support (NLS) which enable them to output messages in your native language rather than in the default English language.

Grep

Contents

The grep package contains the egrep, fgrep and grep programs.

Description

egrep

egrep prints lines from files matching an extended regular expression pattern.

---

fgrep

fgrep prints lines from files matching a list of fixed strings, separated by newlines, any of which is to be matched.

---

grep

grep prints lines from files matching a basic regular expression pattern.

Gzip

Contents

The Gzip package contains the compress, gunzip, gzexe, gzip, uncompress, zcat, zcmp, zdiff, zforece, zgrep, zmore and znew programs.

Description

gunzip

gunzip decompresses files that are compressed with gzip.

gzexe

gzexe allows you to compress executables in place and have them automatically uncompress and execute when you run them (at a penalty in performance).

gzip

gzip reduces the size of the named files using Lempel–Ziv coding (LZ77).

zcat

zcat uncompresses either a list of files on the command line or its standard input and writes the uncompressed data on standard output

zcmp

zcmp invokes the cmp program on compressed files.

zdiff

zdiff invokes the diff program on compressed files.

zforce

zforce forces a .gz extension on all gzip files so that gzip will not compress them twice. This can be useful for files with names truncated after a file transfer.

zgrep

zgrep invokes the grep program on compressed files.

zmore

Zmore is a filter which allows examination of compressed or plain text files one screenful at a time on a soft–copy terminal (similar to the more program).

znew

Znew recompresses files from .Z (compress) format to .gz (gzip) format.

Ld.so

Contents

From the Ld.so package we're using the ldconfig and ldd man pages only. The ldconfig and ldd binaries themselves come with Glibc.

Libtool

Contents

The Libtool package contains the libtool and libtoolize programs. It also contains the ltdl library.

Description

libtool

Libtool provides generalized library−building support services.

libtoolize

libtoolize provides a standard way to add libtool support to your package.

ltdl library

Libtool provides a small library, called `libltdl', that aims at hiding the various difficulties of dlopening libraries from programmers.

Bin86

Contents

The Bin86 contains the as86, as86_encap, ld86, objdump86, nm86 and size86 programs.

Description

as86

as86 is an assembler for the 8086...80386 processors.

---

as86_encap

as86_encap is a shell script to call as86 and convert the created binary into a C file prog.v to be included in or linked with programs like boot block installers.

---

ld86

ld86 understands only the object files produced by the as86 assembler, it can link them into either an impure or a separate I&D executable.

---

objdump86

No description available.

---

nm86

No description available.

---

size86

No description available.

Lilo

Contents

The Lilo package contains the lilo program.

Description

lilo installs the Linux boot loader which is used to start a Linux system.

Make

Contents

The Make package contains the make program.

Description

make determine automatically which pieces of a large program need to be recompiled, and issue the commands to recompile them.

Shellutils

Contents

The Shellutils package contains the basename, chroot, date, dirname, echo, env, expr, factor, false, groups, hostid, hostname, id, logname, nice, nohup, pathchk, pinky, printenv, printf, pwd, seq, sleep, stty, su, tee, test, true, tty, uname, uptime, users, who, whoami and yes programs.

Description

basename

basename strips directory and suffixes from filenames.

---

chroot

chroot runs a command or interactive shell with special root directory.

---

date

date displays the current time in a specified format, or sets the system date.

---

dirname

dirname strips non–directory suffixes from file name.

---

echo

echo displays a line of text.

---

env

env runs a program in a modified environment.

---

expr

expr evaluates expressions.

---

factor

factor prints the prime factors of all specified integer numbers.

false

false always exits with a status code indicating failure.

groups

groups prints the groups a user is in.

hostid

hostid prints the numeric identifier (in hexadecimal) for the current host.

hostname

hostname sets or prints the name of the current host system

id

id prints the real and effective UIDs and GIDs of a user or the current user.

logname

logname prints the current user's login name.

nice

nice runs a program with modified scheduling priority.

nohup

nohup runs a command immune to hangups, with output to a non−tty

pathchk

pathchk checks whether file names are valid or portable.

pinky

pinky is a lightweight finger utility which retrieves information about a certain user

printenv

printenv prints all or part of the environment.

printf

printf formats and print data (the same as the printf C function).

pwd

pwd prints the name of the current/working directory

seq

seq prints numbers in a certain range with a certain increment.

sleep

sleep delays for a specified amount of time.

stty

stty changes and prints terminal line settings.

su

su runs a shell with substitute user and group IDs

tee

tee reads from standard input and write to standard output and files.

test

test checks file types and compares values.

true

True always exitx with a status code indicating success.

tty

tty prints the file name of the terminal connected to standard input.

uname

uname prints system information.

uptime

uptime tells how long the system has been running.

users

users prints the user names of users currently logged in to the current host.

who

who shows who is logged on.

whoami

whoami prints your effective userid.

yes

yes outputs a string repeatedly until killed.

Shadow Password Suite

Contents

The Shadow Password Suite contains the chage, chfn, chsh, expiry, faillog, gpasswd, lastlog, login, newgrp, passwd, sg, su, chpasswd, dpasswd, groupadd, groupdel, groupmod, grpck, grpconv, grpunconv, logoutd, mkpasswd, newusers, pwck, pwconv, pwunconv, useradd, userdel, usermod and vipw programs.

Description

chage

chage changes the number of days between password changes and the date of the last password change.

---

chfn

chfn changes user fullname, office number, office extension, and home phone number information for a user's account.

---

chsh

chsh changes the user login shell.

---

expiry

Checks and enforces password expiration policy.

---

faillog

faillog formats the contents of the failure log,/var/log/faillog, and maintains failure counts and limits.

---

gpasswd

gpasswd is used to administer the /etc/group file

---

lastlog

lastlog formats and prints the contents of the last login log, /var/log/lastlog. The login−name, port, and last login time will be printed.

login

login is used to establish a new session with the system.

newgrp

newgrp is used to change the current group ID during a login session.

passwd

passwd changes passwords for user and group accounts.

sg

sg executes command as a different group ID.

su

Change the effective user id and group id to that of a user. This replaces the su programs that's installed from the Shellutils package.

chpasswd

chpasswd reads a file of user name and password pairs from standard input and uses this information to update a group of existing users.

dpasswd

dpasswd adds, deletes, and updates dialup passwords for user login shells.

groupadd

The groupadd command creates a new group account using the values specified on the command line and the default values from the system.

groupdel

The groupdel command modifies the system account files, deleting all entries that refer to group.

---

groupmod

The groupmod command modifies the system account files to reflect the changes that are specified on the command line.

---

grpck

grpck verifies the integrity of the system authentication information.

---

grpconv

grpunconv converts to shadow group files from normal group files.

---

grpunconv

grpunconv converts from shadow group files to normal group files.

---

logoutd

logoutd enforces the login time and port restrictions specified in /etc/porttime.

---

mkpasswd

mkpasswd reads a file in the format given by the flags and converts it to the corresponding database file format.

---

newusers

newusers reads a file of user name and cleartext password pairs and uses this information to update a group of existing users or to create new users.

---

pwck

pwck verifies the integrity of the system authentication information.

---

pwconv

pwconv converts to shadow passwd files from normal passwd files.

pwunconv

pwunconv converts from shadow passwd files to normal files.

useradd

useradd creates a new user or update default new user information.

userdel

userdel modifies the system account files, deleting all entries that refer to a specified login name.

usermod

usermod modifies the system account files to reflect the changes that are specified on the command line.

vipw and vigr

vipw and vigr will edit the files /etc/passwd and /etc/group, respectively. With the −s flag, they will edit the shadow versions of those files, /etc/shadow and /etc/gshadow, respectively.

Modutils

Contents

The Modutils package contains the depmod, genksyms, insmod, insmod_ksymoops_clean, kerneld, kernelversion, ksyms, lsmod, modinfo, modprobe and rmmod programs.

Description

depmod

depmod handles dependency descriptions for loadable kernel modules.

---

genksyms

genksyms reads (on standard input) the output from gcc −E source.c and generates a file containing version information.

---

insmod

insmod installs a loadable module in the running kernel.

---

insmod_ksymoops_clean

insmod_ksymoops_clean deletes saved ksyms and modules not accessed in 2 days.

---

kerneld

kerneld performs kernel action in user space (such as on−demand loading of modules)

---

kernelversion

kernelversion reports the major version of the running kernel.

---

ksyms

ksyms displays exported kernel symbols.

---

lsmod

lsmod shows information about all loaded modules.

---

modinfo

modinfo examines an object file associated with a kernel module and displays any information that it can glean.

---

modprobe

Modprobe uses a Makefile−like dependency file, created by depmod, to automatically load the relevant module(s) from the set of modules available in predefined directory trees.

---

rmmod

rmmod unloads loadable modules from the running kernel.

Procinfo

Contents

The Procinfo package contains the procinfo program.

Description

procinfo gathers some system data from the /proc directory and prints it nicely formatted on the standard output device.

Procps

Contents

The Procps package contains the free, kill, oldps, ps, skill, snice, sysctl, tload, top, uptime, vmstat, w and watch programs.

Description

free

free displays the total amount of free and used physical and swap memory in the system, as well as the shared memory and buffers used by the kernel.

---

kill

kills sends signals to processes.

---

oldps and ps

ps gives a snapshot of the current processes.

---

skill

skill sends signals to process matching a criteria.

---

snice

snice changes the scheduling priority for process matching a criteria.

---

sysctl

sysctl modifies kernel parameters at runtime.

---

tload

tload prints a graph of the current system load average to the specified tty (or the tty of the tload process if none is specified).

---

top

top provides an ongoing look at processor activity in real time.

---

uptime

uptime gives a one line display of the following information: the current time, how long the system has been running, how many users are currently logged on, and the system load averages for the past 1, 5, and 15 minutes.

---

vmstat

vmstat reports information about processes, memory, paging, block IO, traps, and cpu activity.

---

w

w displays information about the users currently on the machine, and their processes.

---

watch

watch runs command repeatedly, displaying its output (the first screenfull).

Vim

Contents

The Vim package contains the ctags, etags, ex, gview, gvim, rgview, rgvim, rview, rvim, view, vim, vimtutor and xxd programs.

Description

ctags

ctags generate tag files for source code.

etags

etags does the same as ctags but it can generate cross reference files which list information about the various source objects found in a set of lanugage files.

ex

ex starts vim in Ex mode.

gview

gview is the GUI version of view.

gvim

gvim is the GUI version of vim.

rgview

rgview is teh GUI version of rview.

rgvim

rgvim is the GUI version of rvim.

rview

rview is a restricted version of view. No shell commands can be started and Vim can't be suspended.

rvim

rvim is the restricted version of vim. No shell commands can be started and Vim can't be suspended.

view

view starts vim in read−only mode.

vim

vim starts vim in the normal, default way.

vimtutor

vimtutor starts the Vim tutor.

xxd

xxd makes a hexdump or does the reverse.

Psmisc

Contents

The Psmisc package contains the fuser, killall and pstree programs.

Description

fuser

fuser displays the PIDs of processes using the specified files or file systems.

killall

killall sends a signal to all processes running any of the specified commands.

pstree

pstree shows running processes as a tree.

Sed

Contents

The Sed package contains the sed program.

Description

sed is a stream editor. A stream editor is used to perform basic text transformations on an input stream (a file or input from a pipeline).

Sysklogd

Contents

The Sysklogd package contains the klogd and syslogd programs.

Description

klogd

klogd is a system daemon which intercepts and logs Linux kernel messages.

---

syslogd

Syslogd provides a kind of logging that many modern programs use. Every logged message contains at least a time and a hostname field, normally a program name field, too, but that depends on how trusty the logging program is.

Sysvinit

Contents

The Sysvinit package contains the pidof, last, lastb, mesg, utmpdump, wall, halt, init, killall5, poweroff, reboot, runlevel, shutdown, sulogin and telinit programs.

Description

pidof

Pidof finds the process id's (pids) of the named programs and prints those id's on standard output.

---

last

last searches back through the file /var/log/wtmp (or the file designated by the −f flag) and displays a list of all users logged in (and out) since that file was created.

---

lastb

lastb is the same as last, except that by default it shows a log of the file /var/log/btmp, which contains all the bad login attempts.

---

mesg

Mesg controls the access to your terminal by others. It's typically used to allow or disallow other users to write to your terminal.

---

utmpdump

utmpdumps prints the content of a file (usually /var/run/utmp) on standard output in a user friendly format.

---

wall

Wall sends a message to everybody logged in with their mesg permission set to yes.

---

halt

Halt notes that the system is being brought down in the file /var/log/wtmp, and then either tells the kernel to halt, reboot or poweroff the system. If halt or reboot is called when the system is not in runlevel 0 or 6, shutdown will be invoked instead (with the flag −h or −r).

---

init

Init is the parent of all processes. Its primary role is to create processes from a script stored in the file /etc/inittab. This file usually has entries which cause init to spawn gettys on each line that users can log in. It also controls autonomous processes required by any particular system.

---

killall5

killall5 is the SystemV killall command. It sends a signal to all processes except the processes in its own session, so it won't kill the shell that is running the script it was called from.

---

poweroff

poweroff is equivalent to shutdown −h −p now. It halts the computer and switches off the computer (when using an APM compliant BIOS and APM is enabled in the kernel).

---

reboot

reboot is equivalent to shutdown −r now. It reboots the computer.

---

runlevel

Runlevel reads the system utmp file (typically /var/run/utmp) to locate the runlevel record, and then prints the previous and current system runlevel on its standard output, separated by a single space.

---

shutdown

shutdown brings the system down in a secure way. All logged−in users are notified that the system is going down, and login is blocked.

---

sulogin

sulogin is invoked by init when the system goes into single user mode (this is done through an entry in /etc/inittab). Init also tries to execute sulogin when it is passed the −b flag from the bootmonitor (eg, LILO).

telinit

telinit sends appropriate signals to init, telling it which runlevel to change to.

Tar

Contents

The tar package contains the tar and rmt programs.

Description

tar

tar is an archiving program designed to store and extract files from an archive file known as a tarfile.

rmt

rmt is a program used by the remote dump and restore programs in manipulating a magnetic tape drive through an interprocess communication connection.

Textutils

Contents

The Textutils package contains the cat, cksum, comm, split, cut, expand, fmt, fold, head, join, md5sum, nl, od, paste, pr, ptx, sort, split, sum, tac, tail, tr, tsort, unexpand, uniq and wc programs.

Description

cat

cat concatenates file(s) or standard input to standard output.

---

cksum

cksum prints CRC checksum and byte counts of each specified file.

---

comm

comm compares two sorted files line by line.

---

csplit

cplit outputs pieces of a file separated by (a) pattern(s) to files xx01, xx02, ..., and outputs byte counts of each piece to standard output.

---

cut

cut prints selected parts of lines from specified files to standard output.

---

expand

expand converts tabs in files to spaces, writing to standard output.

---

fmt

fmt reformats each paragraph in the specified file(s), writing to standard output.

---

fold

fold wraps input lines in each specified file (standard input by default), writing to standard output.

head

Print first xx (10 by default) lines of each specified file to standard output.

join

join joins lines of two files on a common field.

md5sum

md5sum prints or checks MD5 checksums.

nl

nl writes each specified file to standard output, with line numbers added.

od

od writes an unambiguous representation, octal bytes by default, of a specified file to standard output.

paste

paste writes lines consisting of the sequentially corresponding lines from each specified file, separated by TABs, to standard output.

pr

pr paginates or columnates files for printing.

ptx

ptx produces a permuted index of file contents.

sort

sort writes sorted concatenation of files to standard output.

split

split outputs fixed–size pieces of an input file to PREFIXaa, PREFIXab, ...

sum

sum prints checksum and block counts for each specified file.

tac

tac writes each specified file to standard output, last line first.

tail

tail print the last xx (10 by default) lines of each specified file to standard output.

tr

tr translates, squeezes, and/or deletes characters from standard input, writing to standard output.

tsort

tsort writes totally ordered lists consistent with the partial ordering in specified files.

unexpand

unexpand converts spaces in each file to tabs, writing to standard output.

uniq

uniq discards all but one of successive identical lines from files or standard input and writes to files or standard output.

wc

wc prints line, word, and byte counts for each specified file, and a total line if more than one file is specified.

Util Linux

Contents

The Util−linux package contains the arch, dmesg, kill, more, mount, umount, agetty, blockdev, cfdisk, ctrlaltdel, elvtune, fdisk, fsck.minix, hwclock, kbdrate, losetup, mkfs, mkfs.bfs, mkfs.minix, mkswap, sfdisk, swapoff, swapon, cal, chkdupexe, col, colcrt, colrm, column, cytune, ddate, fdformat, getopt, hexdump, ipcrm, ipcs, logger, look, mcookie, namei, rename, renice, rev, script, setfdprm, setsid, setterm, ul, whereis, write, ramsize, rdev, readprofile, rootflags, swapdev, tunelp and vidmode programs.

Description

arch

arch prints the machine architecture.

---

dmesg

dmesg is used to examine or control the kernel ring buffer (boot messages from the kernel).

---

kill

kill sends a specified signal to the specified process.

---

more

more is a filter for paging through text one screenful at a time.

---

mount

mount mounts a filesystem from a device to a directory (mount point).

---

umount

umount unmounts a mounted filesystem.

---

agetty

agetty opens a tty port, prompts for a login name and invokes the /bin/login command.

blockdev

blockdev allows you to call block device ioctls from the command line

cfdisk

cfdisk is an libncurses based disk partition table manipulator.

ctrlaltdel

ctrlaltdel sets the function of the CTRL+ALT+DEL key combination (hard or soft reset).

elvtune

elvtune allows to tune the I/O elevator per blockdevice queue basis.

fdisk

fdisk is a disk partition table manipulator.

fsck.minix

fsck.minix performs a consistency check for the Linux MINIX filesystem.

hwclock

hwclock queries and sets the hardware clock (Also called the RTC or BIOS clock).

kbdrate

kbdrate resets the keyboard repeat rate and delay time.

losetup

losetup sets up and controls loop devices.

---

mkfs

mkfs builds a Linux filesystem on a device, usually a harddisk partition.

---

mkfs.bfs

mkfs.bfs creates a SCO bfs file system on a device, usually a harddisk partition.

---

mkfs.minix

mkfs.minix creates a Linux MINIX filesystem on a device, usually a harddisk partition.

---

mkswap

mkswap sets up a Linux swap area on a device or in a file.

---

sfdisk

sfdisk is a disk partition table manipulator.

---

swapoff

swapoff disables devices and files for paging an swapping.

---

swapon

swapon enables devices and files for paging and swapping.

---

cal

cal displays a simple calender.

---

chkdupexe

chkdupexe finds duplicate executables.

---

col

col filters reverse line feeds from input.

---

colcrt

colcrt filters nroff output for CRT previewing.

---

colrm

colrm removes columns from a file.

---

column

column columnates lists.

---

cytune

cytune queries and modifies the interruption threshold for the Cyclades driver.

---

ddate

ddate converts Gregorian dates to Discordian dates.

---

fdformat

fdformat low−level formats a floppy disk.

---

getopt

getops parses command options the same way as the getopt C command.

---

hexdump

hexdump displays specified files, or standard input, in a user specified format (ascii, decimal, hexadecimal, octal).

ipcrm

ipcrm removes a specified resource.

ipcs

ipcs provides information on ipc facilities.

logger

logger makes entries in the system log.

look

look displays lines beginning with a given string.

mcookie

mcookie generates magic cookies for xauth.

namei

namei follows a pathname until a terminal point is found.

rename

rename renames files.

renice

renice alters priority of running processes.

rev

rev reverses lines of a file.

---

script

script makes typescript of terminal session.

---

setfdprm

setfdprm sets user–provides floppy disk parameters.

---

setsid

setsid runs programs in a new session.

---

setterm

setterm sets terminal attributes.

---

ul

ul reads a file and translates occurences of underscores to the sequence which indicates underlining for the terminal in use.

---

whereis

whereis locates a binary, source and manual page for a command.

---

write

write sends a message to another user.

---

ramsize

ramsize queries and sets RAM disk size.

---

rdev

rdev queries and sets image root device, swap device, RAM disk size, or video mode.

readprofile

readprofile reads kernel profiling information.

rootflags

rootflags queries and sets extra information used when mounting root.

swapdev

swapdev queries and sets swap device.

tunelp

tunelp sets various paramters for the lp device.

vidmode

vidmode queries and sets the video mode.

Console−tools

Contents

The Console−tools package contains the charset, chvt, consolechars, deallocvt, dumpkeys, fgconsole, fix_bs_and_del, font2psf, getkeycodes, kbd_mode, loadkeys, loadunimap, mapscrn, mk_modmap, openvt, psfaddtable, psfgettable, psfstriptable, resizecons, saveunimap, screendump, setfont, setkeycodes, setleds, setmetamode, setvesablank, showcfont, showkey, splitfont, unicode_start, unicode_stop, vcstime, vt−is−URF8, writevt

Description

charset

charset sets an ACM for use in one of the G0/G1 charsets slots.

chvt

chvt changes foreground virtual terminal.

codepage

No description available.

consolechars

consolechars loads EGA/VGA console screen fonts, screen font maps and/or application−charset maps.

deallocvt

deallocvt deallocates unused virtual terminals.

dumpkeys

dumpkeys dumps keyboard translation tables.

fgconsole

fgconsole prints the number of the active virtual terminal.

---

fix_bs_and_del

No description available.

---

font2psf

No description available.

---

getkeycodes

getkeycodes prints the kernel scancode−to−keycode mapping table.

---

kbd_mode

kbd_mode reports or sets the keyboard mode.

---

loadkeys

loadkeys loads keyboard translation tables.

---

loadunimap

No description available.

---

mapscrn

No description available.

---

mk_modmap

No description available.

---

openvt

openvt starts a program on a new virtual terminal.

psfaddtable

psfaddtable adds a Unicode character table to a console font.

psfgettable

psfgettable extracts the embedded Unicode character table from a console font.

psfstriptable

psfstriptable removes the embedded Unicode character table from a console font.

resizecons

resizecons changes the kernel idea of the console size.

saveunimap

No description available.

screendump

No description available.

setfont

No description available.

setkeycodes

setkeycodes loads kernel scancode−to−keycode mapping table entries.

setleds

setleds sets the keyboard leds.

setmetamode

setmetamode defines the keyboard meta key handling.

setvesablank

No description available.

showcfont

showcfont displays all character in the current screenfont.

showkey

showkey examines the scancodes and keycodes sent by the keyboard.

splitfont

No description available.

unicode_start

unicode_start puts the console in Unicode mode.

unicode_stop

No description available.

vcstime

No description available.

vt−is−UTF8

vt−is−UTF8 checks whether the current virtual terminal is in UTF8− or byte−mode.

writevt

No description available.

Console−data

Contents

The console−data package contains the data files that are used and needed by the console−tools package.

Man−pages

Contents

The Man−pages package contains various manual pages that don't come with the packages.

Description

Examples of provided manual pages are the manual pages describing all the C and C++ functions, few important /dev/ files and more.

Appendix B. Resources

Introduction

A list of books, HOWTOs and other documents you might find useful to download or buy follows. This list is just a small list to start with. We hope to be able to expand this list in time as we come across more useful documents or books.

Books

- Linux Network Administrator's Guide published by O'Reilly. ISBN: 1−56502−087−2
- Running Linux published by O'Reilly. ISBN: 1−56592−151−8

HOWTOs and Guides

All of the following HOWTOs can be downloaded from the Linux Documentation Project site at http://www.linuxdoc.org

- Linux Network Administrator's Guide
- Powerup2Bash−HOWTO

Other

- The various man and info pages that come with the packages

Appendix C. Official download locations

Official download locations

Below you find the list with packages from chapter 3 with their original download locations. This might help you to find a newer version of a package quicker.

Bash (2.04):
ftp://ftp.gnu.org/gnu/bash/

Binutils (2.10.1):
ftp://ftp.gnu.org/gnu/binutils/

Bzip2 (1.0.1):
ftp://sourceware.cygnus.com/pub/bzip2/

Diff Utils (2.7):
ftp://ftp.gnu.org/gnu/diffutils/

File Utils (4.0):
ftp://ftp.gnu.org/gnu/fileutils/

File Utils Patch (4.0):
ftp://packages.linuxfromscratch.org/new−in−cvs/
http://packages.linuxfromscratch.org/new−in−cvs/

GCC (2.95.2.1):
ftp://ftp.freesoftware.com/pub/sourceware/gcc/releases/

Linux Kernel (2.4.2):
ftp://ftp.kernel.org/pub/linux/kernel/

Glibc (2.2.1):
ftp://ftp.gnu.org/gnu/glibc/

Glibc−linuxthreads (2.2.1):
ftp://ftp.gnu.org/gnu/glibc/

Grep (2.4.2):
ftp://ftp.gnu.org/gnu/grep/

Gzip (1.2.4a):
ftp://ftp.gnu.org/gnu/gzip/

Gzip Patch (1.2.4a):
ftp://packages.linuxfromscratch.org/common−packages/
http://packages.linuxfromscratch.org/common−packages/

Make (3.79.1):
ftp://ftp.gnu.org/gnu/make/

Sed (3.02):
ftp://ftp.gnu.org/gnu/sed/

Sh−utils (2.0):
ftp://ftp.gnu.org/gnu/sh−utils/

Tar (1.13):
ftp://ftp.gnu.org/gnu/tar/

Tar Patch (1.13):
http://sourceware.cygnus.com/bzip2/

Text Utils (2.0):
ftp://ftp.gnu.org/gnu/textutils/

MAKEDEV (2.5):
ftp://ftp.ihg.uni−duisburg.de/Linux/system/

MAKEDEV Patch (2.5):
ftp://packages.linuxfromscratch.org/new−in−cvs/
http://packages.linuxfromscratch.org/new−in−cvs/

Bison (1.28):
ftp://ftp.gnu.org/gnu/bison/

Mawk (1.3.3):
ftp://ftp.whidbey.net/pub/brennan/

Patch (2.5.4):
ftp://ftp.gnu.org/gnu/patch/

Find Utils (4.1):
ftp://ftp.gnu.org/gnu/findutils/

Find Utils Patch (4.1):
ftp://packages.linuxfromscratch.org/common−packages/
http://packages.linuxfromscratch.org/common−packages/

Ncurses (5.2):
ftp://ftp.gnu.org/gnu/ncurses/

Less (358):
ftp://ftp.gnu.org/gnu/less/

Groff (1.16.1):
ftp://ftp.gnu.org/gnu/groff/

Man (1.5h1):
ftp://ftp.win.tue.nl/pub/linux−local/utils/man/

Perl (5.6.0):
http://www.perl.com

M4 (1.4):
ftp://ftp.gnu.org/gnu/m4/

Texinfo (4.0):
ftp://ftp.gnu.org/gnu/texinfo/

Autoconf (2.13):
ftp://ftp.gnu.org/gnu/autoconf/

Automake (1.4):
ftp://ftp.gnu.org/gnu/automake/

Flex (2.5.4a):

ftp://ftp.gnu.org/non−gnu/flex/

File (3.33):
ftp://ftp.gw.com/mirrors/pub/unix/file/

Libtool (1.3.5):
ftp://ftp.gnu.org/gnu/libtool/

Bin86 (0.15.4):
http://www.cix.co.uk/~mayday/

Gettext (0.10.35):
ftp://ftp.gnu.org/gnu/gettext/

Console−tools (0.2.3):
ftp://ftp.ibiblio.org/pub/Linux/system/keyboards/

Console−tools Patch (0.2.3):
ftp://packages.linuxfromscratch.org/common−packages/
http://packages.linuxfromscratch.org/common−packages/

Console−data (1999.08.29):
ftp://ftp.ibiblio.org/pub/Linux/system/keyboards/

E2fsprogs (1.19):
ftp://download.sourceforge.net/pub/sourceforge/e2fsprogs/

Ed (0.2):
ftp://ftp.gnu.org/gnu/ed/

Ld.so (1.9.9):
ftp://ftp.ods.com/pub/linux/

Lilo (21.6):
ftp://brun.dyndns.org/pub/linux/lilo

Modutils (2.4.0):
ftp://ftp.kernel.org/pub/linux/utils/kernel/modutils

Vim−rt (5.7):
ftp://ftp.vim.org/pub/editors/vim/unix/

Vim−src (5.7):
ftp://ftp.vim.org/pub/editors/vim/unix/

Procinfo (17):
ftp://ftp.cistron.nl/pub/people/svm/

Procps (2.0.7):
ftp://people.redhat.com/johnsonm/procps/

Psmisc (19):
ftp://lrcftp.epfl.ch/pub/linux/local/psmisc/

Shadow Password Suite (20000902):
ftp://ftp.pld.org.pl/software/shadow/

Sysklogd (1.4):
ftp://ftp.ibiblio.org/pub/Linux/system/daemons/

Sysklogd Patch (1.4):
ftp://packages.linuxfromscratch.org/common−packages/
http://packages.linuxfromscratch.org/common−packages/

Sysvinit (2.78):
ftp://ftp.cistron.nl/pub/people/miquels/sysvinit/

Sysvinit Patch (2.78):
ftp://packages.linuxfromscratch.org/common−packages/
http://packages.linuxfromscratch.org/common−packages/

Util Linux (2.10r):
ftp://ftp.win.tue.nl/pub/linux−local/utils/util−linux/

Man−pages (1.33):
ftp://ftp.win.tue.nl/pub/linux−local/manpages/

Netkit−base (0.17):

ftp://ftp.uk.linux.org/pub/linux/Networking/netkit/

Net−tools (1.57):
http://www.tazenda.demon.co.uk/phil/net−tools/