Linux From Scratch

Version 11.0

Published September 1st, 2021

Created by Gerard Beekmans
Managing Editor: Bruce Dubbs

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Preface

Foreword

My journey to learn and better understand Linux began back in 1998. I had just installed my first Linux distribution and had quickly become intrigued with the whole concept and philosophy behind Linux.

There are always many ways to accomplish a single task. The same can be said about Linux distributions. A great many have existed over the years. Some still exist, some have morphed into something else, yet others have been relegated to our memories. They all do things differently to suit the needs of their target audience. Because so many different ways to accomplish the same end goal exist, I began to realize I no longer had to be limited by any one implementation. Prior to discovering Linux, we simply put up with issues in other Operating Systems as you had no choice. It was what it was, whether you liked it or not. With Linux, the concept of choice began to emerge. If you didn't like something, you were free, even encouraged, to change it.

I tried a number of distributions and could not decide on any one. They were great systems in their own right. It wasn't a matter of right and wrong anymore. It had become a matter of personal taste. With all that choice available, it became apparent that there would not be a single system that would be perfect for me. So I set out to create my own Linux system that would fully conform to my personal preferences.

To truly make it my own system, I resolved to compile everything from source code instead of using pre-compiled binary packages. This “perfect” Linux system would have the strengths of various systems without their perceived weaknesses. At first, the idea was rather daunting. I remained committed to the idea that such a system could be built.

After sorting through issues such as circular dependencies and compile-time errors, I finally built a custom-built Linux system. It was fully operational and perfectly usable like any of the other Linux systems out there at the time. But it was my own creation. It was very satisfying to have put together such a system myself. The only thing better would have been to create each piece of software myself. This was the next best thing.

As I shared my goals and experiences with other members of the Linux community, it became apparent that there was a sustained interest in these ideas. It quickly became plain that such custom-built Linux systems serve not only to meet user specific requirements, but also serve as an ideal learning opportunity for programmers and system administrators to enhance their (existing) Linux skills. Out of this broadened interest, the *Linux From Scratch Project* was born.

This Linux From Scratch book is the central core around that project. It provides the background and instructions necessary for you to design and build your own system. While this book provides a template that will result in a correctly working system, you are free to alter the instructions to suit yourself, which is, in part, an important part of this project. You remain in control; we just lend a helping hand to get you started on your own journey.

I sincerely hope you will have a great time working on your own Linux From Scratch system and enjoy the numerous benefits of having a system that is truly your own.

--
Gerard Beekmans
gerard@linuxfromscratch.org

Audience

There are many reasons why you would want to read this book. One of the questions many people raise is, “why go through all the hassle of manually building a Linux system from scratch when you can just download and install an existing one?”

One important reason for this project's existence is to help you learn how a Linux system works from the inside out. Building an LFS system helps demonstrate what makes Linux tick, and how things work together and depend on each other. One of the best things that this learning experience can provide is the ability to customize a Linux system to suit your own unique needs.

Another key benefit of LFS is that it allows you to have more control over the system without relying on someone else's Linux implementation. With LFS, you are in the driver's seat and dictate every aspect of the system.

LFS allows you to create very compact Linux systems. When installing regular distributions, you are often forced to install a great many programs which are probably never used or understood. These programs waste resources. You may argue that with today's hard drive and CPUs, such resources are no longer a consideration. Sometimes, however, you are still constrained by size considerations if nothing else. Think about bootable CDs, USB sticks, and embedded systems. Those are areas where LFS can be beneficial.

Another advantage of a custom built Linux system is security. By compiling the entire system from source code, you are empowered to audit everything and apply all the security patches desired. It is no longer necessary to wait for somebody else to compile binary packages that fix a security hole. Unless you examine the patch and implement it yourself, you have no guarantee that the new binary package was built correctly and adequately fixes the problem.

The goal of Linux From Scratch is to build a complete and usable foundation-level system. If you do not wish to build your own Linux system from scratch, you may nevertheless benefit from the information in this book.

There are too many other good reasons to build your own LFS system to list them all here. In the end, education is by far the most powerful of reasons. As you continue in your LFS experience, you will discover the power that information and knowledge truly bring.

LFS Target Architectures

The primary target architectures of LFS are the AMD/Intel x86 (32-bit) and x86_64 (64-bit) CPUs. On the other hand, the instructions in this book are also known to work, with some modifications, with the Power PC and ARM CPUs. To build a system that utilizes one of these CPUs, the main prerequisite, in addition to those on the next page, is an existing Linux system such as an earlier LFS installation, Ubuntu, Red Hat/Fedora, SuSE, or other distribution that targets the architecture that you have. Also note that a 32-bit distribution can be installed and used as a host system on a 64-bit AMD/Intel computer.

For building LFS, the gain of building on a 64-bit system compared to a 32-bit system is minimal. For example, in a test build of LFS-9.1 on a Core i7-4790 CPU based system, using 4 cores, the following statistics were measured:

```
Architecture Build Time     Build Size
32-bit       239.9 minutes  3.6 GB
64-bit       233.2 minutes  4.4 GB
```

As you can see, on the same hardware, the 64-bit build is only 3% faster and is 22% larger than the 32-bit build. If you plan to use LFS as a LAMP server, or a firewall, a 32-bit CPU may be largely sufficient. On the other hand, several packages in BLFS now need more than 4GB of RAM to be built and/or to run, so that if you plan to use LFS as a desktop, the LFS authors recommend building on a 64-bit system.

The default 64-bit build that results from LFS is considered a “pure” 64-bit system. That is, it supports 64-bit executables only. Building a “multi-lib” system requires compiling many applications twice, once for a 32-bit system and once for a 64-bit system. This is not directly supported in LFS because it would interfere with the educational objective of providing the instructions needed for a straightforward base Linux system. Some LFS/BLFS editors maintain a fork of LFS for multilib, which is accessible at *https://www.linuxfromscratch.org/~thomas/multilib/index.html*. But it is an advanced topic.

Prerequisites

Building an LFS system is not a simple task. It requires a certain level of existing knowledge of Unix system administration in order to resolve problems and correctly execute the commands listed. In particular, as an absolute minimum, you should already have the ability to use the command line (shell) to copy or move files and directories, list directory and file contents, and change the current directory. It is also expected that you have a reasonable knowledge of using and installing Linux software.

Because the LFS book assumes *at least* this basic level of skill, the various LFS support forums are unlikely to be able to provide you with much assistance in these areas. You will find that your questions regarding such basic knowledge will likely go unanswered or you will simply be referred to the LFS essential pre-reading list.

Before building an LFS system, we recommend reading the following:

- Software-Building-HOWTO *http://www.tldp.org/HOWTO/Software-Building-HOWTO.html*

  This is a comprehensive guide to building and installing “generic” Unix software packages under Linux. Although it was written some time ago, it still provides a good summary of the basic techniques needed to build and install software.
- Beginner's Guide to Installing from Source *http://moi.vonos.net/linux/beginners-installing-from-source/*

  This guide provides a good summary of basic skills and techniques needed to build software from source code.

LFS and Standards

The structure of LFS follows Linux standards as closely as possible. The primary standards are:

- *POSIX.1-2008.*
- *Filesystem Hierarchy Standard (FHS) Version 3.0*
- *Linux Standard Base (LSB) Version 5.0 (2015)*

  The LSB has four separate standards: Core, Desktop, Runtime Languages, and Imaging. In addition to generic requirements there are also architecture specific requirements. There are also two areas for trial use: Gtk3 and Graphics. LFS attempts to conform to the architectures discussed in the previous section.

Note

Many people do not agree with the requirements of the LSB. The main purpose of defining it is to ensure that proprietary software will be able to be installed and run properly on a compliant system. Since LFS is source based, the user has complete control over what packages are desired and many choose not to install some packages that are specified by the LSB.

Creating a complete LFS system capable of passing the LSB certifications tests is possible, but not without many additional packages that are beyond the scope of LFS. These additional packages have installation instructions in BLFS.

Packages supplied by LFS needed to satisfy the LSB Requirements

LSB Core:	Bash, Bc, Binutils, Coreutils, Diffutils, File, Findutils, Gawk, Grep, Gzip, M4, Man-DB, Ncurses, Procps, Psmisc, Sed, Shadow, Tar, Util-linux, Zlib
LSB Desktop:	None

LSB Runtime Languages:	Perl
LSB Imaging:	None
LSB Gtk3 and LSB Graphics (Trial Use):	None

Packages supplied by BLFS needed to satisfy the LSB Requirements

LSB Core:	At, Batch (a part of At), Cpio, Ed, Fcrontab, LSB-Tools, NSPR, NSS, PAM, Pax, Sendmail (or Postfix or Exim), time
LSB Desktop:	Alsa, ATK, Cairo, Desktop-file-utils, Freetype, Fontconfig, Gdk-pixbuf, Glib2, GTK+2, Icon-naming-utils, Libjpeg-turbo, Libpng, Libtiff, Libxml2, MesaLib, Pango, Xdg-utils, Xorg
LSB Runtime Languages:	Python, Libxml2, Libxslt
LSB Imaging:	CUPS, Cups-filters, Ghostscript, SANE
LSB Gtk3 and LSB Graphics (Trial Use):	GTK+3

Packages not supplied by LFS or BLFS needed to satisfy the LSB Requirements

LSB Core:	None
LSB Desktop:	Qt4 (but Qt5 is provided)
LSB Runtime Languages:	None
LSB Imaging:	None
LSB Gtk3 and LSB Graphics (Trial Use):	None

Rationale for Packages in the Book

As stated earlier, the goal of LFS is to build a complete and usable foundation-level system. This includes all packages needed to replicate itself while providing a relatively minimal base from which to customize a more complete system based on the choices of the user. This does not mean that LFS is the smallest system possible. Several important packages are included that are not strictly required. The lists below document the rationale for each package in the book.

- Acl

  This package contains utilities to administer Access Control Lists, which are used to define more fine-grained discretionary access rights for files and directories.

- Attr

  This package contains programs for administering extended attributes on filesystem objects.

- Autoconf

  This package contains programs for producing shell scripts that can automatically configure source code from a developer's template. It is often needed to rebuild a package after updates to the build procedures.

- Automake

  This package contains programs for generating Make files from a template. It is often needed to rebuild a package after updates to the build procedures.

- Bash

This package satisfies an LSB core requirement to provide a Bourne Shell interface to the system. It was chosen over other shell packages because of its common usage and extensive capabilities beyond basic shell functions.

- Bc

  This package provides an arbitrary precision numeric processing language. It satisfies a requirement needed when building the Linux kernel.

- Binutils

  This package contains a linker, an assembler, and other tools for handling object files. The programs in this package are needed to compile most of the packages in an LFS system and beyond.

- Bison

  This package contains the GNU version of yacc (Yet Another Compiler Compiler) needed to build several other LFS programs.

- Bzip2

  This package contains programs for compressing and decompressing files. It is required to decompress many LFS packages.

- Check

  This package contains a test harness for other programs.

- Coreutils

  This package contains a number of essential programs for viewing and manipulating files and directories. These programs are needed for command line file management, and are necessary for the installation procedures of every package in LFS.

- DejaGNU

  This package contains a framework for testing other programs.

- Diffutils

  This package contains programs that show the differences between files or directories. These programs can be used to create patches, and are also used in many packages' build procedures.

- E2fsprogs

  This package contains the utilities for handling the ext2, ext3 and ext4 file systems. These are the most common and thoroughly tested file systems that Linux supports.

- Eudev

  This package is a device manager. It dynamically controls the ownership, permissions, names, and symbolic links of devices in the /dev directory as devices are added or removed from the system.

- Expat

  This package contains a relatively small XML parsing library. It is required by the XML::Parser Perl module.

- Expect

  This package contains a program for carrying out scripted dialogues with other interactive programs. It is commonly used for testing other packages.

- File

This package contains a utility for determining the type of a given file or files. A few packages need it in their build scripts.

- Findutils

  This package contains programs to find files in a file system. It is used in many packages' build scripts.

- Flex

  This package contains a utility for generating programs that recognize patterns in text. It is the GNU version of the lex (lexical analyzer) program. It is required to build several LFS packages.

- Gawk

  This package contains programs for manipulating text files. It is the GNU version of awk (Aho-Weinberg-Kernighan). It is used in many other packages' build scripts.

- GCC

  This package is the Gnu Compiler Collection. It contains the C and C++ compilers as well as several others not built by LFS.

- GDBM

  This package contains the GNU Database Manager library. It is used by one other LFS package, Man-DB.

- Gettext

  This package contains utilities and libraries for internationalization and localization of numerous packages.

- Glibc

  This package contains the main C library. Linux programs will not run without it.

- GMP

  This package contains math libraries that provide useful functions for arbitrary precision arithmetic. It is required to build GCC.

- Gperf

  This package contains a program that generates a perfect hash function from a key set. It is required for Eudev.

- Grep

  This package contains programs for searching through files. These programs are used by most packages' build scripts.

- Groff

  This package contains programs for processing and formatting text. One important function of these programs is to format man pages.

- GRUB

  This package is the Grand Unified Boot Loader. It is one of several boot loaders available, but is the most flexible.

- Gzip

  This package contains programs for compressing and decompressing files. It is needed to decompress many packages in LFS and beyond.

- Iana-etc

This package provides data for network services and protocols. It is needed to enable proper networking capabilities.

- Inetutils

  This package contains programs for basic network administration.

- Intltool

  This package contains tools for extracting translatable strings from source files.

- IProute2

  This package contains programs for basic and advanced IPv4 and IPv6 networking. It was chosen over the other common network tools package (net-tools) for its IPv6 capabilities.

- Kbd

  This package contains key-table files, keyboard utilities for non-US keyboards, and a number of console fonts.

- Kmod

  This package contains programs needed to administer Linux kernel modules.

- Less

  This package contains a very nice text file viewer that allows scrolling up or down when viewing a file. It is also used by Man-DB for viewing manpages.

- Libcap

  This package implements the user-space interfaces to the POSIX 1003.1e capabilities available in Linux kernels.

- Libelf

  The elfutils project provides libraries and tools for ELF files and DWARF data. Most utilities in this package are available in other packages, but the library is needed to build the Linux kernel using the default (and most efficient) configuration.

- Libffi

  This package implements a portable, high level programming interface to various calling conventions. Some programs may not know at the time of compilation what arguments are to be passed to a function. For instance, an interpreter may be told at run-time about the number and types of arguments used to call a given function. Libffi can be used in such programs to provide a bridge from the interpreter program to compiled code.

- Libpipeline

  The Libpipeline package contains a library for manipulating pipelines of subprocesses in a flexible and convenient way. It is required by the Man-DB package.

- Libtool

  This package contains the GNU generic library support script. It wraps the complexity of using shared libraries in a consistent, portable interface. It is needed by the test suites in other LFS packages.

- Linux Kernel

  This package is the Operating System. It is the Linux in the GNU/Linux environment.

- M4

  This package contains a general text macro processor useful as a build tool for other programs.

- Make

  This package contains a program for directing the building of packages. It is required by almost every package in LFS.

- Man-DB

  This package contains programs for finding and viewing man pages. It was chosen instead of the man package due to superior internationalization capabilities. It supplies the man program.

- Man-pages

  This package contains the actual contents of the basic Linux man pages.

- Meson

  This package provides a software tool for automating the building of software. The main goal for Meson is to minimize the amount of time that software developers need to spend configuring their build system. It's required to build Systemd, as well as many BLFS packages.

- MPC

  This package contains functions for the arithmetic of complex numbers. It is required by GCC.

- MPFR

  This package contains functions for multiple precision arithmetic. It is required by GCC.

- Ninja

  This package contains a small build system with a focus on speed. It is designed to have its input files generated by a higher-level build system, and to run builds as fast as possible. This package is required by Meson.

- Ncurses

  This package contains libraries for terminal-independent handling of character screens. It is often used to provide cursor control for a menuing system. It is needed by a number of packages in LFS.

- Openssl

  This package provides management tools and libraries relating to cryptography. These are useful for providing cryptographic functions to other packages, including the Linux kernel.

- Patch

  This package contains a program for modifying or creating files by applying a *patch* file typically created by the diff program. It is needed by the build procedure for several LFS packages.

- Perl

  This package is an interpreter for the runtime language PERL. It is needed for the installation and test suites of several LFS packages.

- Pkg-config

  This package provides a program that returns meta-data about an installed library or package.

- Procps-NG

  This package contains programs for monitoring processes. These programs are useful for system administration, and are also used by the LFS Bootscripts.

- Psmisc

This package contains programs for displaying information about running processes. These programs are useful for system administration.

- Python 3

  This package provides an interpreted language that has a design philosophy that emphasizes code readability.

- Readline

  This package is a set of libraries that offers command-line editing and history capabilities. It is used by Bash.

- Sed

  This package allows editing of text without opening it in a text editor. It is also needed by most LFS packages' configure scripts.

- Shadow

  This package contains programs for handling passwords in a secure way.

- Sysklogd

  This package contains programs for logging system messages, such as those given by the kernel or daemon processes when unusual events occur.

- Sysvinit

  This package provides the init program, which is the parent of all other processes on the Linux system.

- Tar

  This package provides archiving and extraction capabilities of virtually all packages used in LFS.

- Tcl

  This package contains the Tool Command Language used in many test suites in LFS packages.

- Texinfo

  This package contains programs for reading, writing, and converting info pages. It is used in the installation procedures of many LFS packages.

- Util-linux

  This package contains miscellaneous utility programs. Among them are utilities for handling file systems, consoles, partitions, and messages.

- Vim

  This package contains an editor. It was chosen because of its compatibility with the classic vi editor and its huge number of powerful capabilities. An editor is a very personal choice for many users and any other editor could be substituted if desired.

- XML::Parser

  This package is a Perl module that interfaces with Expat.

- XZ Utils

  This package contains programs for compressing and decompressing files. It provides the highest compression generally available and is useful for decompressing packages in XZ or LZMA format.

- Zlib

This package contains compression and decompression routines used by some programs.

- Zstd

  This package contains compression and decompression routines used by some programs. It provide high compression ratios and a very wide range of compression / speed trade-offs.

Typography

To make things easier to follow, there are a few typographical conventions used throughout this book. This section contains some examples of the typographical format found throughout Linux From Scratch.

```
./configure --prefix=/usr
```

This form of text is designed to be typed exactly as seen unless otherwise noted in the surrounding text. It is also used in the explanation sections to identify which of the commands is being referenced.

In some cases, a logical line is extended to two or more physical lines with a backslash at the end of the line.

```
CC="gcc -B/usr/bin/" ../binutils-2.18/configure \
  --prefix=/tools --disable-nls --disable-werror
```

Note that the backslash must be followed by an immediate return. Other whitespace characters like spaces or tab characters will create incorrect results.

```
install-info: unknown option '--dir-file=/mnt/lfs/usr/info/dir'
```

This form of text (fixed-width text) shows screen output, usually as the result of commands issued. This format is also used to show filenames, such as `/etc/ld.so.conf`.

Emphasis

This form of text is used for several purposes in the book. Its main purpose is to emphasize important points or items.

https://www.linuxfromscratch.org/

This format is used for hyperlinks both within the LFS community and to external pages. It includes HOWTOs, download locations, and websites.

```
cat > $LFS/etc/group << "EOF"
root:x:0:
bin:x:1:
......
EOF
```

This format is used when creating configuration files. The first command tells the system to create the file `$LFS/etc/group` from whatever is typed on the following lines until the sequence End Of File (EOF) is encountered. Therefore, this entire section is generally typed as seen.

<REPLACED TEXT>

This format is used to encapsulate text that is not to be typed as seen or for copy-and-paste operations.

[OPTIONAL TEXT]

This format is used to encapsulate text that is optional.

`passwd(5)`

This format is used to refer to a specific manual (man) page. The number inside parentheses indicates a specific section inside the manuals. For example, **passwd** has two man pages. Per LFS installation instructions, those two man pages will be located at `/usr/share/man/man1/passwd.1` and `/usr/share/man/man5/passwd.5`. When the book uses `passwd(5)` it is specifically referring to `/usr/share/man/man5/passwd.5`. **man passwd** will print the first man page it finds that matches "passwd", which will be `/usr/share/man/man1/passwd.1`. For this example, you will need to run **man 5 passwd** in order to read the page being specified. Note that most man pages do not have duplicate page names in different sections. Therefore, **man *<program name>*** is generally sufficient.

Structure

This book is divided into the following parts.

Part I - Introduction

Part I explains a few important notes on how to proceed with the LFS installation. This section also provides meta-information about the book.

Part II - Preparing for the Build

Part II describes how to prepare for the building process—making a partition, downloading the packages, and compiling temporary tools.

Part III - Building the LFS Cross Toolchain and Temporary Tools

Part III provides instructions for building the tools needed for constructing the final LFS system.

Part IV - Building the LFS System

Part IV guides the reader through the building of the LFS system—compiling and installing all the packages one by one, setting up the boot scripts, and installing the kernel. The resulting Linux system is the foundation on which other software can be built to expand the system as desired. At the end of this book, there is an easy to use reference listing all of the programs, libraries, and important files that have been installed.

Part V - Appendices

Part V provides information about the book itself including acronyms and terms, acknowledgments, package dependencies, a listing of LFS boot scripts, licenses for the distribution of the book, and a comprehensive index of packages, programs, libraries, and scripts.

Errata and Security Advisories

The software used to create an LFS system is constantly being updated and enhanced. Security warnings and bug fixes may become available after the LFS book has been released. To check whether the package versions or instructions in this release of LFS need any modifications to accommodate security vulnerabilities or other bug fixes, please visit *https://www.linuxfromscratch.org/lfs/errata/11.0/* before proceeding with your build. You should note any changes shown and apply them to the relevant section of the book as you progress with building the LFS system.

In addition, the Linux From Scratch editors maintain a list of security vulnerabilities discovered after a book was released. To check whether there are any active security vulnerabilities, please visit *https://www.linuxfromscratch.org/lfs/advisories/* prior to proceeding with your build. You should note any advisories and perform the steps to fix any security vulnerabilities as you progress with building the LFS system.

Part I. Introduction

Chapter 1. Introduction

1.1. How to Build an LFS System

The LFS system will be built by using an already installed Linux distribution (such as Debian, OpenMandriva, Fedora, or openSUSE). This existing Linux system (the host) will be used as a starting point to provide necessary programs, including a compiler, linker, and shell, to build the new system. Select the “development” option during the distribution installation to be able to access these tools.

As an alternative to installing a separate distribution onto your machine, you may wish to use a LiveCD from a commercial distribution.

Chapter 2 of this book describes how to create a new Linux native partition and file system. This is the place where the new LFS system will be compiled and installed. Chapter 3 explains which packages and patches need to be downloaded to build an LFS system and how to store them on the new file system. Chapter 4 discusses the setup of an appropriate working environment. Please read Chapter 4 carefully as it explains several important issues you need be aware of before beginning to work your way through Chapter 5 and beyond.

Chapter 5, explains the installation of the initial tool chain, (binutils, gcc, and glibc) using cross compilation techniques to isolate the new tools from the host system.

Chapter 6 shows you how to cross-compile basic utilities using the just built cross-toolchain.

Chapter 7 then enters a "chroot" environment and uses the previously built tools to build the additional tools needed to build and test the final system.

This effort to isolate the new system from the host distribution may seem excessive. A full technical explanation as to why this is done is provided in Toolchain Technical Notes.

In Chapter 8, The full LFS system is built. Another advantage provided by the chroot environment is that it allows you to continue using the host system while LFS is being built. While waiting for package compilations to complete, you can continue using your computer as normal.

To finish the installation, the basic system configuration is set up in Chapter 9, and the kernel and boot loader are set up in Chapter 10. Chapter 11 contains information on continuing the LFS experience beyond this book. After the steps in this book have been implemented, the computer will be ready to reboot into the new LFS system.

This is the process in a nutshell. Detailed information on each step is discussed in the following chapters and package descriptions. Items that may seem complicated will be clarified, and everything will fall into place as you embark on the LFS adventure.

1.2. What's new since the last release

In this version of LFS, there has been a major reorganization of the book using techniques that avoid changing the host system and provides a more straight forward build process.

Below is a list of package updates made since the previous release of the book.

Upgraded to:

-
- Acl-2.3.1

- Attr-2.5.1
- Automake-1.16.4
- Bash 5.1.8
- Bc 5.0.0
- Binutils-2.37
- Bison-3.7.6
- DejaGNU-1.6.3
- Diffutils-3.8
- E2fsprogs-1.46.4
- Expat-2.4.1
- File-5.40
- GCC-11.2.0
- GDBM-1.20
- Glibc-2.34
- Grep-3.7
- GRUB-2.06
- IANA-Etc-20210611
- IPRoute2-5.13.0
- Kmod-29
- Less-590
- Libcap-2.53
- Libelf-0.185 (from elfutils)
- Libffi-3.4.2
- Linux-5.13.12
- M4-1.4.19
- Man-pages-5.13
- Meson-0.59.1
- Openssl-1.1.1l
- Perl-5.34.0
- Python-3.9.6
- Shadow-4.9
- Sysklogd-1.5.1
- SysVinit-2.99

- Texinfo-6.8
- Util-Linux-2.37.2
- Vim-8.2.3337
- Zstd-1.5.0

Added:

-
- binutils-2.37-upstream_fix-1.patch
- gcc-11.1.0-upstream_fixes-1.patch

Removed:

-

1.3. Changelog

This is version 11.0 of the Linux From Scratch book, dated September 1st, 2021. If this book is more than six months old, a newer and better version is probably already available. To find out, please check one of the mirrors via *https://www.linuxfromscratch.org/mirrors.html*.

Below is a list of changes made since the previous release of the book.

Changelog Entries:

- 2021-09-01
  - [bdubbs] - LFS-11.0 released.
- 2021-08-25
  - [xry111] - Update to man-pages-5.13. Fixes *#4915*.
- 2021-08-25
  - [bdubbs] - LFS-11.0-rc3 released.
  - [bdubbs] - Update to e2fsprogs-1.46.4. Fixes *#4910*.
  - [bdubbs] - Update to meson-0.59.1. Fixes *#4909*.
  - [bdubbs] - Update to util-linux 2.37.2. Fixes *#4908*.
  - [bdubbs] - Update to linux-5.13.12. Fixes *#4907*.
  - [bdubbs] - Update to libcap-2.53. Fixes *#4906*.
  - [xry111] - Update to openssl-1.1.1l (security fixes). Fixes *#4911*.
- 2021-08-20
  - [bdubbs] - Add a sed to glibc in Chapter 8 to fix a critical security issue.
- 2021-08-18
  - [bdubbs] - Eliminate an instruction to remove a test in bunutils that no longer fails.
- 2021-08-16
  - [dj] - add p11-kit to dependencies list for systemd.

- 2021-08-15
  - [renodr] - LFS-11.0-rc1 released.
- 2021-08-14
  - [bdubbs] - Update to grep-3.7. Fixes *#4901*.
- 2021-08-13
  - [bdubbs] - Update to linux-5.13.10. Fixes *#4904*.
  - [bdubbs] - Update to bc-5.0.0. Fixes *#4903*.
  - [bdubbs] - Update to vim-8.2.3337. Addresses *#4521*.
  - [bdubbs] - Add binutils-2.37 upstream patch.
- 2021-08-08
  - [bdubbs] - Update to linux-5.13.9. Fixes *#4900*.
  - [bdubbs] - Update to libffi-3.4.2. Fixes *#4902*.
- 2021-08-06
  - [xry111] - Fix `libasan.a` building GCC with Glibc-2.34. Addresses *BLFS #15350*.
- 2021-08-02
  - [bdubbs] - Update to glibc-2.34. Fixes *#4897*.
  - [bdubbs] - Update to diffutils-3.8. Fixes *#4898*.
  - [bdubbs] - Update to libcap-2.52. Fixes *#4899*.
- 2021-08-01
  - [bdubbs] - Remove unneeded sed commands from automake and coreutils. Fixes *#4895*.
  - [bdubbs] - Update to linux-5.13.7. Fixes *#4893*.
  - [bdubbs] - Update to e2fsprogs-1.46.3. Fixes *#4896*.
- 2021-07-27
  - [xry111] - Update to GCC-11.2.0. Fixes *#4883*.
  - [xry111] - Update to inetutils-2.1. Fixes *#4892*.
  - [xry111] - Update to automake-1.16.4. Fixes *#4894*.
  - [xry111] - Always use --strip-unneeded for stripping.
- 2021-07-27
  - [xry111] - Use workaround for Glibc NSS modules during stripping, to prevent bash from crash.
- 2021-07-26
  - [thomas] - Fix a programming error in shadow-4.9
- 2021-07-25
  - [xry111] - (Hopefully) complete stripping workaround.
- 2021-07-25
  - [bdubbs] - Add workaround to strip libraries correctly.

- [xry111] - Add workaround to install Binutils-2.37 man pages correctly.
- [bdubbs] - Update to shadow-4.9. Fixes *#4891*.
- [bdubbs] - Update to util-linux 2.37.1. Fixes *#4890*.

- 2021-07-23
  - [renodr] - Update to meson-0.59.0. Fixes *#4888*.
  - [renodr] - Update to binutils-2.37. Fixes *#4887*.
  - [renodr] - Update to less-590. Fixes *#4884*.
- 2021-07-22
  - [dj] - Correct page IDs in Chapter 08 dejagnu, expect, and tcl.
  - [dj] - Ensure that glibc installs ldconfig and sln to `/usr/sbin`.
- 2021-07-20
  - [ken] - Update to linux-5.13.4 (security fix). Fixes *#4886*.
  - [xry111] - Use a fixed, non-zero UID for `tester` user, and spawn a new pseudoterminal to satisfy bash testsuite.
- 2021-07-19
  - [renodr] - Add text about security advisories to the Errata page.
- 2021-07-17
  - [ken] - Fix test failures in perl-5.34.0 by building less before perl and by patching perl for a problem highlighted by gdbm-1.20. Fixes *#4885*.
- 2021-07-15
  - [bdubbs] - Remove modifications to m4 that are no longer needed.
- 2021-07-08
  - [renodr] - Update to texinfo-6.8. Fixes *#4880*.
  - [renodr] - Update to iproute2-5.13.0. Fixes *#4879*.
  - [renodr] - Update to Python-3.9.6 (Security Update). Fixes *#4878*.
  - [renodr] - Update to Linux-5.13.1. Fixes *#4873*.
- 2021-07-01
  - [ken] - Patch gcc to fix some regressions (will be needed to build firefox-91ESR in BLFS) and to allow it to build against linux-5.13.0 kernel headers. Fixes *#4875*.
- 2021-06-28
  - [ken] - If installing individual locales, add 9 more used by libstdc++-v3 tests. Fixes *#4877*.
- 2021-06-27
  - [bdubbs] - Update to bash-5.1.8. Fixes *#4869*.
  - [bdubbs] - Update to dejagnu-1.6.3. Fixes *#4871*.
  - [bdubbs] - Update to gdbm-1.20. Fixes *#4872*.
  - [bdubbs] - Update to libcap-2.51. Fixes *#4874*.

- [bdubbs] - Update to man-pages-5.1. Fixes *#4876*.
- 2021-06-18
  - [bdubbs] - Ensure libcap installs capsh.
- 2021-06-15
  - [bdubbs] - Update to iana-etc-20210611. Addresses *#4722*.
  - [bdubbs] - Update to vim-8.2.3001. Addresses *#4500*.
  - [bdubbs] - Update to util-linux-2.37. Fixes *#4865*.
  - [bdubbs] - Update to meson-0.58.1. Fixes *#4867*.
  - [bdubbs] - Update to linux-5.12.10. Fixes *#4866*.
  - [bdubbs] - Update to m4-1.4.19. Fixes *#4864*.
  - [bdubbs] - Update to grub-2.06. Fixes *#4868*.
- 2021-06-09
  - [ken] - For consistency, make the cpp link in /usr/lib.
  - [ken] - Install iproute2 programs in /usr/sbin for consistency.
- 2021-06-08
  - [bdubbs] - Make shutting down the netwrok more robust.
- 2021-06-02
  - [thomas] - Tweak sendsignal bootscript to avoid killing mdmod (if active).
- 2021-05-31
  - [ken] - Update to linux-5.12.8 (security fix). Fixes *#4863*.
- 2021-05-28
  - [bdubbs] - Update to iana-etc-20210526. Addresses *#4722*.
  - [bdubbs] - Update to vim-8.2.2890. Addresses *#4500*.
  - [bdubbs] - Update to zstd-1.5.0. Fixes *#4858*.
  - [bdubbs] - Update to perl-5.34.0. Fixes *#4860*.
  - [bdubbs] - Update to linux-5.12.7. Fixes *#4857*.
  - [bdubbs] - Update to libcap-2.50. Fixes *#4862*.
  - [bdubbs] - Update to kmod-29. Fixes *#4859*.
  - [bdubbs] - Update to expat-2.4.1. Fixes *#4861*.
  - [bdubbs] - Update to elfutils-0.185. Fixes *#4855*.
  - [bdubbs] - Update to bc-4.0.2. Fixes *#4855*.
- 2021-05-26
  - [thomas] - Remove obsolete DOCDIR option from iproute2 install command.
- 2021-05-17
  - [bdubbs] - Tweak install directories for eudev and e2fsprogs. Thanks to Ryan Marsaw for the report.
- 2021-05-14

- [ken] - Add a Note about upgrading in OpenSSL.

- 2021-05-12
  - [bdubbs] - Removed instructions for running tests in Python due to an indefinite hang in the partial LFS envrionment.
  - [renodr] - Moved LFS to a merged-/usr configuration. Thanks goes to Xi Ruoyao for doing almost all of the work. Fixes *#4848*.
  - [renodr] - Update to gcc-11.1.0. Fixes *#4847*.
  - [renodr] - Fix a FTBFS when building glibc-2.33 with gcc-11.1.0.
  - [renodr] - Update to iproute2-5.12.0. Fixes *#4852*.
  - [renodr] - Update to Python-3.9.5. Fixes *#4854*.
  - [renodr] - Update to meson-0.58.0. Fixes *#4853*.
  - [renodr] - Update to linux-5.12.2. Fixes *#4840*.
- 2021-04-28
  - [bdubbs] - Add manual locales needed for tests if using alternate locale installation instructions. Fixes *#4844*.
  - [bdubbs] - Minor changes to boot scripts. Fixes *#4842*. Thanks to Scott Andrews for the report.
- 2021-04-26
  - [bdubbs] - Update to vim-8.2.2812. Addresses *#4500*.
  - [bdubbs] - Update to iana-etc-20210407. Addresses *#4722*.
  - [bdubbs] - Update to Python3-3.9.4. Fixes *#4843*.
  - [bdubbs] - Update to meson-0.57.2. Fixes *#4846*.
  - [bdubbs] - Update to linux-5.11.16. Addresses *#4840*.
  - [bdubbs] - Update to less-581. Fixes *#4849*.
  - [bdubbs] - Update to file-5.40. Fixes *#4839*.
  - [bdubbs] - Update to bc-4.0.1. Fixes *#4845*.
- 2021-04-22
  - [xry111] - Revert 2772bb9c, as the proposed fix in it is rejected by Python maintainers explicitly.
- 2021-04-06
  - The XML source code of this book is migrated from SVN to Git.
- 2021-03-26
  - [renodr] - Update to openssl-1.1.1k (Security Update). Fixes *#4838*.
  - [renodr] - Update to attr-2.5.1. Fixes *#4833*.
  - [renodr] - Update to linux-5.11.10. Fixes *#4834*.
  - [renodr] - Update to bc-3.3.4. Fixes *#4835*.
  - [renodr] - Update to man-pages-5.11. Fixes *#4836*.
  - [renodr] - Update to expat-2.3.0. Fixes *#4837*.
  - [renodr] - Update to acl-2.3.1. Fixes *#4832*.

- 2021-03-17
  - [xry111] - Use `-j1` for Binutils installation. Thanks report from Hans Meier.
- 2021-03-15
  - [bdubbs] - Update to vim-8.2.2604. Addreses *#4500*.
  - [bdubbs] - Update to iana-etc-20210304. Addreses *#4722*.
  - [bdubbs] - Update to zstd-1.4.9. Fixes *#4827*.
  - [bdubbs] - Update to sysvinit-2.99. Fixes *#4822*.
  - [bdubbs] - Update to linux-5.11.6. Fixes *#4824*.
  - [bdubbs] - Update to libcap-2.49. Fixes *#4831*.
  - [bdubbs] - Update to iproute2-5.11.0. Fixes *#4823*.
  - [bdubbs] - Update to e2fsprogs-1.46.2. Fixes *#4826*.
  - [bdubbs] - Update to bison-3.7.6. Fixes *#4828*.
  - [bdubbs] - Update to bc-3.3.3. Fixes *#4825*.
  - [bdubbs] - Update to attr-2.5.0. Fixes *#4830*.
  - [bdubbs] - Update to acl-2.3.0. Fixes *#4829*.
- 2021-03-02
  - [pierre] - Fix a header file for python, so that **#include <python3.9/Python.h>** works.
- 2021-03-01
  - [bdubbs] - LFS-10.1 released.

1.4. Resources

1.4.1. FAQ

If during the building of the LFS system you encounter any errors, have any questions, or think there is a typo in the book, please start by consulting the Frequently Asked Questions (FAQ) that is located at *https://www.linuxfromscratch.org/faq/*.

1.4.2. Mailing Lists

The `linuxfromscratch.org` server hosts a number of mailing lists used for the development of the LFS project. These lists include the main development and support lists, among others. If the FAQ does not solve the problem you are having, the next step would be to search the mailing lists at *https://www.linuxfromscratch.org/search.html*.

For information on the different lists, how to subscribe, archive locations, and additional information, visit *https://www.linuxfromscratch.org/mail.html*.

1.4.3. IRC

Several members of the LFS community offer assistance on Internet Relay Chat (IRC). Before using this support, please make sure that your question is not already answered in the LFS FAQ or the mailing list archives. You can find the IRC network at `irc.libera.chat`. The support channel is named #LFS-support.

1.4.4. Mirror Sites

The LFS project has a number of world-wide mirrors to make accessing the website and downloading the required packages more convenient. Please visit the LFS website at *https://www.linuxfromscratch.org/mirrors.html* for a list of current mirrors.

1.4.5. Contact Information

Please direct all your questions and comments to one of the LFS mailing lists (see above).

1.5. Help

If an issue or a question is encountered while working through this book, please check the FAQ page at *https://www.linuxfromscratch.org/faq/#generalfaq*. Questions are often already answered there. If your question is not answered on this page, try to find the source of the problem. The following hint will give you some guidance for troubleshooting: *https://www.linuxfromscratch.org/hints/downloads/files/errors.txt*.

If you cannot find your problem listed in the FAQ, search the mailing lists at *https://www.linuxfromscratch.org/search.html*.

We also have a wonderful LFS community that is willing to offer assistance through the mailing lists and IRC (see the Section 1.4, “Resources” section of this book). However, we get several support questions every day and many of them can be easily answered by going to the FAQ and by searching the mailing lists first. So, for us to offer the best assistance possible, you need to do some research on your own first. That allows us to focus on the more unusual support needs. If your searches do not produce a solution, please include all relevant information (mentioned below) in your request for help.

1.5.1. Things to Mention

Apart from a brief explanation of the problem being experienced, the essential things to include in any request for help are:

- The version of the book being used (in this case 11.0)
- The host distribution and version being used to create LFS
- The output from the Host System Requirements script
- The package or section the problem was encountered in
- The exact error message or symptom being received
- Note whether you have deviated from the book at all

Note

Deviating from this book does *not* mean that we will not help you. After all, LFS is about personal preference. Being upfront about any changes to the established procedure helps us evaluate and determine possible causes of your problem.

1.5.2. Configure Script Problems

If something goes wrong while running the **configure** script, review the `config.log` file. This file may contain errors encountered during **configure** which were not printed to the screen. Include the *relevant* lines if you need to ask for help.

1.5.3. Compilation Problems

Both the screen output and the contents of various files are useful in determining the cause of compilation problems. The screen output from the **configure** script and the **make** run can be helpful. It is not necessary to include the entire output, but do include enough of the relevant information. Below is an example of the type of information to include from the screen output from **make**:

```
gcc -DALIASPATH=\"/mnt/lfs/usr/share/locale:.\"
-DLOCALEDIR=\"/mnt/lfs/usr/share/locale\"
-DLIBDIR=\"/mnt/lfs/usr/lib\"
-DINCLUDEDIR=\"/mnt/lfs/usr/include\" -DHAVE_CONFIG_H -I. -I.
-g -O2 -c getopt1.c
gcc -g -O2 -static -o make ar.o arscan.o commands.o dir.o
expand.o file.o function.o getopt.o implicit.o job.o main.o
misc.o read.o remake.o rule.o signame.o variable.o vpath.o
default.o remote-stub.o version.o opt1.o
-lutil job.o: In function `load_too_high':
/lfs/tmp/make-3.79.1/job.c:1565: undefined reference
to `getloadavg'
collect2: ld returned 1 exit status
make[2]: *** [make] Error 1
make[2]: Leaving directory `/lfs/tmp/make-3.79.1'
make[1]: *** [all-recursive] Error 1
make[1]: Leaving directory `/lfs/tmp/make-3.79.1'
make: *** [all-recursive-am] Error 2
```

In this case, many people would just include the bottom section:

```
make [2]: *** [make] Error 1
```

This is not enough information to properly diagnose the problem because it only notes that something went wrong, not *what* went wrong. The entire section, as in the example above, is what should be saved because it includes the command that was executed and the associated error message(s).

An excellent article about asking for help on the Internet is available online at *http://catb.org/~esr/faqs/smart-questions.html*. Read and follow the hints in this document to increase the likelihood of getting the help you need.

Part II. Preparing for the Build

Chapter 2. Preparing the Host System

2.1. Introduction

In this chapter, the host tools needed for building LFS are checked and, if necessary, installed. Then a partition which will host the LFS system is prepared. We will create the partition itself, create a file system on it, and mount it.

2.2. Host System Requirements

Your host system should have the following software with the minimum versions indicated. This should not be an issue for most modern Linux distributions. Also note that many distributions will place software headers into separate packages, often in the form of “<package-name>-devel” or “<package-name>-dev”. Be sure to install those if your distribution provides them.

Earlier versions of the listed software packages may work, but have not been tested.

- **Bash-3.2** (/bin/sh should be a symbolic or hard link to bash)
- **Binutils-2.25** (Versions greater than 2.37 are not recommended as they have not been tested)
- **Bison-2.7** (/usr/bin/yacc should be a link to bison or small script that executes bison)
- **Bzip2-1.0.4**
- **Coreutils-6.9**
- **Diffutils-2.8.1**
- **Findutils-4.2.31**
- **Gawk-4.0.1** (/usr/bin/awk should be a link to gawk)
- **GCC-6.2** including the C++ compiler, **g++** (Versions greater than 11.2.0 are not recommended as they have not been tested)
- **Glibc-2.11** (Versions greater than 2.34 are not recommended as they have not been tested)
- **Grep-2.5.1a**
- **Gzip-1.3.12**
- **Linux Kernel-3.2**

  The reason for the kernel version requirement is that we specify that version when building glibc in Chapter 5 and Chapter 8, at the recommendation of the developers. It is also required by udev.

  If the host kernel is earlier than 3.2 you will need to replace the kernel with a more up to date version. There are two ways you can go about this. First, see if your Linux vendor provides a 3.2 or later kernel package. If so, you may wish to install it. If your vendor doesn't offer an acceptable kernel package, or you would prefer not to install it, you can compile a kernel yourself. Instructions for compiling the kernel and configuring the boot loader (assuming the host uses GRUB) are located in Chapter 10.
- **M4-1.4.10**
- **Make-4.0**
- **Patch-2.5.4**
- **Perl-5.8.8**
- **Python-3.4**
- **Sed-4.1.5**
- **Tar-1.22**

- **Texinfo-4.7**
- **Xz-5.0.0**

Important

Note that the symlinks mentioned above are required to build an LFS system using the instructions contained within this book. Symlinks that point to other software (such as dash, mawk, etc.) may work, but are not tested or supported by the LFS development team, and may require either deviation from the instructions or additional patches to some packages.

To see whether your host system has all the appropriate versions, and the ability to compile programs, run the following:

```
cat > version-check.sh << "EOF"
#!/bin/bash
# Simple script to list version numbers of critical development tools
export LC_ALL=C
bash --version | head -n1 | cut -d" " -f2-4
MYSH=$(readlink -f /bin/sh)
echo "/bin/sh -> $MYSH"
echo $MYSH | grep -q bash || echo "ERROR: /bin/sh does not point to bash"
unset MYSH

echo -n "Binutils: "; ld --version | head -n1 | cut -d" " -f3-
bison --version | head -n1

if [ -h /usr/bin/yacc ]; then
  echo "/usr/bin/yacc -> `readlink -f /usr/bin/yacc`";
elif [ -x /usr/bin/yacc ]; then
  echo yacc is `/usr/bin/yacc --version | head -n1`
else
  echo "yacc not found"
fi

bzip2 --version 2>&1 < /dev/null | head -n1 | cut -d" " -f1,6-
echo -n "Coreutils: "; chown --version | head -n1 | cut -d")" -f2
diff --version | head -n1
find --version | head -n1
gawk --version | head -n1

if [ -h /usr/bin/awk ]; then
  echo "/usr/bin/awk -> `readlink -f /usr/bin/awk`";
elif [ -x /usr/bin/awk ]; then
  echo awk is `/usr/bin/awk --version | head -n1`
else
  echo "awk not found"
fi
```

```
gcc --version | head -n1
g++ --version | head -n1
ldd --version | head -n1 | cut -d" " -f2-  # glibc version
grep --version | head -n1
gzip --version | head -n1
cat /proc/version
m4 --version | head -n1
make --version | head -n1
patch --version | head -n1
echo Perl `perl -V:version`
python3 --version
sed --version | head -n1
tar --version | head -n1
makeinf --version | head -n1  # texinfo version
xz --version | head -n1

echo 'int main(){}' > dummy.c && g++ -o dummy dummy.c
if [ -x dummy ]
  then echo "g++ compilation OK";
  else echo "g++ compilation failed"; fi
rm -f dummy.c dummy
EOF

bash version-check.sh
```

2.3. Building LFS in Stages

LFS is designed to be built in one session. That is, the instructions assume that the system will not be shut down during the process. That does not mean that the system has to be done in one sitting. The issue is that certain procedures have to be re-accomplished after a reboot if resuming LFS at different points.

2.3.1. Chapters 1–4

These chapters are accomplished on the host system. When restarting, be careful of the following:

- Procedures done as the `root` user after Section 2.4 need to have the LFS environment variable set *FOR THE ROOT USER*.

2.3.2. Chapter 5–6

- The /mnt/lfs partition must be mounted.
- These two chapters *must* be done as user `lfs`. A **su - lfs** needs to be done before any task in these chapters. Failing to do that, you are at risk of installing packages to the host, and potentially rendering it unusable.
- The procedures in General Compilation Instructions are critical. If there is any doubt about installing a package, ensure any previously expanded tarballs are removed, then re-extract the package files, and complete all instructions in that section.

2.3.3. Chapter 7–10

- The /mnt/lfs partition must be mounted.

- A few operations, from “Changing Ownership” to “Entering the Chroot Environment” must be done as the `root` user, with the LFS environment variable set for the `root`user.
- When entering chroot, the LFS environment variable must be set for `root`. The LFS variable is not used afterwards.
- The virtual file systems must be mounted. This can be done before or after entering chroot by changing to a host virtual terminal and, as `root`, running the commands in Section 7.3.2, “Mounting and Populating /dev” and Section 7.3.3, “Mounting Virtual Kernel File Systems”.

2.4. Creating a New Partition

Like most other operating systems, LFS is usually installed on a dedicated partition. The recommended approach to building an LFS system is to use an available empty partition or, if you have enough unpartitioned space, to create one.

A minimal system requires a partition of around 10 gigabytes (GB). This is enough to store all the source tarballs and compile the packages. However, if the LFS system is intended to be the primary Linux system, additional software will probably be installed which will require additional space. A 30 GB partition is a reasonable size to provide for growth. The LFS system itself will not take up this much room. A large portion of this requirement is to provide sufficient free temporary storage as well as for adding additional capabilities after LFS is complete. Additionally, compiling packages can require a lot of disk space which will be reclaimed after the package is installed.

Because there is not always enough Random Access Memory (RAM) available for compilation processes, it is a good idea to use a small disk partition as `swap` space. This is used by the kernel to store seldom-used data and leave more memory available for active processes. The `swap` partition for an LFS system can be the same as the one used by the host system, in which case it is not necessary to create another one.

Start a disk partitioning program such as **cfdisk** or **fdisk** with a command line option naming the hard disk on which the new partition will be created—for example `/dev/sda` for the primary disk drive. Create a Linux native partition and a `swap` partition, if needed. Please refer to `cfdisk(8)` or `fdisk(8)` if you do not yet know how to use the programs.

Note

For experienced users, other partitioning schemes are possible. The new LFS system can be on a software *RAID* array or an *LVM* logical volume. However, some of these options require an *initramfs*, which is an advanced topic. These partitioning methodologies are not recommended for first time LFS users.

Remember the designation of the new partition (e.g., `sda5`). This book will refer to this as the LFS partition. Also remember the designation of the `swap` partition. These names will be needed later for the `/etc/fstab` file.

2.4.1. Other Partition Issues

Requests for advice on system partitioning are often posted on the LFS mailing lists. This is a highly subjective topic. The default for most distributions is to use the entire drive with the exception of one small swap partition. This is not optimal for LFS for several reasons. It reduces flexibility, makes sharing of data across multiple distributions or LFS builds more difficult, makes backups more time consuming, and can waste disk space through inefficient allocation of file system structures.

2.4.1.1. The Root Partition

A root LFS partition (not to be confused with the `/root` directory) of twenty gigabytes is a good compromise for most systems. It provides enough space to build LFS and most of BLFS, but is small enough so that multiple partitions can be easily created for experimentation.

2.4.1.2. The Swap Partition

Most distributions automatically create a swap partition. Generally the recommended size of the swap partition is about twice the amount of physical RAM, however this is rarely needed. If disk space is limited, hold the swap partition to two gigabytes and monitor the amount of disk swapping.

If you want to use the hibernation feature (suspend-to-disk) of Linux, it writes out the contents of RAM to the swap partition before turning off the machine. In this case the size of the swap partition should be at least as large as the system's installed RAM.

Swapping is never good. For mechanical hard drives you can generally tell if a system is swapping by just listening to disk activity and observing how the system reacts to commands. For an SSD drive you will not be able to hear swapping but you can tell how much swap space is being used by the **top** or **free** programs. Use of an SSD drive for a swap partition should be avoided if possible. The first reaction to swapping should be to check for an unreasonable command such as trying to edit a five gigabyte file. If swapping becomes a normal occurrence, the best solution is to purchase more RAM for your system.

2.4.1.3. The Grub Bios Partition

If the *boot disk* has been partitioned with a GUID Partition Table (GPT), then a small, typically 1 MB, partition must be created if it does not already exist. This partition is not formatted, but must be available for GRUB to use during installation of the boot loader. This partition will normally be labeled 'BIOS Boot' if using **fdisk** or have a code of *EF02* if using **gdisk**.

Note

The Grub Bios partition must be on the drive that the BIOS uses to boot the system. This is not necessarily the same drive where the LFS root partition is located. Disks on a system may use different partition table types. The requirement for this partition depends only on the partition table type of the boot disk.

2.4.1.4. Convenience Partitions

There are several other partitions that are not required, but should be considered when designing a disk layout. The following list is not comprehensive, but is meant as a guide.

- /boot – Highly recommended. Use this partition to store kernels and other booting information. To minimize potential boot problems with larger disks, make this the first physical partition on your first disk drive. A partition size of 200 megabytes is quite adequate.
- /home – Highly recommended. Share your home directory and user customization across multiple distributions or LFS builds. The size is generally fairly large and depends on available disk space.
- /usr – In LFS, `/bin`, `/lib`, and `/sbin` are symlinks to their counterpart in `/usr`. So `/usr` contains all binaries needed for the system to run. For LFS a separate partition for `/usr` is normally not needed. If you need it anyway, you should make a partition large enough to fit all programs and libraries in the system. The root partition can be very small (maybe just one gigabyte) in this configuration, so it's suitable for a thin client or diskless workstation (where `/usr` is mounted from a remote server). However you should take care that an initramfs (not covered by LFS) will be needed to boot a system with separate `/usr` partition.
- /opt – This directory is most useful for BLFS where multiple installations of large packages like Gnome or KDE can be installed without embedding the files in the /usr hierarchy. If used, 5 to 10 gigabytes is generally adequate.

- /tmp – A separate /tmp directory is rare, but useful if configuring a thin client. This partition, if used, will usually not need to exceed a couple of gigabytes.
- /usr/src – This partition is very useful for providing a location to store BLFS source files and share them across LFS builds. It can also be used as a location for building BLFS packages. A reasonably large partition of 30-50 gigabytes allows plenty of room.

Any separate partition that you want automatically mounted upon boot needs to be specified in the `/etc/fstab`. Details about how to specify partitions will be discussed in Section 10.2, “Creating the /etc/fstab File”.

2.5. Creating a File System on the Partition

Now that a blank partition has been set up, the file system can be created. LFS can use any file system recognized by the Linux kernel, but the most common types are ext3 and ext4. The choice of file system can be complex and depends on the characteristics of the files and the size of the partition. For example:

ext2
: is suitable for small partitions that are updated infrequently such as /boot.

ext3
: is an upgrade to ext2 that includes a journal to help recover the partition's status in the case of an unclean shutdown. It is commonly used as a general purpose file system.

ext4
: is the latest version of the ext file system family of partition types. It provides several new capabilities including nano-second timestamps, creation and use of very large files (16 TB), and speed improvements.

Other file systems, including FAT32, NTFS, ReiserFS, JFS, and XFS are useful for specialized purposes. More information about these file systems can be found at *http://en.wikipedia.org/wiki/Comparison_of_file_systems*.

LFS assumes that the root file system (/) is of type ext4. To create an `ext4` file system on the LFS partition, run the following:

```
mkfs -v -t ext4 /dev/<xxx>
```

Replace <*xxx*> with the name of the LFS partition.

If you are using an existing `swap` partition, there is no need to format it. If a new `swap` partition was created, it will need to be initialized with this command:

```
mkswap /dev/<yyy>
```

Replace <*yyy*> with the name of the `swap` partition.

2.6. Setting The $LFS Variable

Throughout this book, the environment variable `LFS` will be used several times. You should ensure that this variable is always defined throughout the LFS build process. It should be set to the name of the directory where you will be building your LFS system - we will use `/mnt/lfs` as an example, but the directory choice is up to you. If you are building LFS on a separate partition, this directory will be the mount point for the partition. Choose a directory location and set the variable with the following command:

```
export LFS=/mnt/lfs
```

Having this variable set is beneficial in that commands such as **mkdir -v $LFS/tools** can be typed literally. The shell will automatically replace "$LFS" with "/mnt/lfs" (or whatever the variable was set to) when it processes the command line.

Caution

Do not forget to check that LFS is set whenever you leave and reenter the current working environment (such as when doing a **su** to root or another user). Check that the LFS variable is set up properly with:

```
echo $LFS
```

Make sure the output shows the path to your LFS system's build location, which is /mnt/lfs if the provided example was followed. If the output is incorrect, use the command given earlier on this page to set $LFS to the correct directory name.

Note

One way to ensure that the LFS variable is always set is to edit the .bash_profile file in both your personal home directory and in /root/.bash_profile and enter the export command above. In addition, the shell specified in the /etc/passwd file for all users that need the LFS variable needs to be bash to ensure that the /root/.bash_profile file is incorporated as a part of the login process.

Another consideration is the method that is used to log into the host system. If logging in through a graphical display manager, the user's .bash_profile is not normally used when a virtual terminal is started. In this case, add the export command to the .bashrc file for the user and root. In addition, some distributions have instructions to not run the .bashrc instructions in a non-interactive bash invocation. Be sure to add the export command before the test for non-interactive use.

2.7. Mounting the New Partition

Now that a file system has been created, the partition needs to be made accessible. In order to do this, the partition needs to be mounted at a chosen mount point. For the purposes of this book, it is assumed that the file system is mounted under the directory specified by the LFS environment variable as described in the previous section.

Create the mount point and mount the LFS file system by running:

```
mkdir -pv $LFS
mount -v -t ext4 /dev/<xxx> $LFS
```

Replace <*xxx*> with the designation of the LFS partition.

If using multiple partitions for LFS (e.g., one for / and another for /home), mount them using:

```
mkdir -pv $LFS
mount -v -t ext4 /dev/<xxx> $LFS
mkdir -v $LFS/home
mount -v -t ext4 /dev/<yyy> $LFS/home
```

Replace <*xxx*> and <*yyy*> with the appropriate partition names.

Ensure that this new partition is not mounted with permissions that are too restrictive (such as the nosuid or nodev options). Run the **mount** command without any parameters to see what options are set for the mounted LFS partition. If nosuid and/or nodev are set, the partition will need to be remounted.

Warning

The above instructions assume that you will not be restarting your computer throughout the LFS process. If you shut down your system, you will either need to remount the LFS partition each time you restart the build process or modify your host system's /etc/fstab file to automatically remount it upon boot. For example:

```
/dev/<xxx>  /mnt/lfs ext4   defaults      1     1
```

If you use additional optional partitions, be sure to add them also.

If you are using a `swap` partition, ensure that it is enabled using the **swapon** command:

```
/sbin/swapon -v /dev/<zzz>
```

Replace *<zzz>* with the name of the `swap` partition.

Now that there is an established place to work, it is time to download the packages.

Chapter 3. Packages and Patches

3.1. Introduction

This chapter includes a list of packages that need to be downloaded in order to build a basic Linux system. The listed version numbers correspond to versions of the software that are known to work, and this book is based on their use. We highly recommend against using newer versions because the build commands for one version may not work with a newer version. The newest package versions may also have problems that require work-arounds. These work-arounds will be developed and stabilized in the development version of the book.

Download locations may not always be accessible. If a download location has changed since this book was published, Google (*http://www.google.com/*) provides a useful search engine for most packages. If this search is unsuccessful, try one of the alternative means of downloading at *https://www.linuxfromscratch.org/lfs/mirrors.html#files*.

Downloaded packages and patches will need to be stored somewhere that is conveniently available throughout the entire build. A working directory is also required to unpack the sources and build them. `$LFS/sources` can be used both as the place to store the tarballs and patches and as a working directory. By using this directory, the required elements will be located on the LFS partition and will be available during all stages of the building process.

To create this directory, execute the following command, as user `root`, before starting the download session:

```
mkdir -v $LFS/sources
```

Make this directory writable and sticky. “Sticky” means that even if multiple users have write permission on a directory, only the owner of a file can delete the file within a sticky directory. The following command will enable the write and sticky modes:

```
chmod -v a+wt $LFS/sources
```

There are several ways to optain all the necessary packages and patches to build LFS:

- The files can be downloaded individually as described in the next two sections.
- For stable versions of the book, a tarball of all the needed files can be downloaded from one of the LFS files mirrors listed at *https://www.linuxfromscratch.org/mirrors.html#files*.
- The files can be downloaded using **wget** and a wget-list as described below.

To download all of the packages and patches by using *wget-list* as an input to the **wget** command, use:

```
wget --input-file=wget-list --continue --directory-prefix=$LFS/sources
```

Additionally, starting with LFS-7.0, there is a separate file, *md5sums*, which can be used to verify that all the correct packages are available before proceeding. Place that file in `$LFS/sources` and run:

```
pushd $LFS/sources
  md5sum -c md5sums
popd
```

This check can be used after retrieving the needed files with any of the methods listed above.

3.2. All Packages

Download or otherwise obtain the following packages:

• Acl (2.3.1) - 348 KB:
Home page: *https://savannah.nongnu.org/projects/acl*
Download: *https://download.savannah.gnu.org/releases/acl/acl-2.3.1.tar.xz*
MD5 sum: `95ce715fe09acca7c12d3306d0f076b2`

• Attr (2.5.1) - 456 KB:
Home page: *https://savannah.nongnu.org/projects/attr*
Download: *https://download.savannah.gnu.org/releases/attr/attr-2.5.1.tar.gz*
MD5 sum: `ac1c5a7a084f0f83b8cace34211f64d8`

• Autoconf (2.71) - 1,263 KB:
Home page: *https://www.gnu.org/software/autoconf/*
Download: *https://ftp.gnu.org/gnu/autoconf/autoconf-2.71.tar.xz*
MD5 sum: `12cfa1687ffa2606337efe1a64416106`

• Automake (1.16.4) - 1,564 KB:
Home page: *https://www.gnu.org/software/automake/*
Download: *https://ftp.gnu.org/gnu/automake/automake-1.16.4.tar.xz*
MD5 sum: `86e8e682bd74e6390a016c4d9c11267c`
SHA256 sum: `80facc09885a57e6d49d06972c0ae1089c5fa8f4d4c7cfe5baea58e5085f136d`

• Bash (5.1.8) - 10,287 KB:
Home page: *https://www.gnu.org/software/bash/*
Download: *https://ftp.gnu.org/gnu/bash/bash-5.1.8.tar.gz*
MD5 sum: `23eee6195b47318b9fd878e590ccb38c`

• Bc (5.0.0) - 420 KB:
Home page: *https://git.yzena.com/gavin/bc*
Download: *https://github.com/gavinhoward/bc/releases/download/5.0.0/bc-5.0.0.tar.xz*
MD5 sum: `8345bb81c576ddfc8c27e0842370603c`

• Binutils (2.37) - 22,390 KB:
Home page: *https://www.gnu.org/software/binutils/*
Download: *https://ftp.gnu.org/gnu/binutils/binutils-2.37.tar.xz*
MD5 sum: `e78d9ff2976b745a348f4c1f27c77cb1`

• Bison (3.7.6) - 2,566 KB:
Home page: *https://www.gnu.org/software/bison/*
Download: *https://ftp.gnu.org/gnu/bison/bison-3.7.6.tar.xz*
MD5 sum: `d61aa92e3562cb7292b004ce96173cf7`

• Bzip2 (1.0.8) - 792 KB:
Download: *https://www.sourceware.org/pub/bzip2/bzip2-1.0.8.tar.gz*
MD5 sum: `67e051268d0c475ea773822f7500d0e5`

• Check (0.15.2) - 760 KB:
Home page: *https://libcheck.github.io/check*
Download: *https://github.com/libcheck/check/releases/download/0.15.2/check-0.15.2.tar.gz*
MD5 sum: `50fcafcecde5a380415b12e9c574e0b2`

• Coreutils (8.32) - 5,418 KB:
Home page: *https://www.gnu.org/software/coreutils/*
Download: *https://ftp.gnu.org/gnu/coreutils/coreutils-8.32.tar.xz*
MD5 sum: `022042695b7d5bcf1a93559a9735e668`

• DejaGNU (1.6.3) - 608 KB:
Home page: *https://www.gnu.org/software/dejagnu/*
Download: *https://ftp.gnu.org/gnu/dejagnu/dejagnu-1.6.3.tar.gz*
MD5 sum: `68c5208c58236eba447d7d6d1326b821`

• Diffutils (3.8) - 1,548 KB:
Home page: *https://www.gnu.org/software/diffutils/*
Download: *https://ftp.gnu.org/gnu/diffutils/diffutils-3.8.tar.xz*
MD5 sum: `6a6b0fdc72acfe3f2829aab477876fbc`

• E2fsprogs (1.46.4) - 9,298 KB:
Home page: *http://e2fsprogs.sourceforge.net/*
Download: *https://downloads.sourceforge.net/project/e2fsprogs/e2fsprogs/v1.46.4/e2fsprogs-1.46.4.tar.gz*
MD5 sum: `128f5b0f0746b28d1e3ca7e263c57094`

• Elfutils (0.185) - 8,973 KB:
Home page: *https://sourceware.org/elfutils/*
Download: *https://sourceware.org/ftp/elfutils/0.185/elfutils-0.185.tar.bz2*
MD5 sum: `2b6e94c2eebc1f2194173e31bca9396e`

• Eudev (3.2.10) - 1,916 KB:
Download: *https://dev.gentoo.org/~blueness/eudev/eudev-3.2.10.tar.gz*
MD5 sum: `60b135a189523f333cea5f71a3345c8d`

• Expat (2.4.1) - 435 KB:
Home page: *https://libexpat.github.io/*
Download: *https://prdownloads.sourceforge.net/expat/expat-2.4.1.tar.xz*
MD5 sum: `a4fb91a9441bcaec576d4c4a56fa3aa6`

• Expect (5.45.4) - 618 KB:
Home page: *https://core.tcl.tk/expect/*
Download: *https://prdownloads.sourceforge.net/expect/expect5.45.4.tar.gz*
MD5 sum: `00fce8de158422f5ccd2666512329bd2`

• File (5.40) - 981 KB:
Home page: *https://www.darwinsys.com/file/*
Download: *https://astron.com/pub/file/file-5.40.tar.gz*
MD5 sum: `72540ea1cc8c6e1dee35d6100ec66589`

• Findutils (4.8.0) - 1,940 KB:
Home page: *https://www.gnu.org/software/findutils/*
Download: *https://ftp.gnu.org/gnu/findutils/findutils-4.8.0.tar.xz*
MD5 sum: `eeefe2e6380931a77dfa6d9350b43186`

• Flex (2.6.4) - 1,386 KB:
Home page: *https://github.com/westes/flex*
Download: *https://github.com/westes/flex/releases/download/v2.6.4/flex-2.6.4.tar.gz*
MD5 sum: `2882e3179748cc9f9c23ec593d6adc8d`

• Gawk (5.1.0) - 3,081 KB:
Home page: *https://www.gnu.org/software/gawk/*
Download: *https://ftp.gnu.org/gnu/gawk/gawk-5.1.0.tar.xz*
MD5 sum: `8470c34eeecc41c1aa0c5d89e630df50`

• GCC (11.2.0) - 78,996 KB:
Home page: *https://gcc.gnu.org/*
Download: *https://ftp.gnu.org/gnu/gcc/gcc-11.2.0/gcc-11.2.0.tar.xz*
MD5 sum: `31c86f2ced76acac66992eeedce2fce2`
SHA256 sum: `d08edc536b54c372a1010ff6619dd274c0f1603aa49212ba20f7aa2cda36fa8b`

• GDBM (1.20) - 965 KB:
Home page: *https://www.gnu.org/software/gdbm/*
Download: *https://ftp.gnu.org/gnu/gdbm/gdbm-1.20.tar.gz*
MD5 sum: `006c19b8b60828fd6916a16f3496bd3c`

• Gettext (0.21) - 9,487 KB:
Home page: *https://www.gnu.org/software/gettext/*
Download: *https://ftp.gnu.org/gnu/gettext/gettext-0.21.tar.xz*
MD5 sum: `40996bbaf7d1356d3c22e33a8b255b31`

• Glibc (2.34) - 16,896 KB:
Home page: *https://www.gnu.org/software/libc/*
Download: *https://ftp.gnu.org/gnu/glibc/glibc-2.34.tar.xz*
MD5 sum: `31998b53fb39cb946e96abc310af1c89`

• GMP (6.2.1) - 1,980 KB:
Home page: *https://www.gnu.org/software/gmp/*
Download: *https://ftp.gnu.org/gnu/gmp/gmp-6.2.1.tar.xz*
MD5 sum: `0b82665c4a92fd2ade7440c13fcaa42b`

• Gperf (3.1) - 1,188 KB:
Home page: *https://www.gnu.org/software/gperf/*
Download: *https://ftp.gnu.org/gnu/gperf/gperf-3.1.tar.gz*
MD5 sum: `9e251c0a618ad0824b51117d5d9db87e`

• Grep (3.7) - 1,603 KB:
Home page: *https://www.gnu.org/software/grep/*
Download: *https://ftp.gnu.org/gnu/grep/grep-3.7.tar.xz*
MD5 sum: `7c9cca97fa18670a21e72638c3e1dabf`

• Groff (1.22.4) - 4,044 KB:
Home page: *https://www.gnu.org/software/groff/*
Download: *https://ftp.gnu.org/gnu/groff/groff-1.22.4.tar.gz*
MD5 sum: `08fb04335e2f5e73f23ea4c3adbf0c5f`

• GRUB (2.06) - 6,428 KB:
Home page: *https://www.gnu.org/software/grub/*
Download: *https://ftp.gnu.org/gnu/grub/grub-2.06.tar.xz*
MD5 sum: `cf0fd928b1e5479c8108ee52cb114363`

• Gzip (1.10) - 757 KB:
Home page: *https://www.gnu.org/software/gzip/*
Download: *https://ftp.gnu.org/gnu/gzip/gzip-1.10.tar.xz*
MD5 sum: `691b1221694c3394f1c537df4eee39d3`

• Iana-Etc (20210611) - 579 KB:
Home page: *https://www.iana.org/protocols*
Download: *https://github.com/Mic92/iana-etc/releases/download/20210611/iana-etc-20210611.tar.gz*
MD5 sum: `f2854be57fe281e3ffc7364984467d2f`

• Inetutils (2.1) - 1,496 KB:
Home page: *https://www.gnu.org/software/inetutils/*
Download: *https://ftp.gnu.org/gnu/inetutils/inetutils-2.1.tar.xz*
MD5 sum: `4e7676d1980e57c7df665e5c5c3c1047`
SHA256 sum: `01b9a4bc73a47e63f6e8a07b76122d9ad2a2e46ebf14870e9c91d660b5647a22`

• Intltool (0.51.0) - 159 KB:
Home page: *https://freedesktop.org/wiki/Software/intltool*
Download: *https://launchpad.net/intltool/trunk/0.51.0/+download/intltool-0.51.0.tar.gz*
MD5 sum: `12e517cac2b57a0121cda351570f1e63`

• IPRoute2 (5.13.0) - 828 KB:
Home page: *https://www.kernel.org/pub/linux/utils/net/iproute2/*
Download: *https://www.kernel.org/pub/linux/utils/net/iproute2/iproute2-5.13.0.tar.xz*
MD5 sum: `15fc3786303a173a14e180afe4cd2ecd`

• Kbd (2.4.0) - 1,095 KB:
Home page: *https://kbd-project.org/*
Download: *https://www.kernel.org/pub/linux/utils/kbd/kbd-2.4.0.tar.xz*
MD5 sum: `3cac5be0096fcf7b32dcbd3c53831380`

• Kmod (29) - 548 KB:
Download: *https://www.kernel.org/pub/linux/utils/kernel/kmod/kmod-29.tar.xz*
MD5 sum: `e81e63acd80697d001c8d85c1acb38a0`

• Less (590) - 348 KB:
Home page: *https://www.greenwoodsoftware.com/less/*
Download: *https://www.greenwoodsoftware.com/less/less-590.tar.gz*
MD5 sum: `f029087448357812fba450091a1172ab`

• LFS-Bootscripts (20210608) - 33 KB:
Download: *https://www.linuxfromscratch.org/lfs/downloads/11.0/lfs-bootscripts-20210608.tar.xz*
MD5 sum: `6efd60044ad31a603a2c31c68919a988`

• Libcap (2.53) - 153 KB:
Home page: *https://sites.google.com/site/fullycapable/*
Download: *https://www.kernel.org/pub/linux/libs/security/linux-privs/libcap2/libcap-2.53.tar.xz*
MD5 sum: `094994d4554c6689cf98ae4f717b8e19`

• Libffi (3.4.2) - 1,320 KB:
Home page: *https://sourceware.org/libffi/*
Download: *https://github.com/libffi/libffi/releases/download/v3.4.2/libffi-3.4.2.tar.gz*
MD5 sum: `294b921e6cf9ab0fbaea4b639f8fdbe8`

• Libpipeline (1.5.3) - 972 KB:
Home page: *http://libpipeline.nongnu.org/*
Download: *https://download.savannah.gnu.org/releases/libpipeline/libpipeline-1.5.3.tar.gz*
MD5 sum: `dad443d0911cf9f0f1bd90a334bc9004`

• Libtool (2.4.6) - 951 KB:
Home page: *https://www.gnu.org/software/libtool/*
Download: *https://ftp.gnu.org/gnu/libtool/libtool-2.4.6.tar.xz*
MD5 sum: `1bfb9b923f2c1339b4d2ce1807064aa5`

• Linux (5.13.12) - 116,545 KB:
Home page: *https://www.kernel.org/*
Download: *https://www.kernel.org/pub/linux/kernel/v5.x/linux-5.13.12.tar.xz*
MD5 sum: `6e1728b2021ca19cc9273f080e6c44c7`

Note

The Linux kernel is updated relatively often, many times due to discoveries of security vulnerabilities. The latest available stable kernel version may be used, unless the errata page says otherwise.

For users with limited speed or expensive bandwidth who wish to update the Linux kernel, a baseline version of the package and patches can be downloaded separately. This may save some time or cost for a subsequent patch level upgrade within a minor release.

• M4 (1.4.19) - 1,617 KB:
Home page: *https://www.gnu.org/software/m4/*
Download: *https://ftp.gnu.org/gnu/m4/m4-1.4.19.tar.xz*
MD5 sum: `0d90823e1426f1da2fd872df0311298d`

• Make (4.3) - 2,263 KB:
Home page: *https://www.gnu.org/software/make/*
Download: *https://ftp.gnu.org/gnu/make/make-4.3.tar.gz*
MD5 sum: `fc7a67ea86ace13195b0bce683fd4469`

• Man-DB (2.9.4) - 1,865 KB:
Home page: *https://www.nongnu.org/man-db/*
Download: *https://download.savannah.gnu.org/releases/man-db/man-db-2.9.4.tar.xz*
MD5 sum: `6e233a555f7b9ae91ce7cd0faa322bce`

• Man-pages (5.13) - 1,752 KB:
Home page: *https://www.kernel.org/doc/man-pages/*
Download: *https://www.kernel.org/pub/linux/docs/man-pages/man-pages-5.13.tar.xz*
MD5 sum: `3ac24e8c6fae26b801cb87ceb63c0a30`

• Meson (0.59.1) - 1,900 KB:
Home page: *https://mesonbuild.com*
Download: *https://github.com/mesonbuild/meson/releases/download/0.59.1/meson-0.59.1.tar.gz*
MD5 sum: `9c8135ecde820094be2f42f457fb6535`

• MPC (1.2.1) - 820 KB:
Home page: *http://www.multiprecision.org/*
Download: *https://ftp.gnu.org/gnu/mpc/mpc-1.2.1.tar.gz*
MD5 sum: `9f16c976c25bb0f76b50be749cd7a3a8`

• MPFR (4.1.0) - 1,490 KB:
Home page: *https://www.mpfr.org/*
Download: *https://www.mpfr.org/mpfr-4.1.0/mpfr-4.1.0.tar.xz*
MD5 sum: `bdd3d5efba9c17da8d83a35ec552baef`

• Ncurses (6.2) - 3,346 KB:
Home page: *https://www.gnu.org/software/ncurses/*
Download: *https://ftp.gnu.org/gnu/ncurses/ncurses-6.2.tar.gz*
MD5 sum: `e812da327b1c2214ac1aed440ea3ae8d`

• Ninja (1.10.2) - 209 KB:
Home page: *https://ninja-build.org/*
Download: *https://github.com/ninja-build/ninja/archive/v1.10.2/ninja-1.10.2.tar.gz*
MD5 sum: `639f75bc2e3b19ab893eaf2c810d4eb4`

• OpenSSL (1.1.1l) - 9,604 KB:
Home page: *https://www.openssl.org/*
Download: *https://www.openssl.org/source/openssl-1.1.1l.tar.gz*
MD5 sum: `ac0d4387f3ba0ad741b0580dd45f6ff3`

• Patch (2.7.6) - 766 KB:
Home page: *https://savannah.gnu.org/projects/patch/*
Download: *https://ftp.gnu.org/gnu/patch/patch-2.7.6.tar.xz*
MD5 sum: `78ad9937e4caadcba1526ef1853730d5`

• Perl (5.34.0) - 12,580 KB:
Home page: *https://www.perl.org/*
Download: *https://www.cpan.org/src/5.0/perl-5.34.0.tar.xz*
MD5 sum: `df7ecb0653440b26dc951ad9dbfab517`

• Pkg-config (0.29.2) - 1,970 KB:
Home page: *https://www.freedesktop.org/wiki/Software/pkg-config*
Download: *https://pkg-config.freedesktop.org/releases/pkg-config-0.29.2.tar.gz*
MD5 sum: `f6e931e319531b736fadc017f470e68a`

• Procps (3.3.17) - 985 KB:
Home page: *https://sourceforge.net/projects/procps-ng*
Download: *https://sourceforge.net/projects/procps-ng/files/Production/procps-ng-3.3.17.tar.xz*
MD5 sum: `d60613e88c2f442ebd462b5a75313d56`

• Psmisc (23.4) - 362 KB:
Home page: *https://gitlab.com/psmisc/psmisc*
Download: *https://sourceforge.net/projects/psmisc/files/psmisc/psmisc-23.4.tar.xz*
MD5 sum: `8114cd4489b95308efe2509c3a406bbf`

• Python (3.9.6) - 18,608 KB:
Home page: *https://www.python.org/*
Download: *https://www.python.org/ftp/python/3.9.6/Python-3.9.6.tar.xz*
MD5 sum: `ecc29a7688f86e550d29dba2ee66cf80`

• Python Documentation (3.9.6) - 6,692 KB:
Download: *https://www.python.org/ftp/python/doc/3.9.6/python-3.9.6-docs-html.tar.bz2*
MD5 sum: `0dae29e4c38af1b6b1a86b35c9e48923`

• Readline (8.1) - 2,924 KB:
Home page: *https://tiswww.case.edu/php/chet/readline/rltop.html*
Download: *https://ftp.gnu.org/gnu/readline/readline-8.1.tar.gz*
MD5 sum: `e9557dd5b1409f5d7b37ef717c64518e`

• Sed (4.8) - 1,317 KB:
Home page: *https://www.gnu.org/software/sed/*
Download: *https://ftp.gnu.org/gnu/sed/sed-4.8.tar.xz*
MD5 sum: `6d906edfdb3202304059233f51f9a71d`

• Shadow (4.9) - 1,592 KB:
Home page: *https://shadow-maint.github.io/shadow/*
Download: *https://github.com/shadow-maint/shadow/releases/download/v4.9/shadow-4.9.tar.xz*
MD5 sum: `126924090caf72f3de7e9261fd4e10ac`

• Sysklogd (1.5.1) - 88 KB:
Home page: *https://www.infodrom.org/projects/sysklogd/*
Download: *https://www.infodrom.org/projects/sysklogd/download/sysklogd-1.5.1.tar.gz*
MD5 sum: `c70599ab0d037fde724f7210c2c8d7f8`

• Sysvinit (2.99) - 124 KB:
Home page: *https://savannah.nongnu.org/projects/sysvinit*
Download: *https://download.savannah.gnu.org/releases/sysvinit/sysvinit-2.99.tar.xz*
MD5 sum: `6abc0ea61b8dd4a41b4e931a43b1bb90`

• Tar (1.34) - 2,174 KB:
Home page: *https://www.gnu.org/software/tar/*
Download: *https://ftp.gnu.org/gnu/tar/tar-1.34.tar.xz*
MD5 sum: `9a08d29a9ac4727130b5708347c0f5cf`

• Tcl (8.6.11) - 10,020 KB:
Home page: *http://tcl.sourceforge.net/*
Download: *https://downloads.sourceforge.net/tcl/tcl8.6.11-src.tar.gz*
MD5 sum: `8a4c004f48984a03a7747e9ba06e4da4`

• Tcl Documentation (8.6.11) - 1,172 KB:
Download: *https://downloads.sourceforge.net/tcl/tcl8.6.11-html.tar.gz*
MD5 sum: `e358a9140c3a171e42f18c8a7f6a36ea`

• Texinfo (6.8) - 4,848 KB:
Home page: *https://www.gnu.org/software/texinfo/*
Download: *https://ftp.gnu.org/gnu/texinfo/texinfo-6.8.tar.xz*
MD5 sum: `a91b404e30561a5df803e6eb3a53be71`

• Time Zone Data (2021a) - 403 KB:
Home page: *https://www.iana.org/time-zones*
Download: *https://www.iana.org/time-zones/repository/releases/tzdata2021a.tar.gz*
MD5 sum: `20eae7d1da671c6eac56339c8df85bbd`

• Udev-lfs Tarball (udev-lfs-20171102) - 11 KB:
Download: *https://anduin.linuxfromscratch.org/LFS/udev-lfs-20171102.tar.xz*
MD5 sum: `27cd82f9a61422e186b9d6759ddf1634`

• Util-linux (2.37.2) - 5,490 KB:
Home page: *https://git.kernel.org/pub/scm/utils/util-linux/util-linux.git/*
Download: *https://www.kernel.org/pub/linux/utils/util-linux/v2.37/util-linux-2.37.2.tar.xz*
MD5 sum: `d659bf7cd417d93dc609872f6334b019`

• Vim (8.2.3337) - 15,311 KB:
Home page: *https://www.vim.org*
Download: *https://anduin.linuxfromscratch.org/LFS/vim-8.2.3337.tar.gz*
MD5 sum: `e0325a4988b1b99b9c2e46fa853c1980`

Note
The version of vim changes daily. To get the latest version, go to *https://github.com/vim/vim/releases*.

• XML::Parser (2.46) - 249 KB:
Home page: *https://github.com/chorny/XML-Parser*
Download: *https://cpan.metacpan.org/authors/id/T/TO/TODDR/XML-Parser-2.46.tar.gz*
MD5 sum: `80bb18a8e6240fcf7ec2f7b57601c170`

• Xz Utils (5.2.5) - 1,122 KB:
Home page: *https://tukaani.org/xz*
Download: *https://tukaani.org/xz/xz-5.2.5.tar.xz*
MD5 sum: `aa1621ec7013a19abab52a8aff04fe5b`

• Zlib (1.2.11) - 457 KB:
Home page: *https://www.zlib.net/*
Download: *https://zlib.net/zlib-1.2.11.tar.xz*
MD5 sum: `85adef240c5f370b308da8c938951a68`

• Zstd (1.5.0) - 1,808 KB:
Home page: *https://facebook.github.io/zstd/*
Download: *https://github.com/facebook/zstd/releases/download/v1.5.0/zstd-1.5.0.tar.gz*
MD5 sum: `a6eb7fb1f2c21fa80030a47993853e92`

Total size of these packages: about 430 MB

3.3. Needed Patches

In addition to the packages, several patches are also required. These patches correct any mistakes in the packages that should be fixed by the maintainer. The patches also make small modifications to make the packages easier to work with. The following patches will be needed to build an LFS system:

• Binutils Upstream Fix Patch - 8.0 KB:
Download: *https://www.linuxfromscratch.org/patches/lfs/11.0/binutils-2.37-upstream_fix-1.patch*
MD5 sum: `3518fa864fe8d7ef65be4960f380b03b`

• Bzip2 Documentation Patch - 1.6 KB:
Download: *https://www.linuxfromscratch.org/patches/lfs/11.0/bzip2-1.0.8-install_docs-1.patch*
MD5 sum: `6a5ac7e89b791aae556de0f745916f7f`

• Coreutils Internationalization Fixes Patch - 166 KB:
Download: *https://www.linuxfromscratch.org/patches/lfs/11.0/coreutils-8.32-i18n-1.patch*
MD5 sum: `cd8ebed2a67fff2e231026df91af6776`

• Glibc FHS Patch - 2.8 KB:
Download: *https://www.linuxfromscratch.org/patches/lfs/11.0/glibc-2.34-fhs-1.patch*
MD5 sum: `9a5997c3452909b1769918c759eff8a2`

• Kbd Backspace/Delete Fix Patch - 12 KB:
Download: *https://www.linuxfromscratch.org/patches/lfs/11.0/kbd-2.4.0-backspace-1.patch*
MD5 sum: `f75cca16a38da6caa7d52151f7136895`

• Perl Upstream Fix Patch - 1.6 KB:
Download: *https://www.linuxfromscratch.org/patches/lfs/11.0/perl-5.34.0-upstream_fixes-1.patch*
MD5 sum: `fb42558b59ed95ee00eb9f1c1c9b8056`

• Sysvinit Consolidated Patch - 2.4 KB:
Download: *https://www.linuxfromscratch.org/patches/lfs/11.0/sysvinit-2.99-consolidated-1.patch*
MD5 sum: `4900322141d493e74020c9cf437b2cdc`

Total size of these patches: about 194.4 KB

In addition to the above required patches, there exist a number of optional patches created by the LFS community. These optional patches solve minor problems or enable functionality that is not enabled by default. Feel free to peruse the patches database located at *https://www.linuxfromscratch.org/patches/downloads/* and acquire any additional patches to suit your system needs.

Chapter 4. Final Preparations

4.1. Introduction

In this chapter, we will perform a few additional tasks to prepare for building the temporary system. We will create a set of directories in `$LFS` for the installation of the temporary tools, add an unprivileged user to reduce risk, and create an appropriate build environment for that user. We will also explain the unit of time we use to measure how long LFS packages take to build, or "SBUs", and give some information about package test suites.

4.2. Creating a limited directory layout in LFS filesystem

The first task performed in the LFS partition is to create a limited directory hierarchy so that programs compiled in Chapter 6 (as well as glibc and libstdc++ in Chapter 5) may be installed in their final location. This is needed so that those temporary programs be overwritten when rebuilding them in Chapter 8.

Create the required directory layout by running the following as `root`:

```
mkdir -pv $LFS/{etc,var} $LFS/usr/{bin,lib,sbin}

for i in bin lib sbin; do
  ln -sv usr/$i $LFS/$i
done

case $(uname -m) in
  x86_64) mkdir -pv $LFS/lib64 ;;
esac
```

Note

The above command is correct. The **ln** command has a few syntactic versions, so be sure to check **info coreutils ln** and `ln(1)` before reporting what you may think is an error.

Programs in Chapter 6 will be compiled with a cross-compiler (more details in section Toolchain Technical Notes). In order to separate this cross-compiler from the other programs, it will be installed in a special directory. Create this directory with:

```
mkdir -pv $LFS/tools
```

4.3. Adding the LFS User

When logged in as user `root`, making a single mistake can damage or destroy a system. Therefore, the packages in the next two chapters are built as an unprivileged user. You could use your own user name, but to make it easier to set up a clean working environment, create a new user called `lfs` as a member of a new group (also named `lfs`) and use this user during the installation process. As `root`, issue the following commands to add the new user:

```
groupadd lfs
useradd -s /bin/bash -g lfs -m -k /dev/null lfs
```

The meaning of the command line options:

`-s /bin/bash`
This makes **bash** the default shell for user `lfs`.

`-g lfs`
This option adds user `lfs` to group `lfs`.

`-m`
This creates a home directory for `lfs`.

`-k /dev/null`
This parameter prevents possible copying of files from a skeleton directory (default is `/etc/skel`) by changing the input location to the special null device.

`lfs`
This is the actual name for the created user.

To log in as `lfs` (as opposed to switching to user `lfs` when logged in as `root`, which does not require the `lfs` user to have a password), give `lfs` a password:

```
passwd lfs
```

Grant `lfs` full access to all directories under `$LFS` by making `lfs` the directory owner:

```
chown -v lfs $LFS/{usr{,/*},lib,var,etc,bin,sbin,tools}
case $(uname -m) in
  x86_64) chown -v lfs $LFS/lib64 ;;
esac
```

If a separate working directory was created as suggested, give user `lfs` ownership of this directory:

```
chown -v lfs $LFS/sources
```

Note

In some host systems, the following command does not complete properly and suspends the login to the lfs user to the background. If the prompt "lfs:~$" does not appear immediately, entering the **fg** command will fix the issue.

Next, login as user `lfs`. This can be done via a virtual console, through a display manager, or with the following substitute/switch user command:

```
su - lfs
```

The "`-`" instructs **su** to start a login shell as opposed to a non-login shell. The difference between these two types of shells can be found in detail in `bash(1)` and **info bash**.

4.4. Setting Up the Environment

Set up a good working environment by creating two new startup files for the **bash** shell. While logged in as user `lfs`, issue the following command to create a new `.bash_profile`:

```
cat > ~/.bash_profile << "EOF"
exec env -i HOME=$HOME TERM=$TERM PS1='\u:\w\$ ' /bin/bash
EOF
```

When logged on as user `lfs`, the initial shell is usually a *login* shell which reads the `/etc/profile` of the host (probably containing some settings and environment variables) and then `.bash_profile`. The **exec env -i.../bin/bash** command in the `.bash_profile` file replaces the running shell with a new one with a completely empty environment, except for the `HOME`, `TERM`, and `PS1` variables. This ensures that no unwanted and potentially hazardous environment variables from the host system leak into the build environment. The technique used here achieves the goal of ensuring a clean environment.

The new instance of the shell is a *non-login* shell, which does not read, and execute, the contents of `/etc/profile` or `.bash_profile` files, but rather reads, and executes, the `.bashrc` file instead. Create the `.bashrc` file now:

```
cat > ~/.bashrc << "EOF"
set +h
umask 022
LFS=/mnt/lfs
LC_ALL=POSIX
LFS_TGT=$(uname -m)-lfs-linux-gnu
PATH=/usr/bin
if [ ! -L /bin ]; then PATH=/bin:$PATH; fi
PATH=$LFS/tools/bin:$PATH
CONFIG_SITE=$LFS/usr/share/config.site
export LFS LC_ALL LFS_TGT PATH CONFIG_SITE
EOF
```

The meaning of the settings in `.bashrc`

`set +h`

The **set +h** command turns off **bash**'s hash function. Hashing is ordinarily a useful feature—**bash** uses a hash table to remember the full path of executable files to avoid searching the `PATH` time and again to find the same executable. However, the new tools should be used as soon as they are installed. By switching off the hash function, the shell will always search the `PATH` when a program is to be run. As such, the shell will find the newly compiled tools in `$LFS/tools` as soon as they are available without remembering a previous version of the same program in a different location.

`umask 022`

Setting the user file-creation mask (umask) to 022 ensures that newly created files and directories are only writable by their owner, but are readable and executable by anyone (assuming default modes are used by the `open(2)` system call, new files will end up with permission mode 644 and directories with mode 755).

`LFS=/mnt/lfs`

The `LFS` variable should be set to the chosen mount point.

`LC_ALL=POSIX`

The `LC_ALL` variable controls the localization of certain programs, making their messages follow the conventions of a specified country. Setting `LC_ALL` to “POSIX” or “C” (the two are equivalent) ensures that everything will work as expected in the chroot environment.

`LFS_TGT=(uname -m)-lfs-linux-gnu`

The `LFS_TGT` variable sets a non-default, but compatible machine description for use when building our cross compiler and linker and when cross compiling our temporary toolchain. More information is contained in Toolchain Technical Notes.

PATH=/usr/bin

Many modern linux distributions have merged `/bin` and `/usr/bin`. When this is the case, the standard `PATH` variable needs just to be set to `/usr/bin/` for the Chapter 6 environment. When this is not the case, the following line adds `/bin` to the path.

if [! -L /bin]; then PATH=/bin:$PATH; fi

If `/bin` is not a symbolic link, then it has to be added to the `PATH` variable.

PATH=$LFS/tools/bin:$PATH

By putting `$LFS/tools/bin` ahead of the standard `PATH`, the cross-compiler installed at the beginning of Chapter 5 is picked up by the shell immediately after its installation. This, combined with turning off hashing, limits the risk that the compiler from the host be used instead of the cross-compiler.

CONFIG_SITE=$LFS/usr/share/config.site

In Chapter 5 and Chapter 6, if this variable is not set, **configure** scripts may attempt to load configuration items specific to some distributions from `/usr/share/config.site` on the host system. Override it to prevent potential contamination from the host.

export ...

While the above commands have set some variables, in order to make them visible within any sub-shells, we export them.

Important

Several commercial distributions add a non-documented instantiation of `/etc/bash.bashrc` to the initialization of **bash**. This file has the potential to modify the `lfs` user's environment in ways that can affect the building of critical LFS packages. To make sure the `lfs` user's environment is clean, check for the presence of `/etc/bash.bashrc` and, if present, move it out of the way. As the `root` user, run:

```
[ ! -e /etc/bash.bashrc ] || mv -v /etc/bash.bashrc /etc/bash.bashrc.NOUSE
```

After use of the `lfs` user is finished at the beginning of Chapter 7, you can restore `/etc/bash.bashrc` (if desired).

Note that the LFS Bash package we will build in Section 8.34, “Bash-5.1.8” is not configured to load or execute `/etc/bash.bashrc`, so this file is useless on a completed LFS system.

Finally, to have the environment fully prepared for building the temporary tools, source the just-created user profile:

```
source ~/.bash_profile
```

4.5. About SBUs

Many people would like to know beforehand approximately how long it takes to compile and install each package. Because Linux From Scratch can be built on many different systems, it is impossible to provide accurate time estimates. The biggest package (Glibc) will take approximately 20 minutes on the fastest systems, but could take up to three days on slower systems! Instead of providing actual times, the Standard Build Unit (SBU) measure will be used instead.

The SBU measure works as follows. The first package to be compiled from this book is binutils in Chapter 5. The time it takes to compile this package is what will be referred to as the Standard Build Unit or SBU. All other compile times will be expressed relative to this time.

For example, consider a package whose compilation time is 4.5 SBUs. This means that if a system took 10 minutes to compile and install the first pass of binutils, it will take *approximately* 45 minutes to build this example package. Fortunately, most build times are shorter than the one for binutils.

In general, SBUs are not entirely accurate because they depend on many factors, including the host system's version of GCC. They are provided here to give an estimate of how long it might take to install a package, but the numbers can vary by as much as dozens of minutes in some cases.

Note

For many modern systems with multiple processors (or cores) the compilation time for a package can be reduced by performing a "parallel make" by either setting an environment variable or telling the **make** program how many processors are available. For instance, an Intel i5-6500 CPU can support four simultaneous processes with:

```
export MAKEFLAGS='-j4'
```

or just building with:

```
make -j4
```

When multiple processors are used in this way, the SBU units in the book will vary even more than they normally would. In some cases, the make step will simply fail. Analyzing the output of the build process will also be more difficult because the lines of different processes will be interleaved. If you run into a problem with a build step, revert back to a single processor build to properly analyze the error messages.

4.6. About the Test Suites

Most packages provide a test suite. Running the test suite for a newly built package is a good idea because it can provide a “sanity check” indicating that everything compiled correctly. A test suite that passes its set of checks usually proves that the package is functioning as the developer intended. It does not, however, guarantee that the package is totally bug free.

Some test suites are more important than others. For example, the test suites for the core toolchain packages—GCC, binutils, and glibc—are of the utmost importance due to their central role in a properly functioning system. The test suites for GCC and glibc can take a very long time to complete, especially on slower hardware, but are strongly recommended.

Note

Running the test suites in Chapter 5 and Chapter 6 is impossible, since the programs are compiled with a cross-compiler, so are not supposed to be able to run on the build host.

A common issue with running the test suites for binutils and GCC is running out of pseudo terminals (PTYs). This can result in a high number of failing tests. This may happen for several reasons, but the most likely cause is that the host system does not have the `devpts` file system set up correctly. This issue is discussed in greater detail at *https://www.linuxfromscratch.org/lfs/faq.html#no-ptys*.

Sometimes package test suites will fail, but for reasons which the developers are aware of and have deemed non-critical. Consult the logs located at *https://www.linuxfromscratch.org/lfs/build-logs/11.0/* to verify whether or not these failures are expected. This site is valid for all tests throughout this book.

Part III. Building the LFS Cross Toolchain and Temporary Tools

Important Preliminary Material

Introduction

This part is divided into three stages: first building a cross compiler and its associated libraries; second, use this cross toolchain to build several utilities in a way that isolates them from the host distribution; third, enter the chroot environment, which further improves host isolation, and build the remaining tools needed to build the final system.

Important

With this part begins the real work of building a new system. It requires much care in ensuring that the instructions are followed exactly as the book shows them. You should try to understand what they do, and whatever your eagerness to finish your build, you should refrain from blindly type them as shown, but rather read documentation when there is something you do not understand. Also, keep track of your typing and of the output of commands, by sending them to a file, using the **tee** utility. This allows for better diagnosing if something gets wrong.

The next section gives a technical introduction to the build process, while the following one contains **very important** general instructions.

Toolchain Technical Notes

This section explains some of the rationale and technical details behind the overall build method. It is not essential to immediately understand everything in this section. Most of this information will be clearer after performing an actual build. This section can be referred to at any time during the process.

The overall goal of Chapter 5 and Chapter 6 is to produce a temporary area that contains a known-good set of tools that can be isolated from the host system. By using **chroot**, the commands in the remaining chapters will be contained within that environment, ensuring a clean, trouble-free build of the target LFS system. The build process has been designed to minimize the risks for new readers and to provide the most educational value at the same time.

The build process is based on the process of *cross-compilation*. Cross-compilation is normally used for building a compiler and its toolchain for a machine different from the one that is used for the build. This is not strictly needed for LFS, since the machine where the new system will run is the same as the one used for the build. But cross-compilation has the great advantage that anything that is cross-compiled cannot depend on the host environment.

About Cross-Compilation

Cross-compilation involves some concepts that deserve a section on their own. Although this section may be omitted in a first reading, it is strongly suggested to come back to it later in order to get a full grasp of the build process.

Let us first define some terms used in this context:

build
: is the machine where we build programs. Note that this machine is referred to as the “host” in other sections.

host
: is the machine/system where the built programs will run. Note that this use of “host” is not the same as in other sections.

target
: is only used for compilers. It is the machine the compiler produces code for. It may be different from both build and host.

As an example, let us imagine the following scenario (sometimes referred to as “Canadian Cross”): we may have a compiler on a slow machine only, let's call the machine A, and the compiler ccA. We may have also a fast machine (B), but with no compiler, and we may want to produce code for another slow machine (C). To build a compiler for machine C, we would have three stages:

Stage	Build	Host	Target	Action
1	A	A	B	build cross-compiler cc1 using ccA on machine A
2	A	B	C	build cross-compiler cc2 using cc1 on machine A
3	B	C	C	build compiler ccC using cc2 on machine B

Then, all the other programs needed by machine C can be compiled using cc2 on the fast machine B. Note that unless B can run programs produced for C, there is no way to test the built programs until machine C itself is running. For example, for testing ccC, we may want to add a fourth stage:

Stage	Build	Host	Target	Action
4	C	C	C	rebuild and test ccC using itself on machine C

In the example above, only cc1 and cc2 are cross-compilers, that is, they produce code for a machine different from the one they are run on. The other compilers ccA and ccC produce code for the machine they are run on. Such compilers are called *native* compilers.

Implementation of Cross-Compilation for LFS

Note

Almost all the build systems use names of the form cpu-vendor-kernel-os referred to as the machine triplet. An astute reader may wonder why a “triplet” refers to a four component name. The reason is history: initially, three component names were enough to designate unambiguously a machine, but with new machines and systems appearing, that proved insufficient. The word “triplet” remained. A simple way to determine your machine triplet is to run the **config.guess** script that comes with the source for many packages. Unpack the binutils sources and run the script: **`./config.guess`** and note the output. For example, for a 32-bit Intel processor the output will be *i686-pc-linux-gnu*. On a 64-bit system it will be *x86_64-pc-linux-gnu*.

Also be aware of the name of the platform's dynamic linker, often referred to as the dynamic loader (not to be confused with the standard linker **ld** that is part of binutils). The dynamic linker provided by Glibc finds and loads the shared libraries needed by a program, prepares the program to run, and then runs it. The name of the dynamic linker for a 32-bit Intel machine will be `ld-linux.so.2` (`ld-linux-x86-64.so.2` for 64-bit systems). A sure-fire way to determine the name of the dynamic linker is to inspect a random binary from the host system by running: **`readelf -l <name of binary> | grep interpreter`** and noting the output. The authoritative reference covering all platforms is in the `shlib-versions` file in the root of the Glibc source tree.

In order to fake a cross compilation, the name of the host triplet is slightly adjusted by changing the "vendor" field in the `LFS_TGT` variable. We also use the *`--with-sysroot`* option when building the cross linker and cross compiler to tell them where to find the needed host files. This ensures that none of the other programs built in Chapter 6 can link to libraries on the build machine. Only two stages are mandatory, and one more for tests:

Stage	Build	Host	Target	Action
1	pc	pc	lfs	build cross-compiler cc1 using cc-pc on pc
2	pc	lfs	lfs	build compiler cc-lfs using cc1 on pc
3	lfs	lfs	lfs	rebuild and test cc-lfs using itself on lfs

In the above table, “on pc” means the commands are run on a machine using the already installed distribution. “On lfs” means the commands are run in a chrooted environment.

Now, there is more about cross-compiling: the C language is not just a compiler, but also defines a standard library. In this book, the GNU C library, named glibc, is used. This library must be compiled for the lfs machine, that is, using the cross compiler cc1. But the compiler itself uses an internal library implementing complex instructions not available in the assembler instruction set. This internal library is named libgcc, and must be linked to the glibc library to be fully functional! Furthermore, the standard library for C++ (libstdc++) also needs being linked to glibc. The solution to this chicken and egg problem is to first build a degraded cc1 based libgcc, lacking some functionalities such as threads and exception handling, then build glibc using this degraded compiler (glibc itself is not degraded), then build libstdc++. But this last library will lack the same functionalities as libgcc.

This is not the end of the story: the conclusion of the preceding paragraph is that cc1 is unable to build a fully functional libstdc++, but this is the only compiler available for building the C/C++ libraries during stage 2! Of course, the compiler built during stage 2, cc-lfs, would be able to build those libraries, but (1) the build system of GCC does not know that it is usable on pc, and (2) using it on pc would be at risk of linking to the pc libraries, since cc-lfs is a native compiler. So we have to build libstdc++ later, in chroot.

Other procedural details

The cross-compiler will be installed in a separate `$LFS/tools` directory, since it will not be part of the final system.

Binutils is installed first because the **configure** runs of both GCC and Glibc perform various feature tests on the assembler and linker to determine which software features to enable or disable. This is more important than one might first realize. An incorrectly configured GCC or Glibc can result in a subtly broken toolchain, where the impact of such breakage might not show up until near the end of the build of an entire distribution. A test suite failure will usually highlight this error before too much additional work is performed.

Binutils installs its assembler and linker in two locations, `$LFS/tools/bin` and `$LFS/tools/$LFS_TGT/bin`. The tools in one location are hard linked to the other. An important facet of the linker is its library search order. Detailed information can be obtained from **ld** by passing it the *`--verbose`* flag. For example, **$LFS_TGT-ld --verbose | grep SEARCH** will illustrate the current search paths and their order. It shows which files are linked by **ld** by compiling a dummy program and passing the *`--verbose`* switch to the linker. For example, **$LFS_TGT-gcc dummy.c -Wl,--verbose 2>&1 | grep succeeded** will show all the files successfully opened during the linking.

The next package installed is GCC. An example of what can be seen during its run of **configure** is:

```
checking what assembler to use... /mnt/lfs/tools/i686-lfs-linux-gnu/bin/as
checking what linker to use... /mnt/lfs/tools/i686-lfs-linux-gnu/bin/ld
```

This is important for the reasons mentioned above. It also demonstrates that GCC's configure script does not search the PATH directories to find which tools to use. However, during the actual operation of **gcc** itself, the same search paths are not necessarily used. To find out which standard linker **gcc** will use, run: **$LFS_TGT-gcc -print-prog-name=ld**.

Detailed information can be obtained from **gcc** by passing it the *`-v`* command line option while compiling a dummy program. For example, **gcc -v dummy.c** will show detailed information about the preprocessor, compilation, and assembly stages, including **gcc**'s included search paths and their order.

Next installed are sanitized Linux API headers. These allow the standard C library (Glibc) to interface with features that the Linux kernel will provide.

The next package installed is Glibc. The most important considerations for building Glibc are the compiler, binary tools, and kernel headers. The compiler is generally not an issue since Glibc will always use the compiler relating to the *`--host`* parameter passed to its configure script; e.g. in our case, the compiler will be **$LFS_TGT-gcc**. The binary tools and kernel headers can be a bit more complicated. Therefore, take no risks and use the available configure switches to enforce the correct selections. After the run of **configure**, check the contents of the `config.make` file in the `build`

directory for all important details. Note the use of *CC="$LFS_TGT-gcc"* (with $LFS_TGT expanded) to control which binary tools are used and the use of the *-nostdinc* and *-isystem* flags to control the compiler's include search path. These items highlight an important aspect of the Glibc package—it is very self-sufficient in terms of its build machinery and generally does not rely on toolchain defaults.

As said above, the standard C++ library is compiled next, followed in Chapter 6 by all the programs that need themselves to be built. The install step of all those packages uses the DESTDIR variable to have the programs land into the LFS filesystem.

At the end of Chapter 6 the native lfs compiler is installed. First binutils-pass2 is built, with the same DESTDIR install as the other programs, then the second pass of GCC is constructed, omitting libstdc++ and other non-important libraries. Due to some weird logic in GCC's configure script, CC_FOR_TARGET ends up as **cc** when the host is the same as the target, but is different from the build system. This is why *CC_FOR_TARGET=$LFS_TGT-gcc* is put explicitly into the configure options.

Upon entering the chroot environment in Chapter 7, the first task is to install libstdc++. Then temporary installations of programs needed for the proper operation of the toolchain are performed. From this point onwards, the core toolchain is self-contained and self-hosted. In Chapter 8, final versions of all the packages needed for a fully functional system are built, tested and installed.

General Compilation Instructions

When building packages there are several assumptions made within the instructions:

- Several of the packages are patched before compilation, but only when the patch is needed to circumvent a problem. A patch is often needed in both this and the following chapters, but sometimes in only one location. Therefore, do not be concerned if instructions for a downloaded patch seem to be missing. Warning messages about *offset* or *fuzz* may also be encountered when applying a patch. Do not worry about these warnings, as the patch was still successfully applied.
- During the compilation of most packages, there will be several warnings that scroll by on the screen. These are normal and can safely be ignored. These warnings are as they appear—warnings about deprecated, but not invalid, use of the C or C++ syntax. C standards change fairly often, and some packages still use the older standard. This is not a problem, but does prompt the warning.
- Check one last time that the LFS environment variable is set up properly:

```
echo $LFS
```

  Make sure the output shows the path to the LFS partition's mount point, which is /mnt/lfs, using our example.

- Finally, two important items must be emphasized:

Important

The build instructions assume that the Host System Requirements, including symbolic links, have been set properly:

- **bash** is the shell in use.
- **sh** is a symbolic link to **bash**.
- **/usr/bin/awk** is a symbolic link to **gawk**.
- **/usr/bin/yacc** is a symbolic link to **bison** or a small script that executes bison.

Important

To re-emphasize the build process:

1. Place all the sources and patches in a directory that will be accessible from the chroot environment such as `/mnt/lfs/sources/`.
2. Change to the sources directory.
3. For each package:
   a. Using the **tar** program, extract the package to be built. In Chapter 5 and Chapter 6, ensure you are the *lfs* user when extracting the package.
   b. Change to the directory created when the package was extracted.
   c. Follow the book's instructions for building the package.
   d. Change back to the sources directory.
   e. Delete the extracted source directory unless instructed otherwise.

Chapter 5. Compiling a Cross-Toolchain

5.1. Introduction

This chapter shows how to build a cross-compiler and its associated tools. Although here cross-compilation is faked, the principles are the same as for a real cross-toolchain.

The programs compiled in this chapter will be installed under the `$LFS/tools` directory to keep them separate from the files installed in the following chapters. The libraries, on the other hand, are installed into their final place, since they pertain to the system we want to build.

5.2. Binutils-2.37 - Pass 1

The Binutils package contains a linker, an assembler, and other tools for handling object files.

Approximate build time: 1 SBU
Required disk space: 602 MB

5.2.1. Installation of Cross Binutils

Note

Go back and re-read the notes in the section titled General Compilation Instructions. Understanding the notes labeled important can save you a lot of problems later.

It is important that Binutils be the first package compiled because both Glibc and GCC perform various tests on the available linker and assembler to determine which of their own features to enable.

The Binutils documentation recommends building Binutils in a dedicated build directory:

```
mkdir -v build
cd       build
```

Note

In order for the SBU values listed in the rest of the book to be of any use, measure the time it takes to build this package from the configuration, up to and including the first install. To achieve this easily, wrap the commands in a **time** command like this: **`time { ../configure ... && make && make install; }`**.

Now prepare Binutils for compilation:

```
../configure --prefix=$LFS/tools \
             --with-sysroot=$LFS \
             --target=$LFS_TGT   \
             --disable-nls       \
             --disable-werror
```

The meaning of the configure options:

`--prefix=$LFS/tools`
This tells the configure script to prepare to install the binutils programs in the `$LFS/tools` directory.

`--with-sysroot=$LFS`
For cross compilation, this tells the build system to look in $LFS for the target system libraries as needed.

`--target=$LFS_TGT`
Because the machine description in the `LFS_TGT` variable is slightly different than the value returned by the **config.guess** script, this switch will tell the **configure** script to adjust binutil's build system for building a cross linker.

`--disable-nls`
This disables internationalization as i18n is not needed for the temporary tools.

`--disable-werror`
This prevents the build from stopping in the event that there are warnings from the host's compiler.

Continue with compiling the package:

```
make
```

Install the package:

```
make install -j1
```

The meaning of the make parameter:

`-j1`
: An issue in the building system may cause the installation to fail with `-j N` in `MAKEFLAGS`. Override it to workaround this issue.

Details on this package are located in Section 8.18.2, “Contents of Binutils.”

5.3. GCC-11.2.0 - Pass 1

The GCC package contains the GNU compiler collection, which includes the C and C++ compilers.

Approximate build time: 12 SBU
Required disk space: 3.4 GB

5.3.1. Installation of Cross GCC

GCC requires the GMP, MPFR and MPC packages. As these packages may not be included in your host distribution, they will be built with GCC. Unpack each package into the GCC source directory and rename the resulting directories so the GCC build procedures will automatically use them:

Note

There are frequent misunderstandings about this chapter. The procedures are the same as every other chapter as explained earlier (Package build instructions). First extract the gcc tarball from the sources directory and then change to the directory created. Only then should you proceed with the instructions below.

```
tar -xf ../mpfr-4.1.0.tar.xz
mv -v mpfr-4.1.0 mpfr
tar -xf ../gmp-6.2.1.tar.xz
mv -v gmp-6.2.1 gmp
tar -xf ../mpc-1.2.1.tar.gz
mv -v mpc-1.2.1 mpc
```

On x86_64 hosts, set the default directory name for 64-bit libraries to “lib”:

```
case $(uname -m) in
  x86_64)
    sed -e '/m64=/s/lib64/lib/' \
        -i.orig gcc/config/i386/t-linux64
 ;;
esac
```

The GCC documentation recommends building GCC in a dedicated build directory:

```
mkdir -v build
cd       build
```

Prepare GCC for compilation:

```
../configure                                       \
    --target=$LFS_TGT                              \
    --prefix=$LFS/tools                            \
    --with-glibc-version=2.11                      \
    --with-sysroot=$LFS                            \
    --with-newlib                                  \
    --without-headers                              \
    --enable-initfini-array                        \
    --disable-nls                                  \
    --disable-shared                               \
    --disable-multilib                             \
    --disable-decimal-float                        \
    --disable-threads                              \
    --disable-libatomic                            \
    --disable-libgomp                              \
    --disable-libquadmath                          \
    --disable-libssp                               \
    --disable-libvtv                               \
    --disable-libstdcxx                            \
    --enable-languages=c,c++
```

The meaning of the configure options:

`--with-glibc-version=2.11`
This option ensures the package will be compatible with the host's version of glibc. It is set to the minimum glibc requirement specified in the Host System Requirements.

`--with-newlib`
Since a working C library is not yet available, this ensures that the inhibit_libc constant is defined when building libgcc. This prevents the compiling of any code that requires libc support.

`--without-headers`
When creating a complete cross-compiler, GCC requires standard headers compatible with the target system. For our purposes these headers will not be needed. This switch prevents GCC from looking for them.

`--enable-initfini-array`
This switch forces the use of some internal data structures that are needed but cannot be detected when building a cross compiler.

`--disable-shared`
This switch forces GCC to link its internal libraries statically. We need this because the shared libraries require glibc, which is not yet installed on the target system.

`--disable-multilib`
On x86_64, LFS does not support a multilib configuration. This switch is harmless for x86.

`--disable-decimal-float, --disable-threads, --disable-libatomic, --disable-libgomp, --disable-libquadmath, --disable-libssp, --disable-libvtv, --disable-libstdcxx`
These switches disable support for the decimal floating point extension, threading, libatomic, libgomp, libquadmath, libssp, libvtv, and the C++ standard library respectively. These features will fail to compile when building a cross-compiler and are not necessary for the task of cross-compiling the temporary libc.

--enable-languages=c,c++
This option ensures that only the C and C++ compilers are built. These are the only languages needed now.

Compile GCC by running:

```
make
```

Install the package:

```
make install
```

This build of GCC has installed a couple of internal system headers. Normally one of them, `limits.h`, would in turn include the corresponding system `limits.h` header, in this case, `$LFS/usr/include/limits.h`. However, at the time of this build of GCC `$LFS/usr/include/limits.h` does not exist, so the internal header that has just been installed is a partial, self-contained file and does not include the extended features of the system header. This is adequate for building glibc, but the full internal header will be needed later. Create a full version of the internal header using a command that is identical to what the GCC build system does in normal circumstances:

```
cd ..
cat gcc/limitx.h gcc/glimits.h gcc/limity.h > \
  `dirname $($LFS_TGT-gcc -print-libgcc-file-name)`/install-tools/include/limits.h
```

Details on this package are located in Section 8.26.2, “Contents of GCC.”

5.4. Linux-5.13.12 API Headers

The Linux API Headers (in linux-5.13.12.tar.xz) expose the kernel's API for use by Glibc.

Approximate build time: 0.1 SBU
Required disk space: 1.2 GB

5.4.1. Installation of Linux API Headers

The Linux kernel needs to expose an Application Programming Interface (API) for the system's C library (Glibc in LFS) to use. This is done by way of sanitizing various C header files that are shipped in the Linux kernel source tarball.

Make sure there are no stale files embedded in the package:

```
make mrproper
```

Now extract the user-visible kernel headers from the source. The recommended make target “headers_install” cannot be used, because it requires rsync, which may not be available. The headers are first placed in `./usr`, then copied to the needed location.

```
make headers
find usr/include -name '.*' -delete
rm usr/include/Makefile
cp -rv usr/include $LFS/usr
```

5.4.2. Contents of Linux API Headers

Installed headers: /usr/include/asm/*.h, /usr/include/asm-generic/*.h, /usr/include/drm/*.h, /usr/include/linux/*.h, /usr/include/misc/*.h, /usr/include/mtd/*.h, /usr/include/rdma/*.h, /usr/include/scsi/*.h, /usr/include/sound/*.h, /usr/include/video/*.h, and /usr/include/xen/*.h
Installed directories: /usr/include/asm, /usr/include/asm-generic, /usr/include/drm, /usr/include/linux, /usr/include/misc, /usr/include/mtd, /usr/include/rdma, /usr/include/scsi, /usr/include/sound, /usr/include/video, and /usr/include/xen

Short Descriptions

`/usr/include/asm/*.h`	The Linux API ASM Headers
`/usr/include/asm-generic/*.h`	The Linux API ASM Generic Headers
`/usr/include/drm/*.h`	The Linux API DRM Headers
`/usr/include/linux/*.h`	The Linux API Linux Headers
`/usr/include/misc/*.h`	The Linux API Miscellaneous Headers
`/usr/include/mtd/*.h`	The Linux API MTD Headers
`/usr/include/rdma/*.h`	The Linux API RDMA Headers
`/usr/include/scsi/*.h`	The Linux API SCSI Headers
`/usr/include/sound/*.h`	The Linux API Sound Headers
`/usr/include/video/*.h`	The Linux API Video Headers
`/usr/include/xen/*.h`	The Linux API Xen Headers

5.5. Glibc-2.34

The Glibc package contains the main C library. This library provides the basic routines for allocating memory, searching directories, opening and closing files, reading and writing files, string handling, pattern matching, arithmetic, and so on.

Approximate build time: 4.2 SBU
Required disk space: 744 MB

5.5.1. Installation of Glibc

First, create a symbolic link for LSB compliance. Additionally, for x86_64, create a compatibility symbolic link required for proper operation of the dynamic library loader:

```
case $(uname -m) in
    i?86)   ln -sfv ld-linux.so.2 $LFS/lib/ld-lsb.so.3
    ;;
    x86_64) ln -sfv ../lib/ld-linux-x86-64.so.2 $LFS/lib64
            ln -sfv ../lib/ld-linux-x86-64.so.2 $LFS/lib64/ld-lsb-x86-64.so.3
    ;;
esac
```

Some of the Glibc programs use the non-FHS compliant `/var/db` directory to store their runtime data. Apply the following patch to make such programs store their runtime data in the FHS-compliant locations:

```
patch -Np1 -i ../glibc-2.34-fhs-1.patch
```

The Glibc documentation recommends building Glibc in a dedicated build directory:

```
mkdir -v build
cd       build
```

Ensure that the **ldconfig** and **sln** utilites are installed into `/usr/sbin`:

```
echo "rootsbindir=/usr/sbin" > configparms
```

Next, prepare Glibc for compilation:

```
../configure                             \
      --prefix=/usr                      \
      --host=$LFS_TGT                    \
      --build=$(../scripts/config.guess) \
      --enable-kernel=3.2                \
      --with-headers=$LFS/usr/include    \
      libc_cv_slibdir=/usr/lib
```

The meaning of the configure options:

`--host=$LFS_TGT, --build=$(../scripts/config.guess)`
The combined effect of these switches is that Glibc's build system configures itself to be cross-compiled, using the cross-linker and cross-compiler in `$LFS/tools`.

`--enable-kernel=3.2`
This tells Glibc to compile the library with support for 3.2 and later Linux kernels. Workarounds for older kernels are not enabled.

`--with-headers=$LFS/usr/include`
This tells Glibc to compile itself against the headers recently installed to the $LFS/usr/include directory, so that it knows exactly what features the kernel has and can optimize itself accordingly.

`libc_cv_slibdir=/usr/lib`
This ensures that the library is installed in /usr/lib instead of the default /lib64 on 64 bit machines.

During this stage the following warning might appear:

```
configure: WARNING:
*** These auxiliary programs are missing or
*** incompatible versions: msgfmt
*** some features will be disabled.
*** Check the INSTALL file for required versions.
```

The missing or incompatible **msgfmt** program is generally harmless. This **msgfmt** program is part of the Gettext package which the host distribution should provide.

Note

There have been reports that this package may fail when building as a "parallel make". If this occurs, rerun the make command with a "-j1" option.

Compile the package:

```
make
```

Install the package:

Warning

If `LFS` is not properly set, and despite the recommendations, you are building as `root`, the next command will install the newly built glibc to your host system, which most likely will render it unusable. So double check that the environment is correctly set, before running the following command.

```
make DESTDIR=$LFS install
```

The meaning of the make install option:

`DESTDIR=$LFS`
The `DESTDIR` make variable is used by almost all packages to define the location where the package should be installed. If it is not set, it defaults to the root (`/`) directory. Here we specify that the package be installed in `$LFS`, which will become the root after Section 7.4, “Entering the Chroot Environment”.

Fix hardcoded path to the executable loader in **ldd** script:

```
sed '/RTLDLIST=/s@/usr@@g' -i $LFS/usr/bin/ldd
```

Caution

At this point, it is imperative to stop and ensure that the basic functions (compiling and linking) of the new toolchain are working as expected. To perform a sanity check, run the following commands:

```
echo 'int main(){}' > dummy.c
$LFS_TGT-gcc dummy.c
readelf -l a.out | grep '/ld-linux'
```

If everything is working correctly, there should be no errors, and the output of the last command will be of the form:

```
[Requesting program interpreter: /lib64/ld-linux-x86-64.so.2]
```

Note that for 32-bit machines, the interpreter name will be `/lib/ld-linux.so.2`.

If the output is not shown as above or there was no output at all, then something is wrong. Investigate and retrace the steps to find out where the problem is and correct it. This issue must be resolved before continuing on.

Once all is well, clean up the test files:

```
rm -v dummy.c a.out
```

Note

Building packages in the next chapter will serve as an additional check that the toolchain has been built properly. If some package, especially binutils-pass2 or gcc-pass2, fails to build, it is an indication that something has gone wrong with the previous Binutils, GCC, or Glibc installations.

Now that our cross-toolchain is complete, finalize the installation of the limits.h header. For doing so, run a utility provided by the GCC developers:

```
$LFS/tools/libexec/gcc/$LFS_TGT/11.2.0/install-tools/mkheaders
```

Details on this package are located in Section 8.5.3, “Contents of Glibc.”

5.6. Libstdc++ from GCC-11.2.0, Pass 1

Libstdc++ is the standard C++ library. It is needed to compile C++ code (part of GCC is written in C++), but we had to defer its installation when we built gcc-pass1 because it depends on glibc, which was not yet available in the target directory.

Approximate build time: 0.4 SBU
Required disk space: 1.0 GB

5.6.1. Installation of Target Libstdc++

Note

Libstdc++ is part of the GCC sources. You should first unpack the GCC tarball and change to the `gcc-11.2.0` directory.

Create a separate build directory for libstdc++ and enter it:

```
mkdir -v build
cd       build
```

Prepare libstdc++ for compilation:

```
../libstdc++-v3/configure           \
    --host=$LFS_TGT                 \
    --build=$(../config.guess)      \
    --prefix=/usr                   \
    --disable-multilib              \
    --disable-nls                   \
    --disable-libstdcxx-pch         \
    --with-gxx-include-dir=/tools/$LFS_TGT/include/c++/11.2.0
```

The meaning of the configure options:

`--host=...`
Specifies that the cross compiler we have just built should be used instead of the one in `/usr/bin`.

`--disable-libstdcxx-pch`
This switch prevents the installation of precompiled include files, which are not needed at this stage.

`--with-gxx-include-dir=/tools/$LFS_TGT/include/c++/11.2.0`
This is the location where the C++ compiler should search for the standard include files. In a normal build, this information is automatically passed to the libstdc++ **configure** options from the top level directory. In our case, this information must be explicitly given.

Compile libstdc++ by running:

```
make
```

Install the library:

```
make DESTDIR=$LFS install
```

Details on this package are located in Section 8.26.2, “Contents of GCC.”

Chapter 6. Cross Compiling Temporary Tools

6.1. Introduction

This chapter shows how to cross-compile basic utilities using the just built cross-toolchain. Those utilities are installed into their final location, but cannot be used yet. Basic tasks still rely on the host's tools. Nevertheless, the installed libraries are used when linking.

Using the utilities will be possible in next chapter after entering the “chroot” environment. But all the packages built in the present chapter need to be built before we do that. Therefore we cannot be independent of the host system yet.

Once again, let us recall that improper setting of `LFS` together with building as `root`, may render your computer unusable. This whole chapter must be done as user `lfs`, with the environment as described in Section 4.4, “Setting Up the Environment”.

6.2. M4-1.4.19

The M4 package contains a macro processor.

Approximate build time: 0.2 SBU
Required disk space: 32 MB

6.2.1. Installation of M4

Prepare M4 for compilation:

```
./configure --prefix=/usr   \
            --host=$LFS_TGT \
            --build=$(build-aux/config.guess)
```

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS install
```

Details on this package are located in Section 8.12.2, “Contents of M4.”

6.3. Ncurses-6.2

The Ncurses package contains libraries for terminal-independent handling of character screens.

Approximate build time: 0.7 SBU
Required disk space: 48 MB

6.3.1. Installation of Ncurses

First, ensure that **gawk** is found first during configuration:

```
sed -i s/mawk// configure
```

Then, run the following commands to build the "tic" program on the build host:

```
mkdir build
pushd build
  ../configure
  make -C include
  make -C progs tic
popd
```

Prepare Ncurses for compilation:

```
./configure --prefix=/usr                \
            --host=$LFS_TGT              \
            --build=$(./config.guess)    \
            --mandir=/usr/share/man      \
            --with-manpage-format=normal \
            --with-shared                \
            --without-debug              \
            --without-ada                \
            --without-normal             \
            --enable-widec
```

The meaning of the new configure options:

`--with-manpage-format=normal`
This prevents Ncurses installing compressed manual pages, which may happen if the host distribution itself has compressed manual pages.

`--without-ada`
This ensures that Ncurses does not build support for the Ada compiler which may be present on the host but will not be available once we enter the **chroot** environment.

`--enable-widec`
This switch causes wide-character libraries (e.g., `libncursesw.so.6.2`) to be built instead of normal ones (e.g., `libncurses.so.6.2`). These wide-character libraries are usable in both multibyte and traditional 8-bit locales, while normal libraries work properly only in 8-bit locales. Wide-character and normal libraries are source-compatible, but not binary-compatible.

`--without-normal`
This switch disables building and installing most static libraries.

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS TIC_PATH=$(pwd)/build/progs/tic install
echo "INPUT(-lncursesw)" > $LFS/usr/lib/libncurses.so
```

The meaning of the install options:

TIC_PATH=$(pwd)/build/progs/tic
: We need to pass the path of the just built **tic** able to run on the building machine, so that the terminal database can be created without errors.

echo "INPUT(-lncursesw)" > $LFS/usr/lib/libncurses.so
: The `libncurses.so` library is needed by a few packages we will build soon. We create this small linker script, as this is what is done in Chapter 8.

Details on this package are located in Section 8.28.2, “Contents of Ncurses.”

6.4. Bash-5.1.8

The Bash package contains the Bourne-Again SHell.

Approximate build time: 0.4 SBU
Required disk space: 64 MB

6.4.1. Installation of Bash

Prepare Bash for compilation:

```
./configure --prefix=/usr                      \
            --build=$(support/config.guess) \
            --host=$LFS_TGT                    \
            --without-bash-malloc
```

The meaning of the configure options:

`--without-bash-malloc`
This option turns off the use of Bash's memory allocation (`malloc`) function which is known to cause segmentation faults. By turning this option off, Bash will use the `malloc` functions from Glibc which are more stable.

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS install
```

Make a link for the programs that use **sh** for a shell:

```
ln -sv bash $LFS/bin/sh
```

Details on this package are located in Section 8.34.2, “Contents of Bash.”

6.5. Coreutils-8.32

The Coreutils package contains utilities for showing and setting the basic system characteristics.

Approximate build time: 0.6 SBU
Required disk space: 151 MB

6.5.1. Installation of Coreutils

Prepare Coreutils for compilation:

```
./configure --prefix=/usr                     \
            --host=$LFS_TGT                   \
            --build=$(build-aux/config.guess) \
            --enable-install-program=hostname \
            --enable-no-install-program=kill,uptime
```

The meaning of the configure options:

`--enable-install-program=hostname`
This enables the **hostname** binary to be built and installed – it is disabled by default but is required by the Perl test suite.

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS install
```

Move programs to their final expected locations. Although this is not necessary in this temporary environment, we must do so because some programs harcode executable locations:

```
mv -v $LFS/usr/bin/chroot                                $LFS/usr/sbin
mkdir -pv $LFS/usr/share/man/man8
mv -v $LFS/usr/share/man/man1/chroot.1                   $LFS/usr/share/man/m
sed -i 's/"1"/"8"/'                                      $LFS/usr/share/man/m
```

Details on this package are located in Section 8.53.2, “Contents of Coreutils.”

6.6. Diffutils-3.8

The Diffutils package contains programs that show the differences between files or directories.

Approximate build time: 0.2 SBU
Required disk space: 28 MB

6.6.1. Installation of Diffutils

Prepare Diffutils for compilation:

```
./configure --prefix=/usr --host=$LFS_TGT
```

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS install
```

Details on this package are located in Section 8.55.2, “Contents of Diffutils.”

6.7. File-5.40

The File package contains a utility for determining the type of a given file or files.

Approximate build time: 0.2 SBU
Required disk space: 31 MB

6.7.1. Installation of File

The **file** command on the build host needs to be same version as the one we are building in order to create the signature file. Run the following commands to build it:

```
mkdir build
pushd build
  ../configure --disable-bzlib      \
               --disable-libseccomp \
               --disable-xzlib      \
               --disable-zlib
  make
popd
```

The meaning of the new configure option:

`--disable-*`
The configuration script attempts to use some packages from the host distribution if the corresponding library files exist. It may cause compilation failure if a library file exists, but the corresponding header files do not. These options prevent using these unneeded capabilities from the host.

Prepare File for compilation:

```
./configure --prefix=/usr --host=$LFS_TGT --build=$(./config.guess)
```

Compile the package:

```
make FILE_COMPILE=$(pwd)/build/src/file
```

Install the package:

```
make DESTDIR=$LFS install
```

Details on this package are located in Section 8.10.2, “Contents of File.”

6.8. Findutils-4.8.0

The Findutils package contains programs to find files. These programs are provided to recursively search through a directory tree and to create, maintain, and search a database (often faster than the recursive find, but is unreliable if the database has not been recently updated).

Approximate build time: 0.2 SBU
Required disk space: 40 MB

6.8.1. Installation of Findutils

Prepare Findutils for compilation:

```
./configure --prefix=/usr                     \
            --localstatedir=/var/lib/locate \
            --host=$LFS_TGT                   \
            --build=$(build-aux/config.guess)
```

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS install
```

Details on this package are located in Section 8.57.2, “Contents of Findutils.”

6.9. Gawk-5.1.0

The Gawk package contains programs for manipulating text files.

Approximate build time: 0.2 SBU
Required disk space: 43 MB

6.9.1. Installation of Gawk

First, ensure some unneeded files are not installed:

```
sed -i 's/extras//' Makefile.in
```

Prepare Gawk for compilation:

```
./configure --prefix=/usr   \
            --host=$LFS_TGT \
            --build=$(./config.guess)
```

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS install
```

Details on this package are located in Section 8.56.2, “Contents of Gawk.”

6.10. Grep-3.7

The Grep package contains programs for searching through the contents of files.

Approximate build time: 0.2 SBU
Required disk space: 25 MB

6.10.1. Installation of Grep

Prepare Grep for compilation:

```
./configure --prefix=/usr   \
            --host=$LFS_TGT
```

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS install
```

Details on this package are located in Section 8.33.2, “Contents of Grep.”

6.11. Gzip-1.10

The Gzip package contains programs for compressing and decompressing files.

Approximate build time: 0.1 SBU
Required disk space: 10 MB

6.11.1. Installation of Gzip

Prepare Gzip for compilation:

```
./configure --prefix=/usr --host=$LFS_TGT
```

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS install
```

Details on this package are located in Section 8.60.2, “Contents of Gzip.”

6.12. Make-4.3

The Make package contains a program for controlling the generation of executables and other non-source files of a package from source files.

Approximate build time: 0.1 SBU
Required disk space: 15 MB

6.12.1. Installation of Make

Prepare Make for compilation:

```
./configure --prefix=/usr   \
            --without-guile \
            --host=$LFS_TGT \
            --build=$(build-aux/config.guess)
```

The meaning of the new configure option:

`--without-guile`
Although we are cross-compiling, configure tries to use guile from the build host if it finds it. This makes compilation fail, so this switch prevents using it.

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS install
```

Details on this package are located in Section 8.64.2, “Contents of Make.”

6.13. Patch-2.7.6

The Patch package contains a program for modifying or creating files by applying a “patch” file typically created by the **diff** program.

Approximate build time: 0.1 SBU
Required disk space: 12 MB

6.13.1. Installation of Patch

Prepare Patch for compilation:

```
./configure --prefix=/usr   \
            --host=$LFS_TGT \
            --build=$(build-aux/config.guess)
```

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS install
```

Details on this package are located in Section 8.65.2, “Contents of Patch.”

6.14. Sed-4.8

The Sed package contains a stream editor.

Approximate build time: 0.1 SBU
Required disk space: 20 MB

6.14.1. Installation of Sed

Prepare Sed for compilation:

```
./configure --prefix=/usr   \
            --host=$LFS_TGT
```

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS install
```

Details on this package are located in Section 8.29.2, “Contents of Sed.”

6.15. Tar-1.34

The Tar package provides the ability to create tar archives as well as perform various other kinds of archive manipulation. Tar can be used on previously created archives to extract files, to store additional files, or to update or list files which were already stored.

Approximate build time: 0.2 SBU
Required disk space: 38 MB

6.15.1. Installation of Tar

Prepare Tar for compilation:

```
./configure --prefix=/usr                     \
            --host=$LFS_TGT                   \
            --build=$(build-aux/config.guess)
```

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS install
```

Details on this package are located in Section 8.66.2, “Contents of Tar.”

6.16. Xz-5.2.5

The Xz package contains programs for compressing and decompressing files. It provides capabilities for the lzma and the newer xz compression formats. Compressing text files with **xz** yields a better compression percentage than with the traditional **gzip** or **bzip2** commands.

Approximate build time: 0.1 SBU
Required disk space: 15 MB

6.16.1. Installation of Xz

Prepare Xz for compilation:

```
./configure --prefix=/usr                      \
            --host=$LFS_TGT                    \
            --build=$(build-aux/config.guess) \
            --disable-static                   \
            --docdir=/usr/share/doc/xz-5.2.5
```

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS install
```

Details on this package are located in Section 8.8.2, “Contents of Xz.”

6.17. Binutils-2.37 - Pass 2

The Binutils package contains a linker, an assembler, and other tools for handling object files.

Approximate build time: 1.3 SBU
Required disk space: 505 MB

6.17.1. Installation of Binutils

Create a separate build directory again:

```
mkdir -v build
cd       build
```

Prepare Binutils for compilation:

```
../configure                   \
    --prefix=/usr              \
    --build=$(../config.guess) \
    --host=$LFS_TGT            \
    --disable-nls              \
    --enable-shared            \
    --disable-werror           \
    --enable-64-bit-bfd
```

The meaning of the new configure options:

`--enable-shared`
Builds `libbfd` as a shared library.

`--enable-64-bit-bfd`
Enables 64-bit support (on hosts with narrower word sizes). May not be needed on 64-bit systems, but does no harm.

Compile the package:

```
make
```

Install the package, and workaround an issue causing `libctf.so` to link against zlib from the host distribution:

```
make DESTDIR=$LFS install -j1
install -vm755 libctf/.libs/libctf.so.0.0.0 $LFS/usr/lib
```

Details on this package are located in Section 8.18.2, “Contents of Binutils.”

6.18. GCC-11.2.0 - Pass 2

The GCC package contains the GNU compiler collection, which includes the C and C++ compilers.

Approximate build time: 12 SBU
Required disk space: 3.3 GB

6.18.1. Installation of GCC

As in the first build of GCC, the GMP, MPFR, and MPC packages are required. Unpack the tarballs and move them into the required directory names:

```
tar -xf ../mpfr-4.1.0.tar.xz
mv -v mpfr-4.1.0 mpfr
tar -xf ../gmp-6.2.1.tar.xz
mv -v gmp-6.2.1 gmp
tar -xf ../mpc-1.2.1.tar.gz
mv -v mpc-1.2.1 mpc
```

If building on x86_64, change the default directory name for 64-bit libraries to “lib”:

```
case $(uname -m) in
  x86_64)
    sed -e '/m64=/s/lib64/lib/' -i.orig gcc/config/i386/t-linux64
  ;;
esac
```

Create a separate build directory again:

```
mkdir -v build
cd       build
```

Create a symlink that allows libgcc to be built with posix threads support:

```
mkdir -pv $LFS_TGT/libgcc
ln -s ../../../libgcc/gthr-posix.h $LFS_TGT/libgcc/gthr-default.h
```

Before starting to build GCC, remember to unset any environment variables that override the default optimization flags.

Now prepare GCC for compilation:

```
../configure                                       \
    --build=$(../config.guess)                     \
    --host=$LFS_TGT                                \
    --prefix=/usr                                  \
    CC_FOR_TARGET=$LFS_TGT-gcc                     \
    --with-build-sysroot=$LFS                      \
    --enable-initfini-array                        \
    --disable-nls                                  \
    --disable-multilib                             \
    --disable-decimal-float                        \
    --disable-libatomic                            \
    --disable-libgomp                              \
    --disable-libquadmath                          \
    --disable-libssp                               \
    --disable-libvtv                               \
    --disable-libstdcxx                            \
    --enable-languages=c,c++
```

The meaning of the new configure options:

`-with-build-sysroot=$LFS`

Normally, using *`--host`* ensures that a cross-compiler is used for building GCC, and that compiler knows that it has to look for headers and libraries in `$LFS`. But the build system of GCC uses other tools, which are not aware of this location. This switch is needed to have them find the needed files in `$LFS`, and not on the host.

`--enable-initfini-array`

This option is automatically enabled when building a native compiler with a native compiler on x86. But here, we build with a cross compiler, so we need to explicitly set this option.

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=$LFS install
```

As a finishing touch, create a utility symlink. Many programs and scripts run **cc** instead of **gcc**, which is used to keep programs generic and therefore usable on all kinds of UNIX systems where the GNU C compiler is not always installed. Running **cc** leaves the system administrator free to decide which C compiler to install:

```
ln -sv gcc $LFS/usr/bin/cc
```

Details on this package are located in Section 8.26.2, “Contents of GCC.”

Chapter 7. Entering Chroot and Building Additional Temporary Tools

7.1. Introduction

This chapter shows how to build the last missing bits of the temporary system: the tools needed by the build machinery of various packages. Now that all circular dependencies have been resolved, we can use a “chroot” environment, completely isolated the host operating system used for the build, except for the running kernel.

For proper operation of the isolated environment, some communication with the running kernel must be established. This is done through the so-called *Virtual Kernel File Systems*, which must be mounted when entering the chroot environment. You may want to check that they are mounted by issuing **findmnt**.

Until Section 7.4, “Entering the Chroot Environment”, the commands must be run as `root`, with the `LFS` variable set. After entering chroot, all commands are run as root, fortunately without access to the OS of the computer you built LFS on. Be careful anyway, as it is easy to destroy the whole LFS system with badly formed commands.

7.2. Changing Ownership

Note

The commands in the remainder of this book must be performed while logged in as user `root` and no longer as user `lfs`. Also, double check that `$LFS` is set in `root`'s environment.

Currently, the whole directory hierarchy in `$LFS` is owned by the user `lfs`, a user that exists only on the host system. If the directories and files under `$LFS` are kept as they are, they will be owned by a user ID without a corresponding account. This is dangerous because a user account created later could get this same user ID and would own all the files under `$LFS`, thus exposing these files to possible malicious manipulation.

To address this issue, change the ownership of the `$LFS/*` directories to user `root` by running the following command:

```
chown -R root:root $LFS/{usr,lib,var,etc,bin,sbin,tools}
case $(uname -m) in
  x86_64) chown -R root:root $LFS/lib64 ;;
esac
```

7.3. Preparing Virtual Kernel File Systems

Various file systems exported by the kernel are used to communicate to and from the kernel itself. These file systems are virtual in that no disk space is used for them. The content of the file systems resides in memory.

Begin by creating directories onto which the file systems will be mounted:

```
mkdir -pv $LFS/{dev,proc,sys,run}
```

7.3.1. Creating Initial Device Nodes

When the kernel boots the system, it requires the presence of a few device nodes, in particular the `console` and `null` devices. The device nodes must be created on the hard disk so that they are available before the kernel populates `/dev`), and additionally when Linux is started with *`init=/bin/bash`*. Create the devices by running the following commands:

```
mknod -m 600 $LFS/dev/console c 5 1
mknod -m 666 $LFS/dev/null c 1 3
```

7.3.2. Mounting and Populating /dev

The recommended method of populating the `/dev` directory with devices is to mount a virtual filesystem (such as `tmpfs`) on the `/dev` directory, and allow the devices to be created dynamically on that virtual filesystem as they are detected or accessed. Device creation is generally done during the boot process by Udev. Since this new system does not yet have Udev and has not yet been booted, it is necessary to mount and populate `/dev` manually. This is accomplished by bind mounting the host system's `/dev` directory. A bind mount is a special type of mount that allows you to create a mirror of a directory or mount point to some other location. Use the following command to achieve this:

```
mount -v --bind /dev $LFS/dev
```

7.3.3. Mounting Virtual Kernel File Systems

Now mount the remaining virtual kernel filesystems:

```
mount -v --bind /dev/pts $LFS/dev/pts
mount -vt proc proc $LFS/proc
mount -vt sysfs sysfs $LFS/sys
mount -vt tmpfs tmpfs $LFS/run
```

In some host systems, `/dev/shm` is a symbolic link to `/run/shm`. The /run tmpfs was mounted above so in this case only a directory needs to be created.

```
if [ -h $LFS/dev/shm ]; then
  mkdir -pv $LFS/$(readlink $LFS/dev/shm)
fi
```

7.4. Entering the Chroot Environment

Now that all the packages which are required to build the rest of the needed tools are on the system, it is time to enter the chroot environment to finish installing the remaining temporary tools. This environment will be in use also for installing the final system. As user `root`, run the following command to enter the environment that is, at the moment, populated with only the temporary tools:

```
chroot "$LFS" /usr/bin/env -i   \
    HOME=/root                  \
    TERM="$TERM"                \
    PS1='(lfs chroot) \u:\w\$ ' \
    PATH=/usr/bin:/usr/sbin     \
    /bin/bash --login +h
```

The *-i* option given to the **env** command will clear all variables of the chroot environment. After that, only the HOME, TERM, PS1, and PATH variables are set again. The *TERM=$TERM* construct will set the TERM variable inside chroot to the same value as outside chroot. This variable is needed for programs like **vim** and **less** to operate properly. If other variables are desired, such as CFLAGS or CXXFLAGS, this is a good place to set them again.

From this point on, there is no need to use the LFS variable anymore because all work will be restricted to the LFS file system. This is because the Bash shell is told that $LFS is now the root (/) directory.

Notice that /tools/bin is not in the PATH. This means that the cross toolchain will no longer be used in the chroot environment. This occurs when the shell does not "remember" the locations of executed binaries—for this reason, hashing is switched off by passing the *+h* option to **bash**.

Note that the **bash** prompt will say `I have no name!` This is normal because the /etc/passwd file has not been created yet.

Note

It is important that all the commands throughout the remainder of this chapter and the following chapters are run from within the chroot environment. If you leave this environment for any reason (rebooting for example), ensure that the virtual kernel filesystems are mounted as explained in Section 7.3.2, "Mounting and Populating /dev" and Section 7.3.3, "Mounting Virtual Kernel File Systems" and enter chroot again before continuing with the installation.

7.5. Creating Directories

It is time to create the full structure in the LFS file system.

Create some root-level directories that are not in the limited set required in the previous chapters by issuing the following command:

Note

Some of the directories below have already been created earlier with explicit instructions or when installing some packages. They are repeated below for completeness.

```
mkdir -pv /{boot,home,mnt,opt,srv}
```

Create the required set of subdirectories below the root-level by issuing the following commands:

```
mkdir -pv /etc/{opt,sysconfig}
mkdir -pv /lib/firmware
mkdir -pv /media/{floppy,cdrom}
mkdir -pv /usr/{,local/}{include,src}
mkdir -pv /usr/local/{bin,lib,sbin}
mkdir -pv /usr/{,local/}share/{color,dict,doc,info,locale,man}
mkdir -pv /usr/{,local/}share/{misc,terminfo,zoneinfo}
mkdir -pv /usr/{,local/}share/man/man{1..8}
mkdir -pv /var/{cache,local,log,mail,opt,spool}
mkdir -pv /var/lib/{color,misc,locate}

ln -sfv /run /var/run
ln -sfv /run/lock /var/lock

install -dv -m 0750 /root
install -dv -m 1777 /tmp /var/tmp
```

Directories are, by default, created with permission mode 755, but this is not desirable for all directories. In the commands above, two changes are made—one to the home directory of user `root`, and another to the directories for temporary files.

The first mode change ensures that not just anybody can enter the `/root` directory—the same as a normal user would do with his or her home directory. The second mode change makes sure that any user can write to the `/tmp` and `/var/tmp` directories, but cannot remove another user's files from them. The latter is prohibited by the so-called “sticky bit,” the highest bit (1) in the 1777 bit mask.

7.5.1. FHS Compliance Note

The directory tree is based on the Filesystem Hierarchy Standard (FHS) (available at *https://refspecs.linuxfoundation.org/fhs.shtml*). The FHS also specifies the optional existence of some directories such as `/usr/local/games` and `/usr/share/games`. We create only the directories that are needed. However, feel free to create these directories.

7.6. Creating Essential Files and Symlinks

Historically, Linux maintains a list of the mounted file systems in the file `/etc/mtab`. Modern kernels maintain this list internally and exposes it to the user via the `/proc` filesystem. To satisfy utilities that expect the presence of `/etc/mtab`, create the following symbolic link:

```
ln -sv /proc/self/mounts /etc/mtab
```

Create a basic `/etc/hosts` file to be referenced in some test suites, and in one of Perl's configuration files as well:

```
cat > /etc/hosts << EOF
127.0.0.1  localhost $(hostname)
::1        localhost
EOF
```

In order for user `root` to be able to login and for the name “root” to be recognized, there must be relevant entries in the `/etc/passwd` and `/etc/group` files.

Create the `/etc/passwd` file by running the following command:

```
cat > /etc/passwd << "EOF"
root:x:0:0:root:/root:/bin/bash
bin:x:1:1:bin:/dev/null:/bin/false
daemon:x:6:6:Daemon User:/dev/null:/bin/false
messagebus:x:18:18:D-Bus Message Daemon User:/run/dbus:/bin/false
uuidd:x:80:80:UUID Generation Daemon User:/dev/null:/bin/false
nobody:x:99:99:Unprivileged User:/dev/null:/bin/false
EOF
```

The actual password for `root` will be set later.

Create the `/etc/group` file by running the following command:

```
cat > /etc/group << "EOF"
root:x:0:
bin:x:1:daemon
sys:x:2:
kmem:x:3:
tape:x:4:
tty:x:5:
daemon:x:6:
floppy:x:7:
disk:x:8:
lp:x:9:
dialout:x:10:
audio:x:11:
video:x:12:
utmp:x:13:
usb:x:14:
cdrom:x:15:
adm:x:16:
messagebus:x:18:
input:x:24:
mail:x:34:
kvm:x:61:
uuidd:x:80:
wheel:x:97:
nogroup:x:99:
users:x:999:
EOF
```

The created groups are not part of any standard—they are groups decided on in part by the requirements of the Udev configuration in Chapter 9, and in part by common convention employed by a number of existing Linux distributions. In addition, some test suites rely on specific users or groups. The Linux Standard Base (LSB, available at *http://refspecs.linuxfoundation.org/lsb.shtml*) only recommends that, besides the group `root` with a Group ID (GID) of 0, a group `bin` with a GID of 1 be present. All other group names and GIDs can be chosen freely by the system administrator since well-written programs do not depend on GID numbers, but rather use the group's name.

Some tests in Chapter 8 need a regular user. We add this user here and delete this account at the end of that chapter.

```
echo "tester:x:101:101::/home/tester:/bin/bash" >> /etc/passwd
echo "tester:x:101:" >> /etc/group
install -o tester -d /home/tester
```

To remove the "I have no name!" prompt, start a new shell. Since the `/etc/passwd` and `/etc/group` files have been created, user name and group name resolution will now work:

```
exec /bin/bash --login +h
```

Note the use of the *+h* directive. This tells **bash** not to use its internal path hashing. Without this directive, **bash** would remember the paths to binaries it has executed. To ensure the use of the newly compiled binaries as soon as they are installed, the *+h* directive will be used for the duration of this and the next chapter.

The **login**, **agetty**, and **init** programs (and others) use a number of log files to record information such as who was logged into the system and when. However, these programs will not write to the log files if they do not already exist. Initialize the log files and give them proper permissions:

```
touch /var/log/{btmp,lastlog,faillog,wtmp}
chgrp -v utmp /var/log/lastlog
chmod -v 664  /var/log/lastlog
chmod -v 600  /var/log/btmp
```

The `/var/log/wtmp` file records all logins and logouts. The `/var/log/lastlog` file records when each user last logged in. The `/var/log/faillog` file records failed login attempts. The `/var/log/btmp` file records the bad login attempts.

Note

The `/run/utmp` file records the users that are currently logged in. This file is created dynamically in the boot scripts.

7.7. Libstdc++ from GCC-11.2.0, Pass 2

When building gcc-pass2 we had to defer the installation of the C++ standard library because no suitable compiler was available to compile it. We could not use the compiler built in that section because it is a native compiler and should not be used outside of chroot and risks polluting the libraries with some host components.

Approximate build time: 0.8 SBU
Required disk space: 1.1 GB

7.7.1. Installation of Target Libstdc++

Note

Libstdc++ is part of the GCC sources. You should first unpack the GCC tarball and change to the `gcc-11.2.0` directory.

Create a link which exists when building libstdc++ in the gcc tree:

```
ln -s gthr-posix.h libgcc/gthr-default.h
```

Create a separate build directory for libstdc++ and enter it:

```
mkdir -v build
cd       build
```

Prepare libstdc++ for compilation:

```
../libstdc++-v3/configure            \
    CXXFLAGS="-g -O2 -D_GNU_SOURCE"  \
    --prefix=/usr                    \
    --disable-multilib               \
    --disable-nls                    \
    --host=$(uname -m)-lfs-linux-gnu \
    --disable-libstdcxx-pch
```

The meaning of the configure options:

`CXXFLAGS="-g -O2 -D_GNU_SOURCE"`
These flags are passed by the top level Makefile when doing a full build of GCC.

`--host=$(uname -m)-lfs-linux-gnu`
We have to mimic what would happen if this package were built as part of a full compiler build. This switch would be passed to configure by GCC's build machinery.

`--disable-libstdcxx-pch`
This switch prevents the installation of precompiled include files, which are not needed at this stage.

Compile libstdc++ by running:

```
make
```

Install the library:

```
make install
```

Details on this package are located in Section 8.26.2, “Contents of GCC.”

7.8. Gettext-0.21

The Gettext package contains utilities for internationalization and localization. These allow programs to be compiled with NLS (Native Language Support), enabling them to output messages in the user's native language.

Approximate build time: 1.8 SBU
Required disk space: 280 MB

7.8.1. Installation of Gettext

For our temporary set of tools, we only need to install three programs from Gettext.

Prepare Gettext for compilation:

```
./configure --disable-shared
```

The meaning of the configure option:

`--disable-shared`
We do not need to install any of the shared Gettext libraries at this time, therefore there is no need to build them.

Compile the package:

```
make
```

Install the **msgfmt**, **msgmerge**, and **xgettext** programs:

```
cp -v gettext-tools/src/{msgfmt,msgmerge,xgettext} /usr/bin
```

Details on this package are located in Section 8.31.2, “Contents of Gettext.”

7.9. Bison-3.7.6

The Bison package contains a parser generator.

Approximate build time: 0.3 SBU
Required disk space: 50 MB

7.9.1. Installation of Bison

Prepare Bison for compilation:

```
./configure --prefix=/usr \
            --docdir=/usr/share/doc/bison-3.7.6
```

The meaning of the new configure option:

`--docdir=/usr/share/doc/bison-3.7.6`
This tells the build system to install bison documentation into a versioned directory.

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 8.32.2, “Contents of Bison.”

7.10. Perl-5.34.0

The Perl package contains the Practical Extraction and Report Language.

Approximate build time: 1.7 SBU
Required disk space: 272 MB

7.10.1. Installation of Perl

Prepare Perl for compilation:

```
sh Configure -des                                         \
             -Dprefix=/usr                                \
             -Dvendorprefix=/usr                          \
             -Dprivlib=/usr/lib/perl5/5.34/core_perl      \
             -Darchlib=/usr/lib/perl5/5.34/core_perl      \
             -Dsitelib=/usr/lib/perl5/5.34/site_perl      \
             -Dsitearch=/usr/lib/perl5/5.34/site_perl     \
             -Dvendorlib=/usr/lib/perl5/5.34/vendor_perl \
             -Dvendorarch=/usr/lib/perl5/5.34/vendor_perl
```

The meaning of the new Configure options:

-des
This is a combination of three options: -d uses defaults for all items; -e ensures completion of all tasks; -s silences non-essential output.

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 8.41.2, “Contents of Perl.”

7.11. Python-3.9.6

The Python 3 package contains the Python development environment. It is useful for object-oriented programming, writing scripts, prototyping large programs, or developing entire applications.

Approximate build time: 1.2 SBU
Required disk space: 347 MB

7.11.1. Installation of Python

Note

There are two package files whose name starts with “python”. The one to extract from is `Python-3.9.6.tar.xz` (notice the uppercase first letter).

Prepare Python for compilation:

```
./configure --prefix=/usr   \
            --enable-shared \
            --without-ensurepip
```

The meaning of the configure option:

`--enable-shared`
This switch prevents installation of static libraries.

`--without-ensurepip`
This switch disables the Python package installer, which is not needed at this stage.

Compile the package:

```
make
```

Note

Some Python 3 modules can't be built now because the dependencies are not installed yet. The building system still attempts to build them however, so the compilation of some files will fail and the compiler message may seem to indicate “fatal error”. The message should be ignored. Just make sure the toplevel **make** command has not failed. The optional modules are not needed now and they will be built in Chapter 8.

Install the package:

```
make install
```

Details on this package are located in Section 8.50.2, “Contents of Python 3.”

7.12. Texinfo-6.8

The Texinfo package contains programs for reading, writing, and converting info pages.

Approximate build time: 0.3 SBU
Required disk space: 109 MB

7.12.1. Installation of Texinfo

First, fix an issue building the package with Glibc-2.34 or later:

```
sed -e 's/__attribute_nonnull__/__nonnull/' \
    -i gnulib/lib/malloc/dynarray-skeleton.c
```

Prepare Texinfo for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 8.67.2, “Contents of Texinfo.”

7.13. Util-linux-2.37.2

The Util-linux package contains miscellaneous utility programs.

Approximate build time: 0.7 SBU
Required disk space: 128 MB

7.13.1. Installation of Util-linux

The FHS recommends using the `/var/lib/hwclock` directory instead of the usual `/etc` directory as the location for the `adjtime` file. Create this directory with:

```
mkdir -pv /var/lib/hwclock
```

Prepare Util-linux for compilation:

```
./configure ADJTIME_PATH=/var/lib/hwclock/adjtime    \
            --libdir=/usr/lib    \
            --docdir=/usr/share/doc/util-linux-2.37.2 \
            --disable-chfn-chsh  \
            --disable-login      \
            --disable-nologin    \
            --disable-su         \
            --disable-setpriv    \
            --disable-runuser    \
            --disable-pylibmount \
            --disable-static     \
            --without-python     \
            runstatedir=/run
```

The meaning of the configure options:

`ADJTIME_PATH=/var/lib/hwclock/adjtime`
This sets the location of the file recording information about the hardware clock in accordance to the FHS. This is not stricly needed for this temporary tool, but it prevents creating a file at another location, which would not be overwritten or removed when building the final util-linux package.

`--libdir=/usr/lib`
This switch ensures the `.so` symlinks targeting the shared library file in the same directory (`/usr/lib`) directly.

`--disable-*`
These switches prevent warnings about building components that require packages not in LFS or not installed yet.

`--without-python`
This switch disables using Python. It avoids trying to build unneeded bindings.

`runstatedir=/run`
This switch sets the location of the socket used by **uuidd** and `libuuid` correctly.

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 8.72.2, “Contents of Util-linux.”

7.14. Cleaning up and Saving the Temporary System

7.14.1. Cleaning

First, remove the currently installed documentation to prevent them from ending up in the final system, and to save about 35 MB:

```
rm -rf /usr/share/{info,man,doc}/*
```

Second, the libtool .la files are only useful when linking with static libraries. They are unneeded and potentially harmful when using dynamic shared libraries, specially when using non-autotools build systems. While still in chroot, remove those files now:

```
find /usr/{lib,libexec} -name \*.la -delete
```

The current system size is now about 3 GB, however the /tools directory is no longer needed. It uses about 1 GB of disk space. Delete it now:

```
rm -rf /tools
```

7.14.2. Backup

Note

All the remaining steps in this section are optional. Nevertheless, as soon as you begin installing packages in Chapter 8, the temporary files will be overwritten. So it may be a good idea to do a backup of the current system as described below.

The following steps are performed from outside the chroot environment. That means, you have to leave the chroot environment first before continuing. The reason for that is to get access to file system locations outside of the chroot environment to store/read the backup archive which should not be placed within the `$LFS` hierarchy for safety reasons.

Important

All of the following instructions are executed by `root`. Take extra care about the commands you're going to run as mistakes here can modify your host system. Be aware that the environment variable `LFS` is set for user `lfs` by default but may *not* be set for `root`. Whenever commands are to be executed by `root`, make sure you have set `LFS`. This has been discussed in Section 2.6, “Setting The $LFS Variable”.

Now, if you are making a backup, leave the chroot environment:

```
exit
```

At this point the essential programs and libraries have been created and your current system is in a good state. Your system can now be backed up for later reuse. In case of fatal failures in the subsequent chapters, it often turns out that removing everything and starting over (more carefully) is the best option to recover. Unfortunately, all the temporary files will be removed, too. To avoid spending extra time to redo something which has been built successfully, prepare a backup.

Make sure you have at least 1 GB free disk space (the source tarballs will be included in the backup archive) in the home directory of user `root`.

Before we make a backup, unmount the virtual file systems:

```
umount $LFS/dev{/pts,}
umount $LFS/{sys,proc,run}
```

Create the backup archive by running the following command:

Note

Because the backup archive is compressed, it takes a relatively long time (over 10 minutes) even on a resonably fast system.

Also, ensure the LFS environment variable is set for the root user.

```
cd $LFS
tar -cJpf $HOME/lfs-temp-tools-11.0.tar.xz .
```

Replace $HOME by a directory of your choice if you do not want to have the backup stored in root's home directory.

7.14.3. Restore

In case some mistakes have been made and you need to start over, you can use this backup to restore the system and save some recovery time. Since the sources are located under $LFS, they are included in the backup archive as well, so they do not need to be downloaded again. After checking that $LFS is set properly, restore the backup by executing the following commands:

Warning

The following commands are extremly dangerous. If you run **rm -rf ./*** as the root user and you do not change to the $LFS directory or the LFS environment variable is not set for the root user, it will destroy your entire host system. YOU ARE WARNED.

```
cd $LFS
rm -rf ./*
tar -xpf $HOME/lfs-temp-tools-11.0.tar.xz
```

Again, double check that the environment has been setup properly and continue building the rest of the system.

Important

If you left the chroot environment to create a backup or restart building using a restore, remember to check that the virtual filesystems are still mounted (**findmnt | grep $LFS**). If they are not mounted, remount them now as described in Section 7.3, “Preparing Virtual Kernel File Systems” and re-enter the chroot environment (see Section 7.4, “Entering the Chroot Environment”) before continuing.

Part IV. Building the LFS System

Chapter 8. Installing Basic System Software

8.1. Introduction

In this chapter, we start constructing the LFS system in earnest.

The installation of this software is straightforward. Although in many cases the installation instructions could be made shorter and more generic, we have opted to provide the full instructions for every package to minimize the possibilities for mistakes. The key to learning what makes a Linux system work is to know what each package is used for and why you (or the system) may need it.

We do not recommend using optimizations. They can make a program run slightly faster, but they may also cause compilation difficulties and problems when running the program. If a package refuses to compile when using optimization, try to compile it without optimization and see if that fixes the problem. Even if the package does compile when using optimization, there is the risk it may have been compiled incorrectly because of the complex interactions between the code and build tools. Also note that the `-march` and `-mtune` options using values not specified in the book have not been tested. This may cause problems with the toolchain packages (Binutils, GCC and Glibc). The small potential gains achieved in using compiler optimizations are often outweighed by the risks. First-time builders of LFS are encouraged to build without custom optimizations. The subsequent system will still run very fast and be stable at the same time.

Before the installation instructions, each installation page provides information about the package, including a concise description of what it contains, approximately how long it will take to build, and how much disk space is required during this building process. Following the installation instructions, there is a list of programs and libraries (along with brief descriptions) that the package installs.

Note

The SBU values and required disk space includes test suite data for all applicable packages in Chapter 8. SBU values have been calculated using a single CPU core (-j1) for all operations.

8.1.1. About libraries

In general, the LFS editors discourage building and installing static libraries. The original purpose for most static libraries has been made obsolete in a modern Linux system. In addition, linking a static library into a program can be detrimental. If an update to the library is needed to remove a security problem, all programs that use the static library will need to be relinked to the new library. Since the use of static libraries is not always obvious, the relevant programs (and the procedures needed to do the linking) may not even be known.

In the procedures in this chapter, we remove or disable installation of most static libraries. Usually this is done by passing a `--disable-static` option to **configure**. In other cases, alternate means are needed. In a few cases, especially glibc and gcc, the use of static libraries remains essential to the general package building process.

For a more complete discussion of libraries, see the discussion *Libraries: Static or shared?* in the BLFS book.

8.2. Package Management

Package Management is an often requested addition to the LFS Book. A Package Manager allows tracking the installation of files making it easy to remove and upgrade packages. As well as the binary and library files, a package manager will handle the installation of configuration files. Before you begin to wonder, NO—this section will not talk

about nor recommend any particular package manager. What it provides is a roundup of the more popular techniques and how they work. The perfect package manager for you may be among these techniques or may be a combination of two or more of these techniques. This section briefly mentions issues that may arise when upgrading packages.

Some reasons why no package manager is mentioned in LFS or BLFS include:

- Dealing with package management takes the focus away from the goals of these books—teaching how a Linux system is built.
- There are multiple solutions for package management, each having its strengths and drawbacks. Including one that satisfies all audiences is difficult.

There are some hints written on the topic of package management. Visit the *Hints Project* and see if one of them fits your need.

8.2.1. Upgrade Issues

A Package Manager makes it easy to upgrade to newer versions when they are released. Generally the instructions in the LFS and BLFS books can be used to upgrade to the newer versions. Here are some points that you should be aware of when upgrading packages, especially on a running system.

- If Linux kernel needs to be upgraded (for example, from 5.10.17 to 5.10.18 or 5.11.1), nothing else need to be rebuilt. The system will keep working fine thanks to the well-defined border between kernel and userspace. Specifically, Linux API headers need not to be (and should not be, see the next item) upgraded alongside the kernel. You'll need to reboot your system to use the upgraded kernel.
- If Linux API headers or Glibc needs to be upgraded to a newer version, (e.g. from glibc-2.31 to glibc-2.32), it is safer to rebuild LFS. Though you *may* be able to rebuild all the packages in their dependency order, we do not recommend it.
- If a package containing a shared library is updated, and if the name of the library changes, then any packages dynamically linked to the library need to be recompiled in order to link against the newer library. (Note that there is no correlation between the package version and the name of the library.) For example, consider a package foo-1.2.3 that installs a shared library with name `libfoo.so.1`. If you upgrade the package to a newer version foo-1.2.4 that installs a shared library with name `libfoo.so.2`. In this case, any packages that are dynamically linked to `libfoo.so.1` need to be recompiled to link against `libfoo.so.2` in order to use the new library version. You should not remove the previous libraries unless all the dependent packages are recompiled.
- If a package containing a shared library is updated, and the name of library doesn't change, but the version number of the library **file** decreases (for example, the name of the library is kept named `libfoo.so.1`, but the name of library file is changed from `libfoo.so.1.25` to `libfoo.so.1.24`), you should remove the library file from the previously installed version (`libfoo.so.1.25` in the case). Or, a **ldconfig** run (by yourself using a command line, or by the installation of some package) will reset the symlink `libfoo.so.1` to point to the old library file because it seems having a “newer” version, as its version number is larger. This situation may happen if you have to downgrade a package, or the package changes the versioning scheme of library files suddenly.
- If a package containing a shared library is updated, and the name of library doesn't change, but a severe issue (especially, a security vulnerability) is fixed, all running programs linked to the shared library should be restarted. The following command, run as `root` after updating, will list what is using the old versions of those libraries (replace *`libfoo`* with the name of the library):

```
grep -l  -e 'libfoo.*deleted' /proc/*/maps |
   tr -cd 0-9\\n | xargs -r ps u
```

If OpenSSH is being used for accessing the system and it is linked to the updated library, you need to restart **sshd** service, then logout, login again, and rerun that command to confirm nothing is still using the deleted libraries.

- If a binary or a shared library is overwritten, the processes using the code or data in the binary or library may crash. The correct way to update a binary or a shared library without causing the process to crash is to remove it first, then install the new version into position. The **install** command provided by Coreutils has already implemented this and most packages use it to install binaries and libraries. This means that you won't be troubled by this issue most of the time. However, the install process of some packages (notably Mozilla JS in BLFS) just overwrites the file if it exists and causes a crash, so it's safer to save your work and close unneeded running processes before updating a package.

8.2.2. Package Management Techniques

The following are some common package management techniques. Before making a decision on a package manager, do some research on the various techniques, particularly the drawbacks of the particular scheme.

8.2.2.1. It is All in My Head!

Yes, this is a package management technique. Some folks do not find the need for a package manager because they know the packages intimately and know what files are installed by each package. Some users also do not need any package management because they plan on rebuilding the entire system when a package is changed.

8.2.2.2. Install in Separate Directories

This is a simplistic package management that does not need any extra package to manage the installations. Each package is installed in a separate directory. For example, package foo-1.1 is installed in `/usr/pkg/foo-1.1` and a symlink is made from `/usr/pkg/foo` to `/usr/pkg/foo-1.1`. When installing a new version foo-1.2, it is installed in `/usr/pkg/foo-1.2` and the previous symlink is replaced by a symlink to the new version.

Environment variables such as `PATH`, `LD_LIBRARY_PATH`, `MANPATH`, `INFOPATH` and `CPPFLAGS` need to be expanded to include `/usr/pkg/foo`. For more than a few packages, this scheme becomes unmanageable.

8.2.2.3. Symlink Style Package Management

This is a variation of the previous package management technique. Each package is installed similar to the previous scheme. But instead of making the symlink, each file is symlinked into the `/usr` hierarchy. This removes the need to expand the environment variables. Though the symlinks can be created by the user to automate the creation, many package managers have been written using this approach. A few of the popular ones include Stow, Epkg, Graft, and Depot.

The installation needs to be faked, so that the package thinks that it is installed in `/usr` though in reality it is installed in the `/usr/pkg` hierarchy. Installing in this manner is not usually a trivial task. For example, consider that you are installing a package libfoo-1.1. The following instructions may not install the package properly:

```
./configure --prefix=/usr/pkg/libfoo/1.1
make
make install
```

The installation will work, but the dependent packages may not link to libfoo as you would expect. If you compile a package that links against libfoo, you may notice that it is linked to `/usr/pkg/libfoo/1.1/lib/libfoo.so.1` instead of `/usr/lib/libfoo.so.1` as you would expect. The correct approach is to use the `DESTDIR` strategy to fake installation of the package. This approach works as follows:

```
./configure --prefix=/usr
make
make DESTDIR=/usr/pkg/libfoo/1.1 install
```

Most packages support this approach, but there are some which do not. For the non-compliant packages, you may either need to manually install the package, or you may find that it is easier to install some problematic packages into `/opt`.

8.2.2.4. Timestamp Based

In this technique, a file is timestamped before the installation of the package. After the installation, a simple use of the **find** command with the appropriate options can generate a log of all the files installed after the timestamp file was created. A package manager written with this approach is install-log.

Though this scheme has the advantage of being simple, it has two drawbacks. If, during installation, the files are installed with any timestamp other than the current time, those files will not be tracked by the package manager. Also, this scheme can only be used when one package is installed at a time. The logs are not reliable if two packages are being installed on two different consoles.

8.2.2.5. Tracing Installation Scripts

In this approach, the commands that the installation scripts perform are recorded. There are two techniques that one can use:

The `LD_PRELOAD` environment variable can be set to point to a library to be preloaded before installation. During installation, this library tracks the packages that are being installed by attaching itself to various executables such as **cp**, **install**, **mv** and tracking the system calls that modify the filesystem. For this approach to work, all the executables need to be dynamically linked without the suid or sgid bit. Preloading the library may cause some unwanted side-effects during installation. Therefore, it is advised that one performs some tests to ensure that the package manager does not break anything and logs all the appropriate files.

The second technique is to use **strace**, which logs all system calls made during the execution of the installation scripts.

8.2.2.6. Creating Package Archives

In this scheme, the package installation is faked into a separate tree as described in the Symlink style package management. After the installation, a package archive is created using the installed files. This archive is then used to install the package either on the local machine or can even be used to install the package on other machines.

This approach is used by most of the package managers found in the commercial distributions. Examples of package managers that follow this approach are RPM (which, incidentally, is required by the *Linux Standard Base Specification*), pkg-utils, Debian's apt, and Gentoo's Portage system. A hint describing how to adopt this style of package management for LFS systems is located at *https://www.linuxfromscratch.org/hints/downloads/files/fakeroot.txt*.

Creation of package files that include dependency information is complex and is beyond the scope of LFS.

Slackware uses a **tar** based system for package archives. This system purposely does not handle package dependencies as more complex package managers do. For details of Slackware package management, see *http://www.slackbook.org/html/package-management.html*.

8.2.2.7. User Based Management

This scheme, unique to LFS, was devised by Matthias Benkmann, and is available from the *Hints Project*. In this scheme, each package is installed as a separate user into the standard locations. Files belonging to a package are easily identified by checking the user ID. The features and shortcomings of this approach are too complex to describe in this section. For the details please see the hint at *https://www.linuxfromscratch.org/hints/downloads/files/more_control_and_pkg_man.txt*.

8.2.3. Deploying LFS on Multiple Systems

One of the advantages of an LFS system is that there are no files that depend on the position of files on a disk system. Cloning an LFS build to another computer with the same architecture as the base system is as simple as using **tar** on the LFS partition that contains the root directory (about 250MB uncompressed for a base LFS build), copying that file via network transfer or CD-ROM to the new system and expanding it. From that point, a few configuration files will have to be changed. Configuration files that may need to be updated include: `/etc/hosts`, `/etc/fstab`, `/etc/passwd`, `/etc/group`, `/etc/shadow`, `/etc/ld.so.conf`, `/etc/sysconfig/rc.site`, `/etc/sysconfig/network`, and `/etc/sysconfig/ifconfig.eth0`.

A custom kernel may need to be built for the new system depending on differences in system hardware and the original kernel configuration.

Note

There have been some reports of issues when copying between similar but not identical architectures. For instance, the instruction set for an Intel system is not identical with an AMD processor and later versions of some processors may have instructions that are unavailable in earlier versions.

Finally the new system has to be made bootable via Section 10.4, “Using GRUB to Set Up the Boot Process”.

8.3. Man-pages-5.13

The Man-pages package contains over 2,200 man pages.

Approximate build time: less than 0.1 SBU
Required disk space: 33 MB

8.3.1. Installation of Man-pages

Install Man-pages by running:

```
make prefix=/usr install
```

8.3.2. Contents of Man-pages

Installed files: various man pages

Short Descriptions

`man pages` Describe C programming language functions, important device files, and significant configuration files

8.4. Iana-Etc-20210611

The Iana-Etc package provides data for network services and protocols.

Approximate build time: less than 0.1 SBU
Required disk space: 4.7 MB

8.4.1. Installation of Iana-Etc

For this package, we only need to copy the files into place:

```
cp services protocols /etc
```

8.4.2. Contents of Iana-Etc

Installed files: /etc/protocols and /etc/services

Short Descriptions

`/etc/protocols`	Describes the various DARPA Internet protocols that are available from the TCP/IP subsystem
`/etc/services`	Provides a mapping between friendly textual names for internet services, and their underlying assigned port numbers and protocol types

8.5. Glibc-2.34

The Glibc package contains the main C library. This library provides the basic routines for allocating memory, searching directories, opening and closing files, reading and writing files, string handling, pattern matching, arithmetic, and so on.

Approximate build time: 21 SBU
Required disk space: 2.4 GB

8.5.1. Installation of Glibc

First, fix a security problem identified upstream:

```
sed -e '/NOTIFY_REMOVED)/s/)/ \&\& data.attr != NULL)/' \
    -i sysdeps/unix/sysv/linux/mq_notify.c
```

Some of the Glibc programs use the non-FHS compliant `/var/db` directory to store their runtime data. Apply the following patch to make such programs store their runtime data in the FHS-compliant locations:

```
patch -Np1 -i ../glibc-2.34-fhs-1.patch
```

The Glibc documentation recommends building Glibc in a dedicated build directory:

```
mkdir -v build
cd       build
```

Ensure that the **ldconfig** and **sln** utilites are installed into `/usr/sbin`:

```
echo "rootsbindir=/usr/sbin" > configparms
```

Prepare Glibc for compilation:

```
../configure --prefix=/usr                            \
             --disable-werror                         \
             --enable-kernel=3.2                      \
             --enable-stack-protector=strong          \
             --with-headers=/usr/include              \
             libc_cv_slibdir=/usr/lib
```

The meaning of the configure options:

`--disable-werror`
This option disables the -Werror option passed to GCC. This is necessary for running the test suite.

`--enable-kernel=3.2`
This option tells the build system that this glibc may be used with kernels as old as 3.2. This means generating workarounds in case a system call introduced in a later version cannot be used.

`--enable-stack-protector=strong`
This option increases system security by adding extra code to check for buffer overflows, such as stack smashing attacks.

`--with-headers=/usr/include`
This option tells the build system where to find the kernel API headers.

libc_cv_slibdir=/usr/lib
This variable sets the correct library for all systems. We do not want lib64 to be used.

Compile the package:

```
make
```

Important

In this section, the test suite for Glibc is considered critical. Do not skip it under any circumstance.

Generally a few tests do not pass. The test failures listed below are usually safe to ignore.

```
make check
```

You may see some test failures. The Glibc test suite is somewhat dependent on the host system. A few failures out of over 4200 tests can generally be ignored. This is a list of the most common issues seen for recent versions of LFS:

- *io/tst-lchmod* is known to fail in the LFS chroot environment.
- *misc/tst-ttyname* is known to fail in the LFS chroot environment.

Though it is a harmless message, the install stage of Glibc will complain about the absence of `/etc/ld.so.conf`. Prevent this warning with:

```
touch /etc/ld.so.conf
```

Fix the generated Makefile to skip an unneeded sanity check that fails in the LFS partial environment:

```
sed '/test-installation/s@$(PERL)@echo not running@' -i ../Makefile
```

Install the package:

```
make install
```

Fix hardcoded path to the executable loader in **ldd** script:

```
sed '/RTLDLIST=/s@/usr@@g' -i /usr/bin/ldd
```

Install the configuration file and runtime directory for **nscd**:

```
cp -v ../nscd/nscd.conf /etc/nscd.conf
mkdir -pv /var/cache/nscd
```

Next, install the locales that can make the system respond in a different language. None of the locales are required, but if some of them are missing, the test suites of future packages would skip important testcases.

Individual locales can be installed using the **localedef** program. E.g., the first **localedef** command below combines the `/usr/share/i18n/locales/cs_CZ` charset-independent locale definition with the `/usr/share/i18n/charmaps/UTF-8.gz` charmap definition and appends the result to the `/usr/lib/locale/locale-archive` file. The following instructions will install the minimum set of locales necessary for the optimal coverage of tests:

```
mkdir -pv /usr/lib/locale
localedef -i POSIX -f UTF-8 C.UTF-8 2> /dev/null || true
localedef -i cs_CZ -f UTF-8 cs_CZ.UTF-8
localedef -i de_DE -f ISO-8859-1 de_DE
localedef -i de_DE@euro -f ISO-8859-15 de_DE@euro
localedef -i de_DE -f UTF-8 de_DE.UTF-8
localedef -i el_GR -f ISO-8859-7 el_GR
localedef -i en_GB -f ISO-8859-1 en_GB
localedef -i en_GB -f UTF-8 en_GB.UTF-8
localedef -i en_HK -f ISO-8859-1 en_HK
localedef -i en_PH -f ISO-8859-1 en_PH
localedef -i en_US -f ISO-8859-1 en_US
localedef -i en_US -f UTF-8 en_US.UTF-8
localedef -i es_ES -f ISO-8859-15 es_ES@euro
localedef -i es_MX -f ISO-8859-1 es_MX
localedef -i fa_IR -f UTF-8 fa_IR
localedef -i fr_FR -f ISO-8859-1 fr_FR
localedef -i fr_FR@euro -f ISO-8859-15 fr_FR@euro
localedef -i fr_FR -f UTF-8 fr_FR.UTF-8
localedef -i is_IS -f ISO-8859-1 is_IS
localedef -i is_IS -f UTF-8 is_IS.UTF-8
localedef -i it_IT -f ISO-8859-1 it_IT
localedef -i it_IT -f ISO-8859-15 it_IT@euro
localedef -i it_IT -f UTF-8 it_IT.UTF-8
localedef -i ja_JP -f EUC-JP ja_JP
localedef -i ja_JP -f SHIFT_JIS ja_JP.SIJS 2> /dev/null || true
localedef -i ja_JP -f UTF-8 ja_JP.UTF-8
localedef -i nl_NL@euro -f ISO-8859-15 nl_NL@euro
localedef -i ru_RU -f KOI8-R ru_RU.KOI8-R
localedef -i ru_RU -f UTF-8 ru_RU.UTF-8
localedef -i se_NO -f UTF-8 se_NO.UTF-8
localedef -i ta_IN -f UTF-8 ta_IN.UTF-8
localedef -i tr_TR -f UTF-8 tr_TR.UTF-8
localedef -i zh_CN -f GB18030 zh_CN.GB18030
localedef -i zh_HK -f BIG5-HKSCS zh_HK.BIG5-HKSCS
localedef -i zh_TW -f UTF-8 zh_TW.UTF-8
```

In addition, install the locale for your own country, language and character set.

Alternatively, install all locales listed in the `glibc-2.34/localedata/SUPPORTED` file (it includes every locale listed above and many more) at once with the following time-consuming command:

```
make localedata/install-locales
```

Then use the **localedef** command to create and install locales not listed in the `glibc-2.34/localedata/SUPPORTED` file when you need them. For instance, the following two locales are needed for some tests later in this chapter:

```
localedef -i POSIX -f UTF-8 C.UTF-8 2> /dev/null || true
localedef -i ja_JP -f SHIFT_JIS ja_JP.SIJS 2> /dev/null || true
```

Note

Glibc now uses libidn2 when resolving internationalized domain names. This is a run time dependency. If this capability is needed, the instructions for installing libidn2 are in the *BLFS libidn2 page*.

8.5.2. Configuring Glibc

8.5.2.1. Adding nsswitch.conf

The `/etc/nsswitch.conf` file needs to be created because the Glibc defaults do not work well in a networked environment.

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

hosts: files dns
networks: files

protocols: files
services: files
ethers: files
rpc: files

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

8.5.2.2. Adding time zone data

Install and set up the time zone data with the following:

```
tar -xf ../../tzdata2021a.tar.gz

ZONEINFO=/usr/share/zoneinfo
mkdir -pv $ZONEINFO/{posix,right}

for tz in etcetera southamerica northamerica europe africa antarctica  \
          asia australasia backward; do
    zic -L /dev/null   -d $ZONEINFO       ${tz}
    zic -L /dev/null   -d $ZONEINFO/posix ${tz}
    zic -L leapseconds -d $ZONEINFO/right ${tz}
done

cp -v zone.tab zone1970.tab iso3166.tab $ZONEINFO
zic -d $ZONEINFO -p America/New_York
unset ZONEINFO
```

The meaning of the zic commands:

`zic -L /dev/null ...`

This creates posix time zones without any leap seconds. It is conventional to put these in both `zoneinfo` and `zoneinfo/posix`. It is necessary to put the POSIX time zones in `zoneinfo`, otherwise various test-suites will report errors. On an embedded system, where space is tight and you do not intend to ever update the time zones, you could save 1.9 MB by not using the `posix` directory, but some applications or test-suites might produce some failures.

`zic -L leapseconds ...`

This creates right time zones, including leap seconds. On an embedded system, where space is tight and you do not intend to ever update the time zones, or care about the correct time, you could save 1.9MB by omitting the `right` directory.

`zic ... -p ...`

This creates the `posixrules` file. We use New York because POSIX requires the daylight savings time rules to be in accordance with US rules.

One way to determine the local time zone is to run the following script:

```
tzselect
```

After answering a few questions about the location, the script will output the name of the time zone (e.g., *America/Edmonton*). There are also some other possible time zones listed in `/usr/share/zoneinfo` such as *Canada/Eastern* or *EST5EDT* that are not identified by the script but can be used.

Then create the `/etc/localtime` file by running:

```
ln -sfv /usr/share/zoneinfo/<xxx> /etc/localtime
```

Replace *<xxx>* with the name of the time zone selected (e.g., Canada/Eastern).

8.5.2.3. Configuring the Dynamic Loader

By default, the dynamic loader (`/lib/ld-linux.so.2`) searches through `/lib` and `/usr/lib` for dynamic libraries that are needed by programs as they are run. However, if there are libraries in directories other than `/lib` and `/usr/lib`, these need to be added to the `/etc/ld.so.conf` file in order for the dynamic loader to find them. Two directories that are commonly known to contain additional libraries are `/usr/local/lib` and `/opt/lib`, so add those directories to the dynamic loader's search path.

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

```
cat > /etc/ld.so.conf << "EOF"
# Begin /etc/ld.so.conf
/usr/local/lib
/opt/lib

EOF
```

If desired, the dynamic loader can also search a directory and include the contents of files found there. Generally the files in this include directory are one line specifying the desired library path. To add this capability run the following commands:

```
cat >> /etc/ld.so.conf << "EOF"
# Add an include directory
include /etc/ld.so.conf.d/*.conf

EOF
mkdir -pv /etc/ld.so.conf.d
```

8.5.3. Contents of Glibc

Installed programs: catchsegv, gencat, getconf, getent, iconv, iconvconfig, ldconfig, ldd, lddlibc4, locale, localedef, makedb, mtrace, nscd, pcprofiledump, pldd, sln, sotruss, sprof, tzselect, xtrace, zdump, and zic

Installed libraries: ld-linux-x86-64.so.2, ld-linux.so.2, libBrokenLocale.{a,so}, libSegFault.so, libanl.{a,so}, libc.{a,so}, libc_nonshared.a, libcrypt.{a,so}, libdl.{a,so.2}, libg.a, libm.{a,so}, libmcheck.a, libmemusage.so, libmvec.{a,so}, libnsl.so.1, libnss_compat.so, libnss_dns.so, libnss_files.so, libnss_hesiod.so, libpcprofile.so, libpthread.{a,so.0}, libresolv.{a,so}, librt.{a,so.1}, libthread_db.so, and libutil.{a,so.1}

Installed directories: /usr/include/arpa, /usr/include/bits, /usr/include/gnu, /usr/include/net, /usr/include/netash, /usr/include/netatalk, /usr/include/netax25, /usr/include/neteconet, /usr/include/netinet, /usr/include/netipx, /usr/include/netiucv, /usr/include/netpacket, /usr/include/netrom, /usr/include/netrose, /usr/include/nfs, /usr/include/protocols, /usr/include/rpc, /usr/include/sys, /usr/lib/audit, /usr/lib/gconv, /usr/lib/locale, /usr/libexec/getconf, /usr/share/i18n, /usr/share/zoneinfo, /var/cache/nscd, and /var/lib/nss_db

Short Descriptions

catchsegv	Can be used to create a stack trace when a program terminates with a segmentation fault
gencat	Generates message catalogues
getconf	Displays the system configuration values for file system specific variables

getent	Gets entries from an administrative database
iconv	Performs character set conversion
iconvconfig	Creates fastloading **iconv** module configuration files
ldconfig	Configures the dynamic linker runtime bindings
ldd	Reports which shared libraries are required by each given program or shared library
lddlibc4	Assists **ldd** with object files
locale	Prints various information about the current locale
localedef	Compiles locale specifications
makedb	Creates a simple database from textual input
mtrace	Reads and interprets a memory trace file and displays a summary in human-readable format
nscd	A daemon that provides a cache for the most common name service requests
pcprofiledump	Dump information generated by PC profiling
pldd	Lists dynamic shared objects used by running processes
sln	A statically linked **ln** program
sotruss	Traces shared library procedure calls of a specified command
sprof	Reads and displays shared object profiling data
tzselect	Asks the user about the location of the system and reports the corresponding time zone description
xtrace	Traces the execution of a program by printing the currently executed function
zdump	The time zone dumper
zic	The time zone compiler
`ld-*.so`	The helper program for shared library executables
`libBrokenLocale`	Used internally by Glibc as a gross hack to get broken programs (e.g., some Motif applications) running. See comments in `glibc-2.34/locale/broken_cur_max.c` for more information
`libSegFault`	The segmentation fault signal handler, used by **catchsegv**
`libanl`	An asynchronous name lookup library
`libc`	The main C library
`libcrypt`	The cryptography library
`libdl`	Dummy library containing no functions. Previously was the dynamic linking interface library, whose functions are now in `libc`
`libg`	Dummy library containing no functions. Previously was a runtime library for **g++**
`libm`	The mathematical library
`libmcheck`	Turns on memory allocation checking when linked to
`libmemusage`	Used by **memusage** to help collect information about the memory usage of a program
`libnsl`	The network services library, now deprecated
`libnss`	The Name Service Switch libraries, containing functions for resolving host names, user names, group names, aliases, services, protocols, etc.

`libpcprofile`	Can be preloaded to PC profile an executable
`libpthread`	Dummy library containing no functions. Previously contained functions providing most of the interfaces specified by the POSIX.1b Realtime Extension, now the functions are in `libc`
`libresolv`	Contains functions for creating, sending, and interpreting packets to the Internet domain name servers
`librt`	Contains functions providing most of the interfaces specified by the POSIX.1b Realtime Extension
`libthread_db`	Contains functions useful for building debuggers for multi-threaded programs
`libutil`	Dummy library containing no functions. Previously contained code for “standard” functions used in many different Unix utilities. These functions are now in `libc`

8.6. Zlib-1.2.11

The Zlib package contains compression and decompression routines used by some programs.

Approximate build time: less than 0.1 SBU
Required disk space: 5.0 MB

8.6.1. Installation of Zlib

Prepare Zlib for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

Remove a useless static library:

```
rm -fv /usr/lib/libz.a
```

8.6.2. Contents of Zlib

Installed libraries: libz.so

Short Descriptions

`libz` Contains compression and decompression functions used by some programs

8.7. Bzip2-1.0.8

The Bzip2 package contains programs for compressing and decompressing files. Compressing text files with **bzip2** yields a much better compression percentage than with the traditional **gzip**.

Approximate build time: less than 0.1 SBU
Required disk space: 7.2 MB

8.7.1. Installation of Bzip2

Apply a patch that will install the documentation for this package:

```
patch -Np1 -i ../bzip2-1.0.8-install_docs-1.patch
```

The following command ensures installation of symbolic links are relative:

```
sed -i 's@\(ln -s -f \)$(PREFIX)/bin/@\1@' Makefile
```

Ensure the man pages are installed into the correct location:

```
sed -i "s@(PREFIX)/man@(PREFIX)/share/man@g" Makefile
```

Prepare Bzip2 for compilation with:

```
make -f Makefile-libbz2_so
make clean
```

The meaning of the make parameter:

`-f Makefile-libbz2_so`
This will cause Bzip2 to be built 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.

Compile and test the package:

```
make
```

Install the programs:

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

Install the shared library:

```
cp -av libbz2.so.* /usr/lib
ln -sv libbz2.so.1.0.8 /usr/lib/libbz2.so
```

Install the shared **bzip2** binary into the `/usr/bin` directory, and replace two copies of **bzip2** with symlinks:

```
cp -v bzip2-shared /usr/bin/bzip2
for i in /usr/bin/{bzcat,bunzip2}; do
  ln -sfv bzip2 $i
done
```

Remove a useless static library:

```
rm -fv /usr/lib/libbz2.a
```

8.7.2. Contents of Bzip2

Installed programs: bunzip2 (link to bzip2), bzcat (link to bzip2), bzcmp (link to bzdiff), bzdiff, bzegrep (link to bzgrep), bzfgrep (link to bzgrep), bzgrep, bzip2, bzip2recover, bzless (link to bzmore), and bzmore
Installed libraries: libbz2.so
Installed directory: /usr/share/doc/bzip2-1.0.8

Short Descriptions

bunzip2 Decompresses bzipped files

bzcat Decompresses to standard output

bzcmp Runs **cmp** on bzipped files

bzdiff Runs **diff** on bzipped files

bzegrep Runs **egrep** on bzipped files

bzfgrep Runs **fgrep** on bzipped files

bzgrep Runs **grep** on bzipped files

bzip2 Compresses files using the Burrows-Wheeler block sorting text compression algorithm with Huffman coding; the compression rate is better than that achieved by more conventional compressors using “Lempel-Ziv” algorithms, like **gzip**

bzip2recover Tries to recover data from damaged bzipped files

bzless Runs **less** on bzipped files

bzmore Runs **more** on bzipped files

`libbz2` The library implementing lossless, block-sorting data compression, using the Burrows-Wheeler algorithm

8.8. Xz-5.2.5

The Xz package contains programs for compressing and decompressing files. It provides capabilities for the lzma and the newer xz compression formats. Compressing text files with **xz** yields a better compression percentage than with the traditional **gzip** or **bzip2** commands.

Approximate build time: 0.2 SBU
Required disk space: 15 MB

8.8.1. Installation of Xz

Prepare Xz for compilation with:

```
./configure --prefix=/usr    \
            --disable-static \
            --docdir=/usr/share/doc/xz-5.2.5
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

8.8.2. Contents of Xz

Installed programs: lzcat (link to xz), lzcmp (link to xzdiff), lzdiff (link to xzdiff), lzegrep (link to xzgrep), lzfgrep (link to xzgrep), lzgrep (link to xzgrep), lzless (link to xzless), lzma (link to xz), lzmadec, lzmainfo, lzmore (link to xzmore), unlzma (link to xz), unxz (link to xz), xz, xzcat (link to xz), xzcmp (link to xzdiff), xzdec, xzdiff, xzegrep (link to xzgrep), xzfgrep (link to xzgrep), xzgrep, xzless, and xzmore
Installed libraries: liblzma.so
Installed directories: /usr/include/lzma and /usr/share/doc/xz-5.2.5

Short Descriptions

lzcat Decompresses to standard output

lzcmp Runs **cmp** on LZMA compressed files

lzdiff Runs **diff** on LZMA compressed files

lzegrep Runs **egrep** on LZMA compressed files

lzfgrep Runs **fgrep** on LZMA compressed files

lzgrep Runs **grep** on LZMA compressed files

lzless Runs **less** on LZMA compressed files

lzma Compresses or decompresses files using the LZMA format

lzmadec	A small and fast decoder for LZMA compressed files
lzmainfo	Shows information stored in the LZMA compressed file header
lzmore	Runs **more** on LZMA compressed files
unlzma	Decompresses files using the LZMA format
unxz	Decompresses files using the XZ format
xz	Compresses or decompresses files using the XZ format
xzcat	Decompresses to standard output
xzcmp	Runs **cmp** on XZ compressed files
xzdec	A small and fast decoder for XZ compressed files
xzdiff	Runs **diff** on XZ compressed files
xzegrep	Runs **egrep** on XZ compressed files
xzfgrep	Runs **fgrep** on XZ compressed files
xzgrep	Runs **grep** on XZ compressed files
xzless	Runs **less** on XZ compressed files
xzmore	Runs **more** on XZ compressed files
`liblzma`	The library implementing lossless, block-sorting data compression, using the Lempel-Ziv-Markov chain algorithm

8.9. Zstd-1.5.0

Zstandard is a real-time compression algorithm, providing high compression ratios. It offers a very wide range of compression / speed trade-offs, while being backed by a very fast decoder.

Approximate build time: 1.4 SBU
Required disk space: 60 MB

8.9.1. Installation of Zstd

Compile the package:

```
make
```

Note

In the test output there are several places that indicate 'failed'. These are expected and only 'FAIL' is an actual test failure. There should be no test failures.

To test the results, issue:

```
make check
```

Install the package:

```
make prefix=/usr install
```

Remove the static library:

```
rm -v /usr/lib/libzstd.a
```

8.9.2. Contents of Zstd

Installed programs: zstd, zstdcat (link to zstd), zstdgrep, zstdless, zstdmt (link to zstd), and unzstd (link to zstd)
Installed library: libzstd.so

Short Descriptions

zstd Compresses or decompresses files using the ZSTD format
zstdgrep Runs **grep** on ZSTD compressed files
zstdless Runs **less** on ZSTD compressed files
`libzstd` The library implementing lossless data compression, using the ZSTD algorithm

8.10. File-5.40

The File package contains a utility for determining the type of a given file or files.

Approximate build time: 0.1 SBU
Required disk space: 15 MB

8.10.1. Installation of File

Prepare File for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

8.10.2. Contents of File

Installed programs: file
Installed library: libmagic.so

Short Descriptions

file Tries to classify each given file; it does this by performing several tests—file system tests, magic number tests, and language tests

`libmagic` Contains routines for magic number recognition, used by the **file** program

8.11. Readline-8.1

The Readline package is a set of libraries that offers command-line editing and history capabilities.

Approximate build time: 0.1 SBU
Required disk space: 15 MB

8.11.1. Installation of Readline

Reinstalling Readline will cause the old libraries to be moved to <libraryname>.old. While this is normally not a problem, in some cases it can trigger a linking bug in **ldconfig**. This can be avoided by issuing the following two seds:

```
sed -i '/MV.*old/d' Makefile.in
sed -i '/{OLDSUFF}/c:' support/shlib-install
```

Prepare Readline for compilation:

```
./configure --prefix=/usr    \
            --disable-static \
            --with-curses    \
            --docdir=/usr/share/doc/readline-8.1
```

The meaning of the configure option:

`--with-curses`
This option tells Readline that it can find the termcap library functions in the curses library, rather than a separate termcap library. It allows generating a correct `readline.pc` file.

Compile the package:

```
make SHLIB_LIBS="-lncursesw"
```

The meaning of the make option:

`SHLIB_LIBS="-lncursesw"`
This option forces Readline to link against the `libncursesw` library.

This package does not come with a test suite.

Install the package:

```
make SHLIB_LIBS="-lncursesw" install
```

If desired, install the documentation:

```
install -v -m644 doc/*.{ps,pdf,html,dvi} /usr/share/doc/readline-8.1
```

8.11.2. Contents of Readline

Installed libraries: libhistory.so and libreadline.so
Installed directories: /usr/include/readline and /usr/share/doc/readline-8.1

Short Descriptions

`libhistory` Provides a consistent user interface for recalling lines of history

`libreadline` Provides a set of commands for manipulating text entered in an interactive session of a program

8.12. M4-1.4.19

The M4 package contains a macro processor.

Approximate build time: 0.7 SBU
Required disk space: 48 MB

8.12.1. Installation of M4

Prepare M4 for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

8.12.2. Contents of M4

Installed program: m4

Short Descriptions

m4 Copies the given files while expanding the macros that they contain. These macros are either built-in or user-defined and can take any number of arguments. Besides performing macro expansion, **m4** has built-in functions for including named files, running Unix commands, performing integer arithmetic, manipulating text, recursion, etc. The **m4** program can be used either as a front-end to a compiler or as a macro processor in its own right

8.13. Bc-5.0.0

The Bc package contains an arbitrary precision numeric processing language.

Approximate build time: less than 0.1 SBU
Required disk space: 6.7 MB

8.13.1. Installation of Bc

Prepare Bc for compilation:

```
CC=gcc ./configure --prefix=/usr -G -O3
```

The meaning of the configure options:

CC=gcc
This parameter specifies the compiler to use.

-O3
Specify the optimization to use.

-G
Omit parts of the test suite that won't work without a GNU bc present.

Compile the package:

```
make
```

To test bc, run:

```
make test
```

Install the package:

```
make install
```

8.13.2. Contents of Bc

Installed programs: bc and dc

Short Descriptions

bc A command line calculator

dc A reverse-polish command line calculator

8.14. Flex-2.6.4

The Flex package contains a utility for generating programs that recognize patterns in text.

Approximate build time: 0.4 SBU
Required disk space: 32 MB

8.14.1. Installation of Flex

Prepare Flex for compilation:

```
./configure --prefix=/usr \
            --docdir=/usr/share/doc/flex-2.6.4 \
            --disable-static
```

Compile the package:

```
make
```

To test the results (about 0.5 SBU), issue:

```
make check
```

Install the package:

```
make install
```

A few programs do not know about **flex** yet and try to run its predecessor, **lex**. To support those programs, create a symbolic link named `lex` that runs `flex` in **lex** emulation mode:

```
ln -sv flex /usr/bin/lex
```

8.14.2. Contents of Flex

Installed programs: flex, flex++ (link to flex), and lex (link to flex)
Installed libraries: libfl.so
Installed directory: /usr/share/doc/flex-2.6.4

Short Descriptions

flex A tool for generating programs that recognize patterns in text; it allows for the versatility to specify the rules for pattern-finding, eradicating the need to develop a specialized program

flex++ An extension of flex, is used for generating C++ code and classes. It is a symbolic link to **flex**

lex A symbolic link that runs **flex** in **lex** emulation mode

`libfl` The `flex` library

8.15. Tcl-8.6.11

The Tcl package contains the Tool Command Language, a robust general-purpose scripting language. The Expect package is written in the Tcl language.

Approximate build time: 3.7 SBU
Required disk space: 80 MB

8.15.1. Installation of Tcl

This package and the next two (Expect and DejaGNU) are installed to support running the test suites for binutils and GCC and other packages. Installing three packages for testing purposes may seem excessive, but it is very reassuring, if not essential, to know that the most important tools are working properly.

First, unpack the documentation by issuing the following command:

```
tar -xf ../tcl8.6.11-html.tar.gz --strip-components=1
```

Prepare Tcl for compilation:

```
SRCDIR=$(pwd)
cd unix
./configure --prefix=/usr           \
            --mandir=/usr/share/man \
            $([ "$(uname -m)" = x86_64 ] && echo --enable-64bit)
```

The meaning of the configure options:

`$([ "$(uname -m)" = x86_64 ] && echo --enable-64bit)`
The construct *`$(<shell command>)`* is replaced by the output of the shell command. Here this output is empty if running on a 32 bit machine, and is *`--enable-64bit`* if running on a 64 bit machine.

Build the package:

```
make

sed -e "s|$SRCDIR/unix|/usr/lib|" \
    -e "s|$SRCDIR|/usr/include|"  \
    -i tclConfig.sh

sed -e "s|$SRCDIR/unix/pkgs/tdbc1.1.2|/usr/lib/tdbc1.1.2|" \
    -e "s|$SRCDIR/pkgs/tdbc1.1.2/generic|/usr/include|"    \
    -e "s|$SRCDIR/pkgs/tdbc1.1.2/library|/usr/lib/tcl8.6|" \
    -e "s|$SRCDIR/pkgs/tdbc1.1.2|/usr/include|"            \
    -i pkgs/tdbc1.1.2/tdbcConfig.sh

sed -e "s|$SRCDIR/unix/pkgs/itcl4.2.1|/usr/lib/itcl4.2.1|" \
    -e "s|$SRCDIR/pkgs/itcl4.2.1/generic|/usr/include|"    \
    -e "s|$SRCDIR/pkgs/itcl4.2.1|/usr/include|"            \
    -i pkgs/itcl4.2.1/itclConfig.sh

unset SRCDIR
```

The various “sed” instructions after the “make” command removes references to the build directory from the configuration files and replaces them with the install directory. This is not mandatory for the remainder of LFS, but may be needed in case a package built later uses Tcl.

To test the results, issue:

```
make test
```

One test, unixInit-1.2, is known to fail.

Install the package:

```
make install
```

Make the installed library writable so debugging symbols can be removed later:

```
chmod -v u+w /usr/lib/libtcl8.6.so
```

Install Tcl's headers. The next package, Expect, requires them.

```
make install-private-headers
```

Now make a necessary symbolic link:

```
ln -sfv tclsh8.6 /usr/bin/tclsh
```

Finally, rename a man page that conflicts with a Perl man page:

```
mv /usr/share/man/man3/{Thread,Tcl_Thread}.3
```

8.15.2. Contents of Tcl

Installed programs: tclsh (link to tclsh8.6) and tclsh8.6
Installed library: libtcl8.6.so and libtclstub8.6.a

Short Descriptions

tclsh8.6 The Tcl command shell

tclsh A link to tclsh8.6

`libtcl8.6.so` The Tcl library

`libtclstub8.6.a` The Tcl Stub library

8.16. Expect-5.45.4

The Expect package contains tools for automating, via scripted dialogues, interactive applications such as **telnet**, **ftp**, **passwd**, **fsck**, **rlogin**, and **tip**. Expect is also useful for testing these same applications as well as easing all sorts of tasks that are prohibitively difficult with anything else. The DejaGnu framework is written in Expect.

Approximate build time: 0.2 SBU
Required disk space: 3.9 MB

8.16.1. Installation of Expect

Prepare Expect for compilation:

```
./configure --prefix=/usr           \
            --with-tcl=/usr/lib     \
            --enable-shared         \
            --mandir=/usr/share/man \
            --with-tclinclude=/usr/include
```

The meaning of the configure options:

`--with-tcl=/usr/lib`
This parameter is needed to tell **configure** where the **tclConfig.sh** script is located.

`--with-tclinclude=/usr/include`
This explicitly tells Expect where to find Tcl's internal headers.

Build the package:

```
make
```

To test the results, issue:

```
make test
```

Install the package:

```
make install
ln -svf expect5.45.4/libexpect5.45.4.so /usr/lib
```

8.16.2. Contents of Expect

Installed program: expect
Installed library: libexpect-5.45.so

Short Descriptions

expect	Communicates with other interactive programs according to a script
`libexpect-5.45.so`	Contains functions that allow Expect to be used as a Tcl extension or to be used directly from C or C++ (without Tcl)

8.17. DejaGNU-1.6.3

The DejaGnu package contains a framework for running test suites on GNU tools. It is written in **expect**, which itself uses Tcl (Tool Command Language).

Approximate build time: less than 0.1 SBU
Required disk space: 6.9 MB

8.17.1. Installation of DejaGNU

The upstream recommends building DejaGNU in a dedicated build directory:

```
mkdir -v build
cd       build
```

Prepare DejaGNU for compilation:

```
../configure --prefix=/usr
makeinfo --html --no-split -o doc/dejagnu.html ../doc/dejagnu.texi
makeinfo --plaintext       -o doc/dejagnu.txt  ../doc/dejagnu.texi
```

Build and install the package:

```
make install
install -v -dm755  /usr/share/doc/dejagnu-1.6.3
install -v -m644   doc/dejagnu.{html,txt} /usr/share/doc/dejagnu-1.6.3
```

To test the results, issue:

```
make check
```

8.17.2. Contents of DejaGNU

Installed program: runtest

Short Descriptions

runtest A wrapper script that locates the proper **expect** shell and then runs DejaGNU

8.18. Binutils-2.37

The Binutils package contains a linker, an assembler, and other tools for handling object files.

Approximate build time: 6.3 SBU
Required disk space: 4.5 GB

8.18.1. Installation of Binutils

Verify that the PTYs are working properly inside the chroot environment by performing a simple test:

```
expect -c "spawn ls"
```

This command should output the following:

```
spawn ls
```

If, instead, the output includes the message below, then the environment is not set up for proper PTY operation. This issue needs to be resolved before running the test suites for Binutils and GCC:

```
The system has no more ptys.
Ask your system administrator to create more.
```

Upstream has made a patch to fix a problem building some packages. Apply that now:

```
patch -Np1 -i ../binutils-2.37-upstream_fix-1.patch
```

An error in the building system causes the shipped man pages to be empty. Workaround the issue and remove the shipped man pages, so the man pages will be regenerated correctly:

```
sed -i '63d' etc/texi2pod.pl
find -name \*.1 -delete
```

The Binutils documentation recommends building Binutils in a dedicated build directory:

```
mkdir -v build
cd       build
```

Prepare Binutils for compilation:

```
../configure --prefix=/usr       \
             --enable-gold       \
             --enable-ld=default \
             --enable-plugins    \
             --enable-shared     \
             --disable-werror    \
             --enable-64-bit-bfd \
             --with-system-zlib
```

The meaning of the configure parameters:

`--enable-gold`
Build the gold linker and install it as ld.gold (along side the default linker).

`--enable-ld=default`
Build the original bfd linker and install it as both ld (the default linker) and ld.bfd.

`--enable-plugins`
Enables plugin support for the linker.

`--enable-64-bit-bfd`
Enables 64-bit support (on hosts with narrower word sizes). May not be needed on 64-bit systems, but does no harm.

`--with-system-zlib`
Use the installed zlib library rather than building the included version.

Compile the package:

```
make tooldir=/usr
```

The meaning of the make parameter:

`tooldir=/usr`
Normally, the tooldir (the directory where the executables will ultimately be located) is set to `$(exec_prefix)/$(target_alias)`. For example, x86_64 machines would expand that to `/usr/x86_64-pc-linux-gnu`. Because this is a custom system, this target-specific directory in `/usr` is not required. `$(exec_prefix)/$(target_alias)` would be used if the system was used to cross-compile (for example, compiling a package on an Intel machine that generates code that can be executed on PowerPC machines).

Important

The test suite for Binutils in this section is considered critical. Do not skip it under any circumstances.

Test the results:

```
make -k check
```

Four tests related to zlib are known to fail.

Install the package:

```
make tooldir=/usr install -j1
```

Remove useless static libraries:

```
rm -fv /usr/lib/lib{bfd,ctf,ctf-nobfd,opcodes}.a
```

8.18.2. Contents of Binutils

Installed programs:	addr2line, ar, as, c++filt, dwp, elfedit, gprof, ld, ld.bfd, ld.gold, nm, objcopy, objdump, ranlib, readelf, size, strings, and strip
Installed libraries:	libbfd.so, libctf.so, libctf-nobfd.so, and libopcodes.so
Installed directory:	/usr/lib/ldscripts

Short Descriptions

addr2line	Translates program addresses to file names and line numbers; given an address and the name of an executable, it uses the debugging information in the executable to determine which source file and line number are associated with the address

ar	Creates, modifies, and extracts from archives
as	An assembler that assembles the output of **gcc** into object files
c++filt	Used by the linker to de-mangle C++ and Java symbols and to keep overloaded functions from clashing
dwp	The DWARF packaging utility
elfedit	Updates the ELF header of ELF files
gprof	Displays call graph profile data
ld	A linker that combines a number of object and archive files into a single file, relocating their data and tying up symbol references
ld.gold	A cut down version of ld that only supports the elf object file format
ld.bfd	Hard link to **ld**
nm	Lists the symbols occurring in a given object file
objcopy	Translates one type of object file into another
objdump	Displays information about the given object file, with options controlling the particular information to display; the information shown is useful to programmers who are working on the compilation tools
ranlib	Generates an index of the contents of an archive and stores it in the archive; the index lists all of the symbols defined by archive members that are relocatable object files
readelf	Displays information about ELF type binaries
size	Lists the section sizes and the total size for the given object files
strings	Outputs, for each given file, the sequences of printable characters that are of at least the specified length (defaulting to four); for object files, it prints, by default, only the strings from the initializing and loading sections while for other types of files, it scans the entire file
strip	Discards symbols from object files
`libbfd`	The Binary File Descriptor library
`libctf`	The Compat ANSI-C Type Format debugging support library
`libctf-nobfd`	A libctf variant which does not use libbfd functionality
`libopcodes`	A library for dealing with opcodes—the “readable text” versions of instructions for the processor; it is used for building utilities like **objdump**

8.19. GMP-6.2.1

The GMP package contains math libraries. These have useful functions for arbitrary precision arithmetic.

Approximate build time: 1.0 SBU
Required disk space: 52 MB

8.19.1. Installation of GMP

Note

If you are building for 32-bit x86, but you have a CPU which is capable of running 64-bit code *and* you have specified `CFLAGS` in the environment, the configure script will attempt to configure for 64-bits and fail. Avoid this by invoking the configure command below with

```
ABI=32 ./configure ...
```

Note

The default settings of GMP produce libraries optimized for the host processor. If libraries suitable for processors less capable than the host's CPU are desired, generic libraries can be created by running the following:

```
cp -v configfsf.guess config.guess
cp -v configfsf.sub   config.sub
```

Prepare GMP for compilation:

```
./configure --prefix=/usr    \
            --enable-cxx     \
            --disable-static \
            --docdir=/usr/share/doc/gmp-6.2.1
```

The meaning of the new configure options:

`--enable-cxx`
This parameter enables C++ support

`--docdir=/usr/share/doc/gmp-6.2.1`
This variable specifies the correct place for the documentation.

Compile the package and generate the HTML documentation:

```
make
make html
```

Important

The test suite for GMP in this section is considered critical. Do not skip it under any circumstances.

Test the results:

```
make check 2>&1 | tee gmp-check-log
```

Caution

The code in gmp is highly optimized for the processor where it is built. Occasionally, the code that detects the processor misidentifies the system capabilities and there will be errors in the tests or other applications using the gmp libraries with the message "Illegal instruction". In this case, gmp should be reconfigured with the option --build=x86_64-pc-linux-gnu and rebuilt.

Ensure that all 197 tests in the test suite passed. Check the results by issuing the following command:

```
awk '/# PASS:/{total+=$3} ; END{print total}' gmp-check-log
```

Install the package and its documentation:

```
make install
make install-html
```

8.19.2. Contents of GMP

Installed Libraries: libgmp.so and libgmpxx.so
Installed directory: /usr/share/doc/gmp-6.2.1

Short Descriptions

`libgmp` Contains precision math functions

`libgmpxx` Contains C++ precision math functions

8.20. MPFR-4.1.0

The MPFR package contains functions for multiple precision math.

Approximate build time: 0.8 SBU
Required disk space: 38 MB

8.20.1. Installation of MPFR

Prepare MPFR for compilation:

```
./configure --prefix=/usr        \
            --disable-static     \
            --enable-thread-safe \
            --docdir=/usr/share/doc/mpfr-4.1.0
```

Compile the package and generate the HTML documentation:

```
make
make html
```

Important

The test suite for MPFR in this section is considered critical. Do not skip it under any circumstances.

Test the results and ensure that all tests passed:

```
make check
```

Install the package and its documentation:

```
make install
make install-html
```

8.20.2. Contents of MPFR

Installed Libraries: libmpfr.so
Installed directory: /usr/share/doc/mpfr-4.1.0

Short Descriptions

`libmpfr` Contains multiple-precision math functions

8.21. MPC-1.2.1

The MPC package contains a library for the arithmetic of complex numbers with arbitrarily high precision and correct rounding of the result.

Approximate build time: 0.3 SBU
Required disk space: 21 MB

8.21.1. Installation of MPC

Prepare MPC for compilation:

```
./configure --prefix=/usr    \
            --disable-static \
            --docdir=/usr/share/doc/mpc-1.2.1
```

Compile the package and generate the HTML documentation:

```
make
make html
```

To test the results, issue:

```
make check
```

Install the package and its documentation:

```
make install
make install-html
```

8.21.2. Contents of MPC

Installed Libraries: libmpc.so
Installed Directory: /usr/share/doc/mpc-1.2.1

Short Descriptions

`libmpc` Contains complex math functions

8.22. Attr-2.5.1

The attr package contains utilities to administer the extended attributes on filesystem objects.

Approximate build time: less than 0.1 SBU
Required disk space: 4.1 MB

8.22.1. Installation of Attr

Prepare Attr for compilation:

```
./configure --prefix=/usr     \
            --disable-static  \
            --sysconfdir=/etc \
            --docdir=/usr/share/doc/attr-2.5.1
```

Compile the package:

```
make
```

The tests need to be run on a filesystem that supports extended attributes such as the ext2, ext3, or ext4 filesystems. To test the results, issue:

```
make check
```

Install the package:

```
make install
```

8.22.2. Contents of Attr

Installed programs: attr, getfattr, and setfattr
Installed library: libattr.so
Installed directories: /usr/include/attr and /usr/share/doc/attr-2.5.1

Short Descriptions

attr Extends attributes on filesystem objects

getfattr Gets the extended attributes of filesystem objects

setfattr Sets the extended attributes of filesystem objects

`libattr` Contains the library functions for manipulating extended attributes

8.23. Acl-2.3.1

The Acl package contains utilities to administer Access Control Lists, which are used to define more fine-grained discretionary access rights for files and directories.

Approximate build time: 0.1 SBU
Required disk space: 6.1 MB

8.23.1. Installation of Acl

Prepare Acl for compilation:

```
./configure --prefix=/usr         \
            --disable-static      \
            --docdir=/usr/share/doc/acl-2.3.1
```

Compile the package:

```
make
```

The Acl tests need to be run on a filesystem that supports access controls after Coreutils has been built with the Acl libraries. If desired, return to this package and run **make check** after Coreutils has been built later in this chapter.

Install the package:

```
make install
```

8.23.2. Contents of Acl

Installed programs: chacl, getfacl, and setfacl
Installed library: libacl.so
Installed directories: /usr/include/acl and /usr/share/doc/acl-2.3.1

Short Descriptions

chacl Changes the access control list of a file or directory

getfacl Gets file access control lists

setfacl Sets file access control lists

`libacl` Contains the library functions for manipulating Access Control Lists

8.24. Libcap-2.53

The Libcap package implements the user-space interfaces to the POSIX 1003.1e capabilities available in Linux kernels. These capabilities are a partitioning of the all powerful root privilege into a set of distinct privileges.

Approximate build time: less than 0.1 SBU
Required disk space: 3.2 MB

8.24.1. Installation of Libcap

Prevent static libraries from being installed:

```
sed -i '/install -m.*STA/d' libcap/Makefile
```

Compile the package:

```
make prefix=/usr lib=lib
```

The meaning of the make option:

lib=lib
This parameter sets the library directory to `/usr/lib` rather than `/usr/lib64` on x86_64. It has no effect on x86.

To test the results, issue:

```
make test
```

Install the package:

```
make prefix=/usr lib=lib install
```

Adjust the permission of the shared libraries:

```
chmod -v 755 /usr/lib/lib{cap,psx}.so.2.53
```

8.24.2. Contents of Libcap

Installed programs: capsh, getcap, getpcaps, and setcap
Installed library: libcap.so and libpsx.so

Short Descriptions

capsh A shell wrapper to explore and constrain capability support
getcap Examines file capabilities
getpcaps Displays the capabilities on the queried process(es)
setcap Sets file capabilities
`libcap` Contains the library functions for manipulating POSIX 1003.1e capabilities
`libpsx` Contains functions to support POSIX semantics for syscalls associated with the pthread library

8.25. Shadow-4.9

The Shadow package contains programs for handling passwords in a secure way.

Approximate build time: 0.2 SBU
Required disk space: 45 MB

8.25.1. Installation of Shadow

Note

If you would like to enforce the use of strong passwords, refer to *https://www.linuxfromscratch.org/blfs/view/11.0/postlfs/cracklib.html* for installing CrackLib prior to building Shadow. Then add `--with-libcrack` to the **configure** command below.

Disable the installation of the **groups** program and its man pages, as Coreutils provides a better version. Also, prevent the installation of manual pages that were already installed in Section 8.3, “Man-pages-5.13”:

```
sed -i 's/groups$(EXEEXT) //' src/Makefile.in
find man -name Makefile.in -exec sed -i 's/groups\.1 / /'   {} \;
find man -name Makefile.in -exec sed -i 's/getspnam\.3 / /' {} \;
find man -name Makefile.in -exec sed -i 's/passwd\.5 / /'   {} \;
```

Instead of using the default *crypt* method, use the more secure *SHA-512* method of password encryption, which also allows passwords longer than 8 characters. It is also necessary to change the obsolete `/var/spool/mail` location for user mailboxes that Shadow uses by default to the `/var/mail` location used currently. And, get rid of `/bin` and `/sbin` from `PATH`, since they are simply symlinks to their counterpart in `/usr`.

Note

If `/bin` and/or `/sbin` are preferred to be left over in `PATH` for some reason, modify `PATH` in `.bashrc` after LFS is built.

```
sed -e 's:#ENCRYPT_METHOD DES:ENCRYPT_METHOD SHA512:' \
    -e 's:/var/spool/mail:/var/mail:'                 \
    -e '/PATH=/{s@/sbin:@@;s@/bin:@@}'                \
    -i etc/login.defs
```

Note

If you chose to build Shadow with Cracklib support, run the following:

```
sed -i 's:DICTPATH.*:DICTPATH\t/lib/cracklib/pw_dict:' etc/login.defs
```

Fix a simple programming error by modifying a file with following command:

```
sed -e "224s/rounds/min_rounds/" -i libmisc/salt.c
```

Prepare Shadow for compilation:

```
touch /usr/bin/passwd
./configure --sysconfdir=/etc \
            --with-group-name-max-length=32
```

The meaning of the configure option:

touch /usr/bin/passwd
The file `/usr/bin/passwd` needs to exist because its location is harcoded in some programs, and the default location if it does not exist is not right.

`--with-group-name-max-length=32`
The maximum user name is 32 characters. Make the maximum group name the same.

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make exec_prefix=/usr install
make -C man install-man
mkdir -p /etc/default
useradd -D --gid 999
```

8.25.2. Configuring Shadow

This package contains utilities to add, modify, and delete users and groups; set and change their passwords; and perform other administrative tasks. For a full explanation of what *password shadowing* means, see the `doc/HOWTO` file within the unpacked source tree. If using Shadow support, keep in mind that programs which need to verify passwords (display managers, FTP programs, pop3 daemons, etc.) must be Shadow-compliant. That is, they need to be able to work with shadowed passwords.

To enable shadowed passwords, run the following command:

```
pwconv
```

To enable shadowed group passwords, run:

```
grpconv
```

Shadow's stock configuration for the **useradd** utility has a few caveats that need some explanation. First, the default action for the **useradd** utility is to create the user and a group of the same name as the user. By default the user ID (UID) and group ID (GID) numbers will begin with 1000. This means if you don't pass parameters to **useradd**, each user will be a member of a unique group on the system. If this behavior is undesirable, you'll need to pass the *`-g`* parameter to **useradd**. The default parameters are stored in the `/etc/default/useradd` file. You may need to modify two parameters in this file to suit your particular needs.

`/etc/default/useradd` Parameter Explanations

`GROUP=1000`
This parameter sets the beginning of the group numbers used in the /etc/group file. You can modify it to anything you desire. Note that **useradd** will never reuse a UID or GID. If the number identified in this parameter is used, it will use the next available number after this. Note also that if you don't have a group 1000 on your system the first time you use **useradd** without the *`-g`* parameter, you'll get a message displayed on the terminal that says: `useradd: unknown GID 1000`. You may disregard this message and group number 1000 will be used.

CREATE_MAIL_SPOOL=yes

This parameter causes **useradd** to create a mailbox file for the newly created user. **useradd** will make the group ownership of this file to the `mail` group with 0660 permissions. If you would prefer that these mailbox files are not created by **useradd**, issue the following command:

```
sed -i 's/yes/no/' /etc/default/useradd
```

8.25.3. Setting the root password

Choose a password for user *root* and set it by running:

```
passwd root
```

8.25.4. Contents of Shadow

Installed programs: chage, chfn, chgpasswd, chpasswd, chsh, expiry, faillog, gpasswd, groupadd, groupdel, groupmems, groupmod, grpck, grpconv, grpunconv, lastlog, login, logoutd, newgidmap, newgrp, newuidmap, newusers, nologin, passwd, pwck, pwconv, pwunconv, sg (link to newgrp), su, useradd, userdel, usermod, vigr (link to vipw), and vipw

Installed directory: /etc/default

Short Descriptions

chage Used to change the maximum number of days between obligatory password changes

chfn Used to change a user's full name and other information

chgpasswd Used to update group passwords in batch mode

chpasswd Used to update user passwords in batch mode

chsh Used to change a user's default login shell

expiry Checks and enforces the current password expiration policy

faillog Is used to examine the log of login failures, to set a maximum number of failures before an account is blocked, or to reset the failure count

gpasswd Is used to add and delete members and administrators to groups

groupadd Creates a group with the given name

groupdel Deletes the group with the given name

groupmems Allows a user to administer his/her own group membership list without the requirement of super user privileges.

groupmod Is used to modify the given group's name or GID

grpck Verifies the integrity of the group files `/etc/group` and `/etc/gshadow`

grpconv Creates or updates the shadow group file from the normal group file

grpunconv Updates `/etc/group` from `/etc/gshadow` and then deletes the latter

lastlog Reports the most recent login of all users or of a given user

login Is used by the system to let users sign on

logoutd Is a daemon used to enforce restrictions on log-on time and ports

newgidmap Is used to set the gid mapping of a user namespace

newgrp Is used to change the current GID during a login session

newuidmap Is used to set the uid mapping of a user namespace

newusers Is used to create or update an entire series of user accounts

nologin Displays a message that an account is not available; it is designed to be used as the default shell for accounts that have been disabled

passwd Is used to change the password for a user or group account

pwck Verifies the integrity of the password files `/etc/passwd` and `/etc/shadow`

pwconv Creates or updates the shadow password file from the normal password file

pwunconv Updates `/etc/passwd` from `/etc/shadow` and then deletes the latter

sg Executes a given command while the user's GID is set to that of the given group

su Runs a shell with substitute user and group IDs

useradd Creates a new user with the given name, or updates the default new-user information

userdel Deletes the given user account

usermod Is used to modify the given user's login name, User Identification (UID), shell, initial group, home directory, etc.

vigr Edits the `/etc/group` or `/etc/gshadow` files

vipw Edits the `/etc/passwd` or `/etc/shadow` files

8.26. GCC-11.2.0

The GCC package contains the GNU compiler collection, which includes the C and C++ compilers.

Approximate build time: 164 SBU (with tests)
Required disk space: 4.3 GB

8.26.1. Installation of GCC

At first, fix an issue breaking `libasan.a` building this package with Glibc-2.34:

```
sed -e '/static.*SIGSTKSZ/d' \
    -e 's/return kAltStackSize/return SIGSTKSZ * 4/' \
    -i libsanitizer/sanitizer_common/sanitizer_posix_libcdep.cpp
```

If building on x86_64, change the default directory name for 64-bit libraries to “lib”:

```
case $(uname -m) in
  x86_64)
    sed -e '/m64=/s/lib64/lib/' \
        -i.orig gcc/config/i386/t-linux64
  ;;
esac
```

The GCC documentation recommends building GCC in a dedicated build directory:

```
mkdir -v build
cd       build
```

Prepare GCC for compilation:

```
../configure --prefix=/usr            \
             LD=ld                    \
             --enable-languages=c,c++ \
             --disable-multilib       \
             --disable-bootstrap      \
             --with-system-zlib
```

Note that for other programming languages there are some prerequisites that are not yet available. See the *BLFS Book GCC page* for instructions on how to build all of GCC's supported languages.

The meaning of the new configure parameters:

`LD=ld`
This parameter makes the configure script use the ld installed by the binutils built earlier in this chapter, rather than the cross-built version which would otherwise be used.

`--with-system-zlib`
This switch tells GCC to link to the system installed copy of the zlib library, rather than its own internal copy.

Compile the package:

```
make
```

Important

In this section, the test suite for GCC is considered critical. Do not skip it under any circumstance.

One set of tests in the GCC test suite is known to exhaust the default stack, so increase the stack size prior to running the tests:

```
ulimit -s 32768
```

Test the results as a non-privileged user, but do not stop at errors:

```
chown -Rv tester .
su tester -c "PATH=$PATH make -k check"
```

To receive a summary of the test suite results, run:

```
../contrib/test_summary
```

For only the summaries, pipe the output through **`grep -A7 Summ`**.

Results can be compared with those located at *https://www.linuxfromscratch.org/lfs/build-logs/11.0/* and *https://gcc.gnu.org/ml/gcc-testresults/*.

Eight tests related to analyzer are known to fail.

One test named `asan_test.C` is known to fail.

In libstdc++, one test named `49745.cc` is known to fail because the header dependencies in glibc have changed.

In libstdc++, one numpunct test and six tests related to get_time are known to fail. These are all because the locale definitions in glibc have changed but libstdc++ does not currently support those changes.

A few unexpected failures cannot always be avoided. The GCC developers are usually aware of these issues, but have not resolved them yet. Unless the test results are vastly different from those at the above URL, it is safe to continue.

Install the package and remove an unneeded directory:

```
make install
rm -rf /usr/lib/gcc/$(gcc -dumpmachine)/11.2.0/include-fixed/bits/
```

The GCC build directory is owned by `tester` now and the ownership of the installed header directory (and its content) will be incorrect. Change the ownership to `root` user and group:

```
chown -v -R root:root \
    /usr/lib/gcc/*linux-gnu/11.2.0/include{,-fixed}
```

Create a symlink required by the *FHS* for "historical" reasons.

```
ln -svr /usr/bin/cpp /usr/lib
```

Add a compatibility symlink to enable building programs with Link Time Optimization (LTO):

```
ln -sfv ../../libexec/gcc/$(gcc -dumpmachine)/11.2.0/liblto_plugin.so \
        /usr/lib/bfd-plugins/
```

Now that our final toolchain is in place, it is important to again ensure that compiling and linking will work as expected. We do this by performing some sanity checks:

```
echo 'int main(){}' > dummy.c
cc dummy.c -v -Wl,--verbose &> dummy.log
readelf -l a.out | grep ': /lib'
```

There should be no errors, and the output of the last command will be (allowing for platform-specific differences in the dynamic linker name):

```
[Requesting program interpreter: /lib64/ld-linux-x86-64.so.2]
```

Now make sure that we're setup to use the correct start files:

```
grep -o '/usr/lib.*/crt[1in].*succeeded' dummy.log
```

The output of the last command should be:

```
/usr/lib/gcc/x86_64-pc-linux-gnu/11.2.0/../../../../lib/crt1.o succeeded
/usr/lib/gcc/x86_64-pc-linux-gnu/11.2.0/../../../../lib/crti.o succeeded
/usr/lib/gcc/x86_64-pc-linux-gnu/11.2.0/../../../../lib/crtn.o succeeded
```

Depending on your machine architecture, the above may differ slightly. The difference will be the name of the directory after `/usr/lib/gcc`. The important thing to look for here is that **gcc** has found all three `crt*.o` files under the `/usr/lib` directory.

Verify that the compiler is searching for the correct header files:

```
grep -B4 '^ /usr/include' dummy.log
```

This command should return the following output:

```
#include <...> search starts here:
 /usr/lib/gcc/x86_64-pc-linux-gnu/11.2.0/include
 /usr/local/include
 /usr/lib/gcc/x86_64-pc-linux-gnu/11.2.0/include-fixed
 /usr/include
```

Again, the directory named after your target triplet may be different than the above, depending on your system architecture.

Next, verify that the new linker is being used with the correct search paths:

```
grep 'SEARCH.*/usr/lib' dummy.log |sed 's|; |\n|g'
```

References to paths that have components with '-linux-gnu' should be ignored, but otherwise the output of the last command should be:

```
SEARCH_DIR("/usr/x86_64-pc-linux-gnu/lib64")
SEARCH_DIR("/usr/local/lib64")
SEARCH_DIR("/lib64")
SEARCH_DIR("/usr/lib64")
SEARCH_DIR("/usr/x86_64-pc-linux-gnu/lib")
SEARCH_DIR("/usr/local/lib")
SEARCH_DIR("/lib")
SEARCH_DIR("/usr/lib");
```

A 32-bit system may see a few different directories. For example, here is the output from an i686 machine:

```
SEARCH_DIR("/usr/i686-pc-linux-gnu/lib32")
SEARCH_DIR("/usr/local/lib32")
SEARCH_DIR("/lib32")
SEARCH_DIR("/usr/lib32")
SEARCH_DIR("/usr/i686-pc-linux-gnu/lib")
SEARCH_DIR("/usr/local/lib")
SEARCH_DIR("/lib")
SEARCH_DIR("/usr/lib");
```

Next make sure that we're using the correct libc:

```
grep "/lib.*/libc.so.6 " dummy.log
```

The output of the last command should be:

```
attempt to open /usr/lib/libc.so.6 succeeded
```

Make sure GCC is using the correct dynamic linker:

```
grep found dummy.log
```

The output of the last command should be (allowing for platform-specific differences in dynamic linker name):

```
found ld-linux-x86-64.so.2 at /usr/lib/ld-linux-x86-64.so.2
```

If the output does not appear as shown above or is not received at all, then something is seriously wrong. Investigate and retrace the steps to find out where the problem is and correct it. Any issues will need to be resolved before continuing with the process.

Once everything is working correctly, clean up the test files:

```
rm -v dummy.c a.out dummy.log
```

Finally, move a misplaced file:

```
mkdir -pv /usr/share/gdb/auto-load/usr/lib
mv -v /usr/lib/*gdb.py /usr/share/gdb/auto-load/usr/lib
```

8.26.2. Contents of GCC

Installed programs:	c++, cc (link to gcc), cpp, g++, gcc, gcc-ar, gcc-nm, gcc-ranlib, gcov, gcov-dump, and gcov-tool
Installed libraries:	libasan.{a,so}, libatomic.{a,so}, libcc1.so, libgcc.a, libgcc_eh.a, libgcc_s.so, libgcov.a, libgomp.{a,so}, libitm.{a,so}, liblsan.{a,so}, liblto_plugin.so, libquadmath.{a,so}, libssp.{a,so}, libssp_nonshared.a, libstdc++.{a,so}, libstdc++fs.a, libsupc++.a, libtsan.{a,so}, and libubsan.{a,so}
Installed directories:	/usr/include/c++, /usr/lib/gcc, /usr/libexec/gcc, and /usr/share/gcc-11.2.0

Short Descriptions

c++	The C++ compiler

cc	The C compiler
cpp	The C preprocessor; it is used by the compiler to expand the #include, #define, and similar statements in the source files
g++	The C++ compiler
gcc	The C compiler
gcc-ar	A wrapper around **ar** that adds a plugin to the command line. This program is only used to add "link time optimization" and is not useful with the default build options
gcc-nm	A wrapper around **nm** that adds a plugin to the command line. This program is only used to add "link time optimization" and is not useful with the default build options
gcc-ranlib	A wrapper around **ranlib** that adds a plugin to the command line. This program is only used to add "link time optimization" and is not useful with the default build options
gcov	A coverage testing tool; it is used to analyze programs to determine where optimizations will have the most effect
gcov-dump	Offline gcda and gcno profile dump tool
gcov-tool	Offline gcda profile processing tool
`libasan`	The Address Sanitizer runtime library
`libatomic`	GCC atomic built-in runtime library
`libcc1`	The C preprocessing library
`libgcc`	Contains run-time support for **gcc**
`libgcov`	This library is linked in to a program when GCC is instructed to enable profiling
`libgomp`	GNU implementation of the OpenMP API for multi-platform shared-memory parallel programming in C/C++ and Fortran
`liblsan`	The Leak Sanitizer runtime library
`liblto_plugin`	GCC's Link Time Optimization (LTO) plugin allows GCC to perform optimizations across compilation units
`libquadmath`	GCC Quad Precision Math Library API
`libssp`	Contains routines supporting GCC's stack-smashing protection functionality
`libstdc++`	The standard C++ library
`libstdc++fs`	ISO/IEC TS 18822:2015 Filesystem library
`libsupc++`	Provides supporting routines for the C++ programming language
`libtsan`	The Thread Sanitizer runtime library
`libubsan`	The Undefined Behavior Sanitizer runtime library

8.27. Pkg-config-0.29.2

The pkg-config package contains a tool for passing the include path and/or library paths to build tools during the configure and make phases of package installations.

Approximate build time: 0.3 SBU
Required disk space: 29 MB

8.27.1. Installation of Pkg-config

Prepare Pkg-config for compilation:

```
./configure --prefix=/usr              \
            --with-internal-glib       \
            --disable-host-tool        \
            --docdir=/usr/share/doc/pkg-config-0.29.2
```

The meaning of the new configure options:

`--with-internal-glib`
This will allow pkg-config to use its internal version of Glib because an external version is not available in LFS.

`--disable-host-tool`
This option disables the creation of an undesired hard link to the pkg-config program.

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

8.27.2. Contents of Pkg-config

Installed program: pkg-config
Installed directory: /usr/share/doc/pkg-config-0.29.2

Short Descriptions

pkg-config Returns meta information for the specified library or package

8.28. Ncurses-6.2

The Ncurses package contains libraries for terminal-independent handling of character screens.

Approximate build time: 0.4 SBU
Required disk space: 34 MB

8.28.1. Installation of Ncurses

Prepare Ncurses for compilation:

```
./configure --prefix=/usr           \
            --mandir=/usr/share/man \
            --with-shared           \
            --without-debug         \
            --without-normal        \
            --enable-pc-files       \
            --enable-widec
```

The meaning of the new configure options:

`--enable-widec`
This switch causes wide-character libraries (e.g., `libncursesw.so.6.2`) to be built instead of normal ones (e.g., `libncurses.so.6.2`). These wide-character libraries are usable in both multibyte and traditional 8-bit locales, while normal libraries work properly only in 8-bit locales. Wide-character and normal libraries are source-compatible, but not binary-compatible.

`--enable-pc-files`
This switch generates and installs .pc files for pkg-config.

`--without-normal`
This switch disables building and installing most static libraries.

Compile the package:

```
make
```

This package has a test suite, but it can only be run after the package has been installed. The tests reside in the `test/` directory. See the `README` file in that directory for further details.

Install the package:

```
make install
```

Many applications still expect the linker to be able to find non-wide-character Ncurses libraries. Trick such applications into linking with wide-character libraries by means of symlinks and linker scripts:

```
for lib in ncurses form panel menu ; do
    rm -vf                    /usr/lib/lib${lib}.so
    echo "INPUT(-l${lib}w)" > /usr/lib/lib${lib}.so
    ln -sfv ${lib}w.pc        /usr/lib/pkgconfig/${lib}.pc
done
```

Finally, make sure that old applications that look for `-lcurses` at build time are still buildable:

```
rm -vf                     /usr/lib/libcursesw.so
echo "INPUT(-lncursesw)" > /usr/lib/libcursesw.so
ln -sfv libncurses.so      /usr/lib/libcurses.so
```

Remove a static library that is not handled by configure:

```
rm -fv /usr/lib/libncurses++w.a
```

If desired, install the Ncurses documentation:

```
mkdir -v       /usr/share/doc/ncurses-6.2
cp -v -R doc/* /usr/share/doc/ncurses-6.2
```

Note

The instructions above don't create non-wide-character Ncurses libraries since no package installed by compiling from sources would link against them at runtime. However, the only known binary-only applications that link against non-wide-character Ncurses libraries require version 5. If you must have such libraries because of some binary-only application or to be compliant with LSB, build the package again with the following commands:

```
make distclean
./configure --prefix=/usr    \
            --with-shared    \
            --without-normal \
            --without-debug  \
            --without-cxx-binding \
            --with-abi-version=5
make sources libs
cp -av lib/lib*.so.5* /usr/lib
```

8.28.2. Contents of Ncurses

Installed programs:	captoinfo (link to tic), clear, infocmp, infotocap (link to tic), ncursesw6-config, reset (link to tset), tabs, tic, toe, tput, and tset
Installed libraries:	libcursesw.so (symlink and linker script to libncursesw.so), libformw.so, libmenuw.so, libncursesw.so, libpanelw.so, and their non-wide-character counterparts without "w" in the library names.
Installed directories:	/usr/share/tabset, /usr/share/terminfo, and /usr/share/doc/ncurses-6.2

Short Descriptions

captoinfo	Converts a termcap description into a terminfo description
clear	Clears the screen, if possible
infocmp	Compares or prints out terminfo descriptions
infotocap	Converts a terminfo description into a termcap description
ncursesw6-config	Provides configuration information for ncurses

reset	Reinitializes a terminal to its default values
tabs	Clears and sets tab stops on a terminal
tic	The terminfo entry-description compiler that translates a terminfo file from source format into the binary format needed for the ncurses library routines [A terminfo file contains information on the capabilities of a certain terminal.]
toe	Lists all available terminal types, giving the primary name and description for each
tput	Makes the values of terminal-dependent capabilities available to the shell; it can also be used to reset or initialize a terminal or report its long name
tset	Can be used to initialize terminals
`libcursesw`	A link to `libncursesw`
`libncursesw`	Contains functions to display text in many complex ways on a terminal screen; a good example of the use of these functions is the menu displayed during the kernel's **make menuconfig**
`libformw`	Contains functions to implement forms
`libmenuw`	Contains functions to implement menus
`libpanelw`	Contains functions to implement panels

8.29. Sed-4.8

The Sed package contains a stream editor.

Approximate build time: 0.5 SBU
Required disk space: 30 MB

8.29.1. Installation of Sed

Prepare Sed for compilation:

```
./configure --prefix=/usr
```

Compile the package and generate the HTML documentation:

```
make
make html
```

To test the results, issue:

```
chown -Rv tester .
su tester -c "PATH=$PATH make check"
```

Install the package and its documentation:

```
make install
install -d -m755           /usr/share/doc/sed-4.8
install -m644 doc/sed.html /usr/share/doc/sed-4.8
```

8.29.2. Contents of Sed

Installed program: sed
Installed directory: /usr/share/doc/sed-4.8

Short Descriptions

sed Filters and transforms text files in a single pass

8.30. Psmisc-23.4

The Psmisc package contains programs for displaying information about running processes.

Approximate build time: less than 0.1 SBU
Required disk space: 5.6 MB

8.30.1. Installation of Psmisc

Prepare Psmisc for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

8.30.2. Contents of Psmisc

Installed programs: fuser, killall, peekfd, prtstat, pslog, pstree, and pstree.x11 (link to pstree)

Short Descriptions

fuser	Reports the Process IDs (PIDs) of processes that use the given files or file systems
killall	Kills processes by name; it sends a signal to all processes running any of the given commands
peekfd	Peek at file descriptors of a running process, given its PID
prtstat	Prints information about a process
pslog	Reports current logs path of a process
pstree	Displays running processes as a tree
pstree.x11	Same as **pstree**, except that it waits for confirmation before exiting

8.31. Gettext-0.21

The Gettext package contains utilities for internationalization and localization. These allow programs to be compiled with NLS (Native Language Support), enabling them to output messages in the user's native language.

Approximate build time: 2.9 SBU
Required disk space: 231 MB

8.31.1. Installation of Gettext

Prepare Gettext for compilation:

```
./configure --prefix=/usr    \
            --disable-static \
            --docdir=/usr/share/doc/gettext-0.21
```

Compile the package:

```
make
```

To test the results (this takes a long time, around 3 SBUs), issue:

```
make check
```

Install the package:

```
make install
chmod -v 0755 /usr/lib/preloadable_libintl.so
```

8.31.2. Contents of Gettext

Installed programs: autopoint, envsubst, gettext, gettext.sh, gettextize, msgattrib, msgcat, msgcmp, msgcomm, msgconv, msgen, msgexec, msgfilter, msgfmt, msggrep, msginit, msgmerge, msgunfmt, msguniq, ngettext, recode-sr-latin, and xgettext
Installed libraries: libasprintf.so, libgettextlib.so, libgettextpo.so, libgettextsrc.so, libtextstyle.so, and preloadable_libintl.so
Installed directories: /usr/lib/gettext, /usr/share/doc/gettext-0.21, /usr/share/gettext, and /usr/share/gettext-0.19.8

Short Descriptions

autopoint Copies standard Gettext infrastructure files into a source package

envsubst Substitutes environment variables in shell format strings

gettext Translates a natural language message into the user's language by looking up the translation in a message catalog

gettext.sh Primarily serves as a shell function library for gettext

gettextize Copies all standard Gettext files into the given top-level directory of a package to begin internationalizing it

msgattrib Filters the messages of a translation catalog according to their attributes and manipulates the attributes

msgcat	Concatenates and merges the given `.po` files
msgcmp	Compares two `.po` files to check that both contain the same set of msgid strings
msgcomm	Finds the messages that are common to the given `.po` files
msgconv	Converts a translation catalog to a different character encoding
msgen	Creates an English translation catalog
msgexec	Applies a command to all translations of a translation catalog
msgfilter	Applies a filter to all translations of a translation catalog
msgfmt	Generates a binary message catalog from a translation catalog
msggrep	Extracts all messages of a translation catalog that match a given pattern or belong to some given source files
msginit	Creates a new `.po` file, initializing the meta information with values from the user's environment
msgmerge	Combines two raw translations into a single file
msgunfmt	Decompiles a binary message catalog into raw translation text
msguniq	Unifies duplicate translations in a translation catalog
ngettext	Displays native language translations of a textual message whose grammatical form depends on a number
recode-sr-latin	Recodes Serbian text from Cyrillic to Latin script
xgettext	Extracts the translatable message lines from the given source files to make the first translation template
`libasprintf`	defines the *autosprintf* class, which makes C formatted output routines usable in C++ programs, for use with the <*string*> strings and the <*iostream*> streams
`libgettextlib`	a private library containing common routines used by the various Gettext programs; these are not intended for general use
`libgettextpo`	Used to write specialized programs that process `.po` files; this library is used when the standard applications shipped with Gettext (such as **msgcomm**, **msgcmp**, **msgattrib**, and **msgen**) will not suffice
`libgettextsrc`	A private library containing common routines used by the various Gettext programs; these are not intended for general use
`libtextstyle`	Text styling library
`preloadable_libintl`	A library, intended to be used by LD_PRELOAD that assists `libintl` in logging untranslated messages

8.32. Bison-3.7.6

The Bison package contains a parser generator.

Approximate build time: 6.3 SBU
Required disk space: 53 MB

8.32.1. Installation of Bison

Prepare Bison for compilation:

```
./configure --prefix=/usr --docdir=/usr/share/doc/bison-3.7.6
```

Compile the package:

```
make
```

To test the results (about 5.5 SBU), issue:

```
make check
```

Install the package:

```
make install
```

8.32.2. Contents of Bison

Installed programs: bison and yacc
Installed library: liby.a
Installed directory: /usr/share/bison

Short Descriptions

bison Generates, from a series of rules, a program for analyzing the structure of text files; Bison is a replacement for Yacc (Yet Another Compiler Compiler)

yacc A wrapper for **bison**, meant for programs that still call **yacc** instead of **bison**; it calls **bison** with the *-y* option

`liby` The Yacc library containing implementations of Yacc-compatible `yyerror` and `main` functions; this library is normally not very useful, but POSIX requires it

8.33. Grep-3.7

The Grep package contains programs for searching through the contents of files.

Approximate build time: 0.8 SBU
Required disk space: 36 MB

8.33.1. Installation of Grep

Prepare Grep for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

8.33.2. Contents of Grep

Installed programs: egrep, fgrep, and grep

Short Descriptions

egrep Prints lines matching an extended regular expression

fgrep Prints lines matching a list of fixed strings

grep Prints lines matching a basic regular expression

8.34. Bash-5.1.8

The Bash package contains the Bourne-Again SHell.

Approximate build time: 1.6 SBU
Required disk space: 50 MB

8.34.1. Installation of Bash

Prepare Bash for compilation:

```
./configure --prefix=/usr                      \
            --docdir=/usr/share/doc/bash-5.1.8 \
            --without-bash-malloc              \
            --with-installed-readline
```

The meaning of the new configure option:

`--with-installed-readline`
This option tells Bash to use the `readline` library that is already installed on the system rather than using its own readline version.

Compile the package:

```
make
```

Skip down to “Install the package” if not running the test suite.

To prepare the tests, ensure that the `tester` user can write to the sources tree:

```
chown -Rv tester .
```

The testsuite of the package is designed to be run as a non-root user that owns the terminal connected to standard input. To satisfy the requirement, spawn a new pseudo terminal using Expect and run the tests as the `tester` user:

```
su -s /usr/bin/expect tester << EOF
set timeout -1
spawn make tests
expect eof
lassign [wait] _ _ _ value
exit $value
EOF
```

Install the package:

```
make install
```

Run the newly compiled **bash** program (replacing the one that is currently being executed):

```
exec /bin/bash --login +h
```

Note

The parameters used make the **bash** process an interactive login shell and continues to disable hashing so that new programs are found as they become available.

8.34.2. Contents of Bash

Installed programs: bash, bashbug, and sh (link to bash)
Installed directory: /usr/include/bash, /usr/lib/bash, and /usr/share/doc/bash-5.1.8

Short Descriptions

bash A widely-used command interpreter; it performs many types of expansions and substitutions on a given command line before executing it, thus making this interpreter a powerful tool

bashbug A shell script to help the user compose and mail standard formatted bug reports concerning **bash**

sh A symlink to the **bash** program; when invoked as **sh**, **bash** tries to mimic the startup behavior of historical versions of **sh** as closely as possible, while conforming to the POSIX standard as well

8.35. Libtool-2.4.6

The Libtool package contains the GNU generic library support script. It wraps the complexity of using shared libraries in a consistent, portable interface.

Approximate build time: 1.5 SBU
Required disk space: 43 MB

8.35.1. Installation of Libtool

Prepare Libtool for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Note

The test time for libtool can be reduced significantly on a system with multiple cores. To do this, append **TESTSUITEFLAGS=-j<N>** to the line above. For instance, using -j4 can reduce the test time by over 60 percent.

Five tests are known to fail in the LFS build environment due to a circular dependency, but all tests pass if rechecked after automake is installed.

Install the package:

```
make install
```

Remove a useless static library:

```
rm -fv /usr/lib/libltdl.a
```

8.35.2. Contents of Libtool

Installed programs: libtool and libtoolize
Installed libraries: libltdl.so
Installed directories: /usr/include/libltdl and /usr/share/libtool

Short Descriptions

libtool Provides generalized library-building support services

libtoolize Provides a standard way to add **libtool** support to a package

`libltdl` Hides the various difficulties of dlopening libraries

8.36. GDBM-1.20

The GDBM package contains the GNU Database Manager. It is a library of database functions that use extensible hashing and works similar to the standard UNIX dbm. The library provides primitives for storing key/data pairs, searching and retrieving the data by its key and deleting a key along with its data.

Approximate build time: 0.1 SBU
Required disk space: 11 MB

8.36.1. Installation of GDBM

Prepare GDBM for compilation:

```
./configure --prefix=/usr    \
            --disable-static \
            --enable-libgdbm-compat
```

The meaning of the configure option:

`--enable-libgdbm-compat`
This switch enables building the libgdbm compatibility library. Some packages outside of LFS may require the older DBM routines it provides.

Compile the package:

```
make
```

To test the results, issue:

```
make -k check
```

The gdbmtool tests are known to fail with some DejaGNU `ERROR` messages. In the summary it's shown as one unresolved testcase.

Install the package:

```
make install
```

8.36.2. Contents of GDBM

Installed programs: gdbm_dump, gdbm_load, and gdbmtool
Installed libraries: libgdbm.so and libgdbm_compat.so

Short Descriptions

gdbm_dump	Dumps a GDBM database to a file
gdbm_load	Recreates a GDBM database from a dump file
gdbmtool	Tests and modifies a GDBM database
`libgdbm`	Contains functions to manipulate a hashed database
`libgdbm_compat`	Compatibility library containing older DBM functions

8.37. Gperf-3.1

Gperf generates a perfect hash function from a key set.

Approximate build time: less than 0.1 SBU
Required disk space: 6.0 MB

8.37.1. Installation of Gperf

Prepare Gperf for compilation:

```
./configure --prefix=/usr --docdir=/usr/share/doc/gperf-3.1
```

Compile the package:

```
make
```

The tests are known to fail if running multiple simultaneous tests (-j option greater than 1). To test the results, issue:

```
make -j1 check
```

Install the package:

```
make install
```

8.37.2. Contents of Gperf

Installed program: gperf
Installed directory: /usr/share/doc/gperf-3.1

Short Descriptions

gperf Generates a perfect hash from a key set

8.38. Expat-2.4.1

The Expat package contains a stream oriented C library for parsing XML.

Approximate build time: 0.1 SBU
Required disk space: 13 MB

8.38.1. Installation of Expat

Prepare Expat for compilation:

```
./configure --prefix=/usr    \
            --disable-static \
            --docdir=/usr/share/doc/expat-2.4.1
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

If desired, install the documentation:

```
install -v -m644 doc/*.{html,png,css} /usr/share/doc/expat-2.4.1
```

8.38.2. Contents of Expat

Installed program: xmlwf
Installed libraries: libexpat.so
Installed directory: /usr/share/doc/expat-2.4.1

Short Descriptions

xmlwf Is a non-validating utility to check whether or not XML documents are well formed

`libexpat` Contains API functions for parsing XML

8.39. Inetutils-2.1

The Inetutils package contains programs for basic networking.

Approximate build time: 0.3 SBU
Required disk space: 30 MB

8.39.1. Installation of Inetutils

Prepare Inetutils for compilation:

```
./configure --prefix=/usr        \
            --bindir=/usr/bin    \
            --localstatedir=/var \
            --disable-logger     \
            --disable-whois      \
            --disable-rcp        \
            --disable-rexec      \
            --disable-rlogin     \
            --disable-rsh        \
            --disable-servers
```

The meaning of the configure options:

`--disable-logger`
This option prevents Inetutils from installing the **logger** program, which is used by scripts to pass messages to the System Log Daemon. Do not install it because Util-linux installs a more recent version.

`--disable-whois`
This option disables the building of the Inetutils **whois** client, which is out of date. Instructions for a better **whois** client are in the BLFS book.

`--disable-r*`
These parameters disable building obsolete programs that should not be used due to security issues. The functions provided by these programs can be provided by the openssh package in the BLFS book.

`--disable-servers`
This disables the installation of the various network servers included as part of the Inetutils package. These servers are deemed not appropriate in a basic LFS system. Some are insecure by nature and are only considered safe on trusted networks. Note that better replacements are available for many of these servers.

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

Move a program to the proper location:

```
mv -v /usr/{,s}bin/ifconfig
```

8.39.2. Contents of Inetutils

Installed programs: dnsdomainname, ftp, ifconfig, hostname, ping, ping6, talk, telnet, tftp, and traceroute

Short Descriptions

dnsdomainname	Show the system's DNS domain name
ftp	Is the file transfer protocol program
hostname	Reports or sets the name of the host
ifconfig	Manages network interfaces
ping	Sends echo-request packets and reports how long the replies take
ping6	A version of **ping** for IPv6 networks
talk	Is used to chat with another user
telnet	An interface to the TELNET protocol
tftp	A trivial file transfer program
traceroute	Traces the route your packets take from the host you are working on to another host on a network, showing all the intermediate hops (gateways) along the way

8.40. Less-590

The Less package contains a text file viewer.

Approximate build time: less than 0.1 SBU
Required disk space: 4.2 MB

8.40.1. Installation of Less

Prepare Less for compilation:

```
./configure --prefix=/usr --sysconfdir=/etc
```

The meaning of the configure options:

`--sysconfdir=/etc`
This option tells the programs created by the package to look in `/etc` for the configuration files.

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

8.40.2. Contents of Less

Installed programs: less, lessecho, and lesskey

Short Descriptions

less A file viewer or pager; it displays the contents of the given file, letting the user scroll, find strings, and jump to marks

lessecho Needed to expand meta-characters, such as * and ?, in filenames on Unix systems

lesskey Used to specify the key bindings for **less**

8.41. Perl-5.34.0

The Perl package contains the Practical Extraction and Report Language.

Approximate build time: 10 SBU
Required disk space: 226 MB

8.41.1. Installation of Perl

First, apply a patch that fixes an issue highlighted by recent versions of gdbm:

```
patch -Np1 -i ../perl-5.34.0-upstream_fixes-1.patch
```

This version of Perl now builds the Compress::Raw::Zlib and Compress::Raw::BZip2 modules. By default Perl will use an internal copy of the sources for the build. Issue the following command so that Perl will use the libraries installed on the system:

```
export BUILD_ZLIB=False
export BUILD_BZIP2=0
```

To have full control over the way Perl is set up, you can remove the "-des" options from the following command and hand-pick the way this package is built. Alternatively, use the command exactly as below to use the defaults that Perl auto-detects:

```
sh Configure -des                                         \
             -Dprefix=/usr                                \
             -Dvendorprefix=/usr                          \
             -Dprivlib=/usr/lib/perl5/5.34/core_perl      \
             -Darchlib=/usr/lib/perl5/5.34/core_perl      \
             -Dsitelib=/usr/lib/perl5/5.34/site_perl      \
             -Dsitearch=/usr/lib/perl5/5.34/site_perl     \
             -Dvendorlib=/usr/lib/perl5/5.34/vendor_perl  \
             -Dvendorarch=/usr/lib/perl5/5.34/vendor_perl \
             -Dman1dir=/usr/share/man/man1                \
             -Dman3dir=/usr/share/man/man3                \
             -Dpager="/usr/bin/less -isR"                 \
             -Duseshrplib                                 \
             -Dusethreads
```

The meaning of the configure options:

`-Dvendorprefix=/usr`
This ensures **perl** knows how to tell packages where they should install their perl modules.

`-Dpager="/usr/bin/less -isR"`
This ensures that **`less`** is used instead of **`more`**.

`-Dman1dir=/usr/share/man/man1 -Dman3dir=/usr/share/man/man3`
Since Groff is not installed yet, **Configure** thinks that we do not want man pages for Perl. Issuing these parameters overrides this decision.

`-Duseshrplib`
Build a shared libperl needed by some perl modules.

-Dusethreads
Build perl with support for threads.

-Dprivlib,-Darchlib,-Dsitelib,...
These settings define where Perl is looking for installed modules. The LFS editors chose to put them in a directory structure based on the Major.Minor version of Perl (5.34) which allows upgrading Perl to newer Patch levels (5.34.0) without the need to reinstall all of the modules again.

Compile the package:

```
make
```

To test the results (approximately 11 SBU), issue:

```
make test
```

Install the package and clean up:

```
make install
unset BUILD_ZLIB BUILD_BZIP2
```

8.41.2. Contents of Perl

Installed programs:	corelist, cpan, enc2xs, encguess, h2ph, h2xs, instmodsh, json_pp, libnetcfg, perl, perl5.34.0 (hard link to perl), perlbug, perldoc, perlivp, perlthanks (hard link to perlbug), piconv, pl2pm, pod2html, pod2man, pod2text, pod2usage, podchecker, podselect, prove, ptar, ptardiff, ptargrep, shasum, splain, xsubpp, and zipdetails
Installed libraries:	Many which cannot all be listed here
Installed directory:	/usr/lib/perl5

Short Descriptions

corelist	A commandline frontend to Module::CoreList
cpan	Interact with the Comprehensive Perl Archive Network (CPAN) from the command line
enc2xs	Builds a Perl extension for the Encode module from either Unicode Character Mappings or Tcl Encoding Files
encguess	Guess the encoding type of one or several files
h2ph	Converts `.h` C header files to `.ph` Perl header files
h2xs	Converts `.h` C header files to Perl extensions
instmodsh	Shell script for examining installed Perl modules, and can create a tarball from an installed module
json_pp	Converts data between certain input and output formats
libnetcfg	Can be used to configure the `libnet` Perl module
perl	Combines some of the best features of C, **sed**, **awk** and **sh** into a single swiss-army language
perl5.34.0	A hard link to **perl**
perlbug	Used to generate bug reports about Perl, or the modules that come with it, and mail them
perldoc	Displays a piece of documentation in pod format that is embedded in the Perl installation tree or in a Perl script

perlivp	The Perl Installation Verification Procedure; it can be used to verify that Perl and its libraries have been installed correctly
perlthanks	Used to generate thank you messages to mail to the Perl developers
piconv	A Perl version of the character encoding converter **iconv**
pl2pm	A rough tool for converting Perl4 `.pl` files to Perl5 `.pm` modules
pod2html	Converts files from pod format to HTML format
pod2man	Converts pod data to formatted *roff input
pod2text	Converts pod data to formatted ASCII text
pod2usage	Prints usage messages from embedded pod docs in files
podchecker	Checks the syntax of pod format documentation files
podselect	Displays selected sections of pod documentation
prove	Command line tool for running tests against the Test::Harness module
ptar	A **tar**-like program written in Perl
ptardiff	A Perl program that compares an extracted archive with an unextracted one
ptargrep	A Perl program that applies pattern matching to the contents of files in a tar archive
shasum	Prints or checks SHA checksums
splain	Is used to force verbose warning diagnostics in Perl
xsubpp	Converts Perl XS code into C code
zipdetails	Displays details about the internal structure of a Zip file

8.42. XML::Parser-2.46

The XML::Parser module is a Perl interface to James Clark's XML parser, Expat.

Approximate build time: less than 0.1 SBU
Required disk space: 2.4 MB

8.42.1. Installation of XML::Parser

Prepare XML::Parser for compilation:

```
perl Makefile.PL
```

Compile the package:

```
make
```

To test the results, issue:

```
make test
```

Install the package:

```
make install
```

8.42.2. Contents of XML::Parser

Installed module: Expat.so

Short Descriptions

`Expat` provides the Perl Expat interface

8.43. Intltool-0.51.0

The Intltool is an internationalization tool used for extracting translatable strings from source files.

Approximate build time: less than 0.1 SBU
Required disk space: 1.5 MB

8.43.1. Installation of Intltool

First fix a warning that is caused by perl-5.22 and later:

```
sed -i 's:\\\${:\\\$\\{:' intltool-update.in
```

Note

The above regular expression looks unusual because of all the backslashes. What it does is add a backslash before the right brace character in the sequence '\${' resulting in '\$\{'.

Prepare Intltool for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
install -v -Dm644 doc/I18N-HOWTO /usr/share/doc/intltool-0.51.0/I18N-HOWTO
```

8.43.2. Contents of Intltool

Installed programs: intltool-extract, intltool-merge, intltool-prepare, intltool-update, and intltoolize
Installed directories: /usr/share/doc/intltool-0.51.0 and /usr/share/intltool

Short Descriptions

intltoolize Prepares a package to use intltool

intltool-extract Generates header files that can be read by **gettext**

intltool-merge Merges translated strings into various file types

intltool-prepare Updates pot files and merges them with translation files

intltool-update Updates the po template files and merges them with the translations

8.44. Autoconf-2.71

The Autoconf package contains programs for producing shell scripts that can automatically configure source code.

Approximate build time: less than 0.1 SBU (about 7.3 SBU with tests)
Required disk space: 24 MB

8.44.1. Installation of Autoconf

Prepare Autoconf for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Note

The test time for autoconf can be reduced significantly on a system with multiple cores. To do this, append **TESTSUITEFLAGS=-j<N>** to the line above. For instance, using -j4 can reduce the test time by over 60 percent.

Install the package:

```
make install
```

8.44.2. Contents of Autoconf

Installed programs: autoconf, autoheader, autom4te, autoreconf, autoscan, autoupdate, and ifnames
Installed directory: /usr/share/autoconf

Short Descriptions

autoconf Produces shell scripts that automatically configure software source code packages to adapt to many kinds of Unix-like systems; the configuration scripts it produces are independent—running them does not require the **autoconf** program

autoheader A tool for creating template files of C *#define* statements for configure to use

autom4te A wrapper for the M4 macro processor

autoreconf Automatically runs **autoconf**, **autoheader**, **aclocal**, **automake**, **gettextize**, and **libtoolize** in the correct order to save time when changes are made to **autoconf** and **automake** template files

autoscan Helps to create a `configure.in` file for a software package; it examines the source files in a directory tree, searching them for common portability issues, and creates a `configure.scan` file that serves as as a preliminary `configure.in` file for the package

autoupdate Modifies a `configure.in` file that still calls **autoconf** macros by their old names to use the current macro names

ifnames Helps when writing `configure.in` files for a software package; it prints the identifiers that the package uses in C preprocessor conditionals [If a package has already been set up to have some portability, this program can help determine what **configure** needs to check for. It can also fill in gaps in a `configure.in` file generated by **autoscan**.]

8.45. Automake-1.16.4

The Automake package contains programs for generating Makefiles for use with Autoconf.

Approximate build time: less than 0.1 SBU (about 8.9 SBU with tests)
Required disk space: 115 MB

8.45.1. Installation of Automake

Prepare Automake for compilation:

```
./configure --prefix=/usr --docdir=/usr/share/doc/automake-1.16.4
```

Compile the package:

```
make
```

Using the -j4 make option speeds up the tests, even on systems with only one processor, due to internal delays in individual tests. To test the results, issue:

```
make -j4 check
```

Install the package:

```
make install
```

8.45.2. Contents of Automake

Installed programs: aclocal, aclocal-1.16 (hard linked with aclocal), automake, and automake-1.16 (hard linked with automake)
Installed directories: /usr/share/aclocal-1.16, /usr/share/automake-1.16, and /usr/share/doc/automake-1.16.4

Short Descriptions

aclocal Generates `aclocal.m4` files based on the contents of `configure.in` files

aclocal-1.16 A hard link to **aclocal**

automake A tool for automatically generating `Makefile.in` files from `Makefile.am` files [To create all the `Makefile.in` files for a package, run this program in the top-level directory. By scanning the `configure.in` file, it automatically finds each appropriate `Makefile.am` file and generates the corresponding `Makefile.in` file.]

automake-1.16 A hard link to **automake**

8.46. Kmod-29

The Kmod package contains libraries and utilities for loading kernel modules

Approximate build time: 0.1 SBU
Required disk space: 12 MB

8.46.1. Installation of Kmod

Prepare Kmod for compilation:

```
./configure --prefix=/usr          \
            --sysconfdir=/etc      \
            --with-xz              \
            --with-zstd            \
            --with-zlib
```

The meaning of the configure options:

`--with-xz, --with-zlib, --with-zstd`
These options enable Kmod to handle compressed kernel modules.

Compile the package:

```
make
```

This package does not come with a test suite that can be run in the LFS chroot environment. At a minimum the git program is required and several tests will not run outside of a git repository.

Install the package and create symlinks for compatibility with Module-Init-Tools (the package that previously handled Linux kernel modules):

```
make install

for target in depmod insmod modinfo modprobe rmmod; do
  ln -sfv ../bin/kmod /usr/sbin/$target
done

ln -sfv kmod /usr/bin/lsmod
```

8.46.2. Contents of Kmod

Installed programs: depmod (link to kmod), insmod (link to kmod), kmod, lsmod (link to kmod), modinfo (link to kmod), modprobe (link to kmod), and rmmod (link to kmod)
Installed library: libkmod.so

Short Descriptions

depmod Creates a dependency file based on the symbols it finds in the existing set of modules; this dependency file is used by **modprobe** to automatically load the required modules

insmod Installs a loadable module in the running kernel

kmod Loads and unloads kernel modules

lsmod	Lists currently loaded modules
modinfo	Examines an object file associated with a kernel module and displays any information that it can glean
modprobe	Uses a dependency file, created by **depmod**, to automatically load relevant modules
rmmod	Unloads modules from the running kernel
`libkmod`	This library is used by other programs to load and unload kernel modules

8.47. Libelf from Elfutils-0.185

Libelf is a library for handling ELF (Executable and Linkable Format) files.

Approximate build time: 0.9 SBU
Required disk space: 115 MB

8.47.1. Installation of Libelf

Libelf is part of elfutils-0.185 package. Use the elfutils-0.185.tar.bz2 as the source tarball.

Prepare Libelf for compilation:

```
./configure --prefix=/usr                \
            --disable-debuginfod         \
            --enable-libdebuginfod=dummy
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install only Libelf:

```
make -C libelf install
install -vm644 config/libelf.pc /usr/lib/pkgconfig
rm /usr/lib/libelf.a
```

8.47.2. Contents of Libelf

Installed Library: libelf.so (symlink) and libelf-0.185.so
Installed Directory: /usr/include/elfutils

Short Descriptions

`libelf` Contains API functions to handle ELF object files

8.48. Libffi-3.4.2

The Libffi library provides a portable, high level programming interface to various calling conventions. This allows a programmer to call any function specified by a call interface description at run time.

Approximate build time: 2.0 SBU
Required disk space: 10 MB

8.48.1. Installation of Libffi

Note

Similar to GMP, libffi builds with optimizations specific to the proccesor in use. If building for another system, export CFLAGS and CXXFLAGS to specify a generic build for your architecture. If this is not done, all applications that link to libffi will trigger Illegal Operation Errors.

Prepare libffi for compilation:

```
./configure --prefix=/usr          \
            --disable-static       \
            --with-gcc-arch=native \
            --disable-exec-static-tramp
```

The meaning of the configure option:

`--with-gcc-arch=native`
Ensure GCC optimizes for the current system. If this is not specified, the system is guessed and the code generated may not be correct for some systems. If the generated code will be copied from the native system to a less capable system, use the less capable system as a parameter. For details about alternative system types, see *the x86 options in the GCC manual*.

`--disable-exec-static-tramp`
Disable static trampoline support. It's a new security feature in libffi, but some BLFS packages (notably GJS and gobject-introspection) have not been adapted for it.

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

8.48.2. Contents of Libffi

Installed library: libffi.so

Short Descriptions

`libffi` contains the foreign function interface API functions

8.49. OpenSSL-1.1.1l

The OpenSSL package contains management tools and libraries relating to cryptography. These are useful for providing cryptographic functions to other packages, such as OpenSSH, email applications, and web browsers (for accessing HTTPS sites).

Approximate build time: 2.2 SBU
Required disk space: 154 MB

8.49.1. Installation of OpenSSL

Prepare OpenSSL for compilation:

```
./config --prefix=/usr         \
         --openssldir=/etc/ssl \
         --libdir=lib          \
         shared                \
         zlib-dynamic
```

Compile the package:

```
make
```

To test the results, issue:

```
make test
```

One test, 30-test_afalg.t, is known to fail on some kernel configurations (depending on inconsistent values of CONFIG_CRYPTO_USER_API* settings.) If it fails, it can safely be ignored.

Install the package:

```
sed -i '/INSTALL_LIBS/s/libcrypto.a libssl.a//' Makefile
make MANSUFFIX=ssl install
```

Add the version to the documentation directory name, to be consistent with other packages:

```
mv -v /usr/share/doc/openssl /usr/share/doc/openssl-1.1.1l
```

If desired, install some additional documentation:

```
cp -vfr doc/* /usr/share/doc/openssl-1.1.1l
```

Note

You should update OpenSSL when a new version which fixes vulnerabilities is announced. The releases run in series, with a letter for each release after the initial release (e.g. 1.1.1, 1.1.1a, 1.1.1b, etc). Because LFS installs only the shared libraries, there is no need to recompile packages which link to `libcrypto.so` or `libssl.so` *when upgrading in the same series.*

However, any running programs linked to those libraries need to be stopped and restarted. Read the related entries in Section 8.2.1, “Upgrade Issues” for details.

8.49.2. Contents of OpenSSL

Installed programs: c_rehash and openssl
Installed libraries: libcrypto.so and libssl.so
Installed directories: /etc/ssl, /usr/include/openssl, /usr/lib/engines and /usr/share/doc/openssl-1.1.1l

Short Descriptions

c_rehash is a Perl script that scans all files in a directory and adds symbolic links to their hash values

openssl is a command-line tool for using the various cryptography functions of OpenSSL's crypto library from the shell. It can be used for various functions which are documented in **man 1 openssl**

`libcrypto.so` implements a wide range of cryptographic algorithms used in various Internet standards. The services provided by this library are used by the OpenSSL implementations of SSL, TLS and S/MIME, and they have also been used to implement OpenSSH, OpenPGP, and other cryptographic standards

`libssl.so` implements the Transport Layer Security (TLS v1) protocol. It provides a rich API, documentation on which can be found by running **man 3 ssl**

8.50. Python-3.9.6

The Python 3 package contains the Python development environment. It is useful for object-oriented programming, writing scripts, prototyping large programs, or developing entire applications.

Approximate build time: 4.4 SBU
Required disk space: 260 MB

8.50.1. Installation of Python 3

Prepare Python for compilation:

```
./configure --prefix=/usr        \
            --enable-shared      \
            --with-system-expat  \
            --with-system-ffi    \
            --with-ensurepip=yes \
            --enable-optimizations
```

The meaning of the configure options:

`--with-system-expat`
This switch enables linking against system version of Expat.

`--with-system-ffi`
This switch enables linking against system version of libffi.

`--with-ensurepip=yes`
This switch enables building **pip** and **setuptools** packaging programs.

`--enable-optimizations`
This switch enables stable, but expensive, optimizations.

Compile the package:

```
make
```

Running the tests at this point is not recommended. The tests are known to hang indefinitely in the partial LFS environment. If desired, the tests can be rerun at the end of this chapter or when Python 3 is reinstalled in BLFS. To run the tests anyway, issue **make test**.

Install the package:

```
make install
```

If desired, install the preformatted documentation:

```
install -v -dm755 /usr/share/doc/python-3.9.6/html

tar --strip-components=1  \
    --no-same-owner       \
    --no-same-permissions \
    -C /usr/share/doc/python-3.9.6/html \
    -xvf ../python-3.9.6-docs-html.tar.bz2
```

The meaning of the documentation install commands:

`--no-same-owner` and `--no-same-permissions`

Ensure the installed files have the correct ownership and permissions. Without these options, using tar will install the package files with the upstream creator's values.

8.50.2. Contents of Python 3

Installed Programs:	2to3, idle3, pip3, pydoc3, python3, and python3-config
Installed Library:	libpython3.9.so and libpython3.so
Installed Directories:	/usr/include/python3.9, /usr/lib/python3, and /usr/share/doc/python-3.9.6

Short Descriptions

2to3	is a Python program that reads Python 2.x source code and applies a series of fixes to transform it into valid Python 3.x code
idle3	is a wrapper script that opens a Python aware GUI editor. For this script to run, you must have installed Tk before Python so that the Tkinter Python module is built
pip3	The package installer for Python. You can use pip to install packages from Python Package Index and other indexes
pydoc3	is the Python documentation tool
python3	is an interpreted, interactive, object-oriented programming language

8.51. Ninja-1.10.2

Ninja is a small build system with a focus on speed.

Approximate build time: 0.2 SBU
Required disk space: 64 MB

Tip

This section is not strictly required for LFS if not using systemd. On the other hand, ninja associated to meson makes a powerful build system combination, which is expected to be used more and more often. It is required for several packages in *the BLFS book*.

8.51.1. Installation of Ninja

When run, ninja normally runs a maximum number of processes in parallel. By default this is the number of cores on the system plus two. In some cases this can overheat a CPU or run a system out of memory. If run from the command line, passing a -jN parameter will limit the number of parallel processes, but some packages embed the execution of ninja and do not pass a -j parameter.

Using the *optional* procedure below allows a user to limit the number of parallel processes via an environment variable, NINJAJOBS. **For example**, setting:

```
export NINJAJOBS=4
```

will limit ninja to four parallel processes.

If desired, add the capability to use the environment variable NINJAJOBS by running:

```
sed -i '/int Guess/a \
  int   j = 0;\
  char* jobs = getenv( "NINJAJOBS" );\
  if ( jobs != NULL ) j = atoi( jobs );\
  if ( j > 0 ) return j;\
' src/ninja.cc
```

Build Ninja with:

```
python3 configure.py --bootstrap
```

The meaning of the build option:

`--bootstrap`
This parameter forces ninja to rebuild itself for the current system.

To test the results, issue:

```
./ninja ninja_test
./ninja_test --gtest_filter=-SubprocessTest.SetWithLots
```

Install the package:

```
install -vm755 ninja /usr/bin/
install -vDm644 misc/bash-completion /usr/share/bash-completion/completions/ninja
install -vDm644 misc/zsh-completion  /usr/share/zsh/site-functions/_ninja
```

8.51.2. Contents of Ninja

Installed programs: ninja

Short Descriptions

ninja is the Ninja build system

8.52. Meson-0.59.1

Meson is an open source build system meant to be both extremely fast and as user friendly as possible.

Approximate build time: less than 0.1 SBU
Required disk space: 40 MB

Tip

This section is not strictly required for LFS if not using systemd. On the other hand, meson/ninja is a powerful build system, which is expected to be used more and more often. It is required for several packages in *the BLFS book*.

8.52.1. Installation of Meson

Compile Meson with the following command:

```
python3 setup.py build
```

This package does not come with a test suite.

Install the package:

```
python3 setup.py install --root=dest
cp -rv dest/* /
install -vDm644 data/shell-completions/bash/meson /usr/share/bash-completion/compl
install -vDm644 data/shell-completions/zsh/_meson /usr/share/zsh/site-functions/_m
```

The meaning of the install parameters:

`--root=dest`
By default **python3 setup.py install** installs various files (such as man pages) into Python Eggs. With a specified root location, **setup.py** installs these files into a standard hierarchy. Then the hierarchy can just be copied to the standard location.

8.52.2. Contents of Meson

Installed programs: meson
Installed directory: /usr/lib/python3.9/site-packages/meson-0.59.1-py3.9.egg-info and /usr/lib/python3.9/site-packages/mesonbuild

Short Descriptions

meson A high productivity build system

8.53. Coreutils-8.32

The Coreutils package contains utilities for showing and setting the basic system characteristics.

Approximate build time: 2.6 SBU
Required disk space: 153 MB

8.53.1. Installation of Coreutils

POSIX requires that programs from Coreutils recognize character boundaries correctly even in multibyte locales. The following patch fixes this non-compliance and other internationalization-related bugs.

```
patch -Np1 -i ../coreutils-8.32-i18n-1.patch
```

Note

In the past, many bugs were found in this patch. When reporting new bugs to Coreutils maintainers, please check first if they are reproducible without this patch.

Now prepare Coreutils for compilation:

```
autoreconf -fiv
FORCE_UNSAFE_CONFIGURE=1 ./configure \
            --prefix=/usr            \
            --enable-no-install-program=kill,uptime
```

The meaning of the configure options:

autoreconf
The patch for internationalization has modified the building system of the package, so the configuration files have to be regenerated.

`FORCE_UNSAFE_CONFIGURE=1`
This environment variable allows the package to be built as the `root` user.

`--enable-no-install-program=kill,uptime`
The purpose of this switch is to prevent Coreutils from installing binaries that will be installed by other packages later.

Compile the package:

```
make
```

Skip down to “Install the package” if not running the test suite.

Now the test suite is ready to be run. First, run the tests that are meant to be run as user `root`:

```
make NON_ROOT_USERNAME=tester check-root
```

We're going to run the remainder of the tests as the `tester` user. Certain tests require that the user be a member of more than one group. So that these tests are not skipped, add a temporary group and make the user `tester` a part of it:

```
echo "dummy:x:102:tester" >> /etc/group
```

Fix some of the permissions so that the non-root user can compile and run the tests:

```
chown -Rv tester .
```

Now run the tests:

```
su tester -c "PATH=$PATH make RUN_EXPENSIVE_TESTS=yes check"
```

Remove the temporary group:

```
sed -i '/dummy/d' /etc/group
```

Install the package:

```
make install
```

Move programs to the locations specified by the FHS:

```
mv -v /usr/bin/chroot /usr/sbin
mv -v /usr/share/man/man1/chroot.1 /usr/share/man/man8/chroot.8
sed -i 's/"1"/"8"/' /usr/share/man/man8/chroot.8
```

8.53.2. Contents of Coreutils

Installed programs:	[, b2sum, base32, base64, basename, basenc, cat, chcon, chgrp, chmod, chown, chroot, cksum, comm, cp, csplit, cut, date, dd, df, dir, dircolors, dirname, du, echo, env, expand, expr, factor, false, fmt, fold, groups, head, hostid, id, install, join, link, ln, logname, ls, md5sum, mkdir, mkfifo, mknod, mktemp, mv, nice, nl, nohup, nproc, numfmt, od, paste, pathchk, pinky, pr, printenv, printf, ptx, pwd, readlink, realpath, rm, rmdir, runcon, seq, sha1sum, sha224sum, sha256sum, sha384sum, sha512sum, shred, shuf, sleep, sort, split, stat, stdbuf, stty, sum, sync, tac, tail, tee, test, timeout, touch, tr, true, truncate, tsort, tty, uname, unexpand, uniq, unlink, users, vdir, wc, who, whoami, and yes
Installed library:	libstdbuf.so (in /usr/libexec/coreutils)
Installed directory:	/usr/libexec/coreutils

Short Descriptions

[	Is an actual command, /usr/bin/[, that is a synonym for the **test** command
base32	Encodes and decodes data according to the base32 specification (RFC 4648)
base64	Encodes and decodes data according to the base64 specification (RFC 4648)
b2sum	Prints or checks BLAKE2 (512-bit) checksums
basename	Strips any path and a given suffix from a file name
basenc	Encodes or decodes data using various algorithms
cat	Concatenates files to standard output
chcon	Changes security context for files and directories
chgrp	Changes the group ownership of files and directories
chmod	Changes the permissions of each file to the given mode; the mode can be either a symbolic representation of the changes to make or an octal number representing the new permissions

chown Changes the user and/or group ownership of files and directories

chroot Runs a command with the specified directory as the / directory

cksum Prints the Cyclic Redundancy Check (CRC) checksum and the byte counts of each specified file

comm Compares two sorted files, outputting in three columns the lines that are unique and the lines that are common

cp Copies files

csplit Splits a given file into several new files, separating them according to given patterns or line numbers and outputting the byte count of each new file

cut Prints sections of lines, selecting the parts according to given fields or positions

date Displays the current time in the given format, or sets the system date

dd Copies a file using the given block size and count, while optionally performing conversions on it

df Reports the amount of disk space available (and used) on all mounted file systems, or only on the file systems holding the selected files

dir Lists the contents of each given directory (the same as the **ls** command)

dircolors Outputs commands to set the LS_COLOR environment variable to change the color scheme used by **ls**

dirname Strips the non-directory suffix from a file name

du Reports the amount of disk space used by the current directory, by each of the given directories (including all subdirectories) or by each of the given files

echo Displays the given strings

env Runs a command in a modified environment

expand Converts tabs to spaces

expr Evaluates expressions

factor Prints the prime factors of all specified integer numbers

false Does nothing, unsuccessfully; it always exits with a status code indicating failure

fmt Reformats the paragraphs in the given files

fold Wraps the lines in the given files

groups Reports a user's group memberships

head Prints the first ten lines (or the given number of lines) of each given file

hostid Reports the numeric identifier (in hexadecimal) of the host

id Reports the effective user ID, group ID, and group memberships of the current user or specified user

install Copies files while setting their permission modes and, if possible, their owner and group

join Joins the lines that have identical join fields from two separate files

link Creates a hard link with the given name to a file

ln Makes hard links or soft (symbolic) links between files

logname Reports the current user's login name

ls Lists the contents of each given directory

md5sum Reports or checks Message Digest 5 (MD5) checksums

mkdir Creates directories with the given names

mkfifo Creates First-In, First-Outs (FIFOs), a "named pipe" in UNIX parlance, with the given names

mknod Creates device nodes with the given names; a device node is a character special file, a block special file, or a FIFO

mktemp Creates temporary files in a secure manner; it is used in scripts

mv Moves or renames files or directories

nice Runs a program with modified scheduling priority

nl Numbers the lines from the given files

nohup Runs a command immune to hangups, with its output redirected to a log file

nproc Prints the number of processing units available to a process

numfmt Converts numbers to or from human-readable strings

od Dumps files in octal and other formats

paste Merges the given files, joining sequentially corresponding lines side by side, separated by tab characters

pathchk Checks if file names are valid or portable

pinky Is a lightweight finger client; it reports some information about the given users

pr Paginates and columnates files for printing

printenv Prints the environment

printf Prints the given arguments according to the given format, much like the C printf function

ptx Produces a permuted index from the contents of the given files, with each keyword in its context

pwd Reports the name of the current working directory

readlink Reports the value of the given symbolic link

realpath Prints the resolved path

rm Removes files or directories

rmdir Removes directories if they are empty

runcon Runs a command with specified security context

seq Prints a sequence of numbers within a given range and with a given increment

sha1sum Prints or checks 160-bit Secure Hash Algorithm 1 (SHA1) checksums

sha224sum Prints or checks 224-bit Secure Hash Algorithm checksums

sha256sum Prints or checks 256-bit Secure Hash Algorithm checksums

sha384sum Prints or checks 384-bit Secure Hash Algorithm checksums

sha512sum Prints or checks 512-bit Secure Hash Algorithm checksums

shred Overwrites the given files repeatedly with complex patterns, making it difficult to recover the data

shuf Shuffles lines of text

sleep Pauses for the given amount of time

sort Sorts the lines from the given files

split Splits the given file into pieces, by size or by number of lines

stat	Displays file or filesystem status
stdbuf	Runs commands with altered buffering operations for its standard streams
stty	Sets or reports terminal line settings
sum	Prints checksum and block counts for each given file
sync	Flushes file system buffers; it forces changed blocks to disk and updates the super block
tac	Concatenates the given files in reverse
tail	Prints the last ten lines (or the given number of lines) of each given file
tee	Reads from standard input while writing both to standard output and to the given files
test	Compares values and checks file types
timeout	Runs a command with a time limit
touch	Changes file timestamps, setting the access and modification times of the given files to the current time; files that do not exist are created with zero length
tr	Translates, squeezes, and deletes the given characters from standard input
true	Does nothing, successfully; it always exits with a status code indicating success
truncate	Shrinks or expands a file to the specified size
tsort	Performs a topological sort; it writes a completely ordered list according to the partial ordering in a given file
tty	Reports the file name of the terminal connected to standard input
uname	Reports system information
unexpand	Converts spaces to tabs
uniq	Discards all but one of successive identical lines
unlink	Removes the given file
users	Reports the names of the users currently logged on
vdir	Is the same as **ls -l**
wc	Reports the number of lines, words, and bytes for each given file, as well as a total line when more than one file is given
who	Reports who is logged on
whoami	Reports the user name associated with the current effective user ID
yes	Repeatedly outputs “y” or a given string until killed
`libstdbuf`	Library used by **stdbuf**

8.54. Check-0.15.2

Check is a unit testing framework for C.

Approximate build time: 0.1 SBU (about 4.1 SBU with tests)
Required disk space: 12 MB

8.54.1. Installation of Check

Prepare Check for compilation:

```
./configure --prefix=/usr --disable-static
```

Build the package:

```
make
```

Compilation is now complete. To run the Check test suite, issue the following command:

```
make check
```

Install the package:

```
make docdir=/usr/share/doc/check-0.15.2 install
```

8.54.2. Contents of Check

Installed program: checkmk
Installed library: libcheck.so

Short Descriptions

checkmk Awk script for generating C unit tests for use with the Check unit testing framework

`libcheck.{a,so}` Contains functions that allow Check to be called from a test program

8.55. Diffutils-3.8

The Diffutils package contains programs that show the differences between files or directories.

Approximate build time: 0.7 SBU
Required disk space: 36 MB

8.55.1. Installation of Diffutils

Prepare Diffutils for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

8.55.2. Contents of Diffutils

Installed programs: cmp, diff, diff3, and sdiff

Short Descriptions

cmp Compares two files and reports whether or in which bytes they differ

diff Compares two files or directories and reports which lines in the files differ

diff3 Compares three files line by line

sdiff Merges two files and interactively outputs the results

8.56. Gawk-5.1.0

The Gawk package contains programs for manipulating text files.

Approximate build time: 0.4 SBU
Required disk space: 42 MB

8.56.1. Installation of Gawk

First, ensure some unneeded files are not installed:

```
sed -i 's/extras//' Makefile.in
```

Prepare Gawk for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

If desired, install the documentation:

```
mkdir -v /usr/share/doc/gawk-5.1.0
cp    -v doc/{awkforai.txt,*.{eps,pdf,jpg}} /usr/share/doc/gawk-5.1.0
```

8.56.2. Contents of Gawk

Installed programs: awk (link to gawk), gawk, and awk-5.1.0
Installed libraries: filefuncs.so, fnmatch.so, fork.so, inplace.so, intdiv.so, ordchr.so, readdir.so, readfile.so, revoutput.so, revtwoway.so, rwarray.so, and time.so (all in /usr/lib/gawk)
Installed directories: /usr/lib/gawk, /usr/libexec/awk, /usr/share/awk, and /usr/share/doc/gawk-5.1.0

Short Descriptions

awk A link to **gawk**

gawk A program for manipulating text files; it is the GNU implementation of **awk**

gawk-5.1.0 A hard link to **gawk**

8.57. Findutils-4.8.0

The Findutils package contains programs to find files. These programs are provided to recursively search through a directory tree and to create, maintain, and search a database (often faster than the recursive find, but is unreliable if the database has not been recently updated).

Approximate build time: 0.9 SBU
Required disk space: 52 MB

8.57.1. Installation of Findutils

Prepare Findutils for compilation:

```
./configure --prefix=/usr --localstatedir=/var/lib/locate
```

The meaning of the configure options:

`--localstatedir`
This option changes the location of the **locate** database to be in `/var/lib/locate`, which is FHS-compliant.

Compile the package:

```
make
```

To test the results, issue:

```
chown -Rv tester .
su tester -c "PATH=$PATH make check"
```

Install the package:

```
make install
```

8.57.2. Contents of Findutils

Installed programs: find, locate, updatedb, and xargs
Installed directory: /var/lib/locate

Short Descriptions

find Searches given directory trees for files matching the specified criteria

locate Searches through a database of file names and reports the names that contain a given string or match a given pattern

updatedb Updates the **locate** database; it scans the entire file system (including other file systems that are currently mounted, unless told not to) and puts every file name it finds into the database

xargs Can be used to apply a given command to a list of files

8.58. Groff-1.22.4

The Groff package contains programs for processing and formatting text.

Approximate build time: 0.5 SBU
Required disk space: 88 MB

8.58.1. Installation of Groff

Groff expects the environment variable PAGE to contain the default paper size. For users in the United States, *PAGE=letter* is appropriate. Elsewhere, *PAGE=A4* may be more suitable. While the default paper size is configured during compilation, it can be overridden later by echoing either "A4" or "letter" to the /etc/papersize file.

Prepare Groff for compilation:

```
PAGE=<paper_size> ./configure --prefix=/usr
```

This package does not support parallel build. Compile the package:

```
make -j1
```

This package does not come with a test suite.

Install the package:

```
make install
```

8.58.2. Contents of Groff

Installed programs: addftinfo, afmtodit, chem, eqn, eqn2graph, gdiffmk, glilypond, gperl, gpinyin, grap2graph, grn, grodvi, groff, groffer, grog, grolbp, grolj4, gropdf, grops, grotty, hpftodit, indxbib, lkbib, lookbib, mmroff, neqn, nroff, pdfmom, pdfroff, pfbtops, pic, pic2graph, post-grohtml, preconv, pre-grohtml, refer, roff2dvi, roff2html, roff2pdf, roff2ps, roff2text, roff2x, soelim, tbl, tfmtodit, and troff
Installed directories: /usr/lib/groff and /usr/share/doc/groff-1.22.4, /usr/share/groff

Short Descriptions

addftinfo Reads a troff font file and adds some additional font-metric information that is used by the **groff** system

afmtodit Creates a font file for use with **groff** and **grops**

chem Groff preprocessor for producing chemical structure diagrams

eqn Compiles descriptions of equations embedded within troff input files into commands that are understood by **troff**

eqn2graph Converts a troff EQN (equation) into a cropped image

gdiffmk Marks differences between groff/nroff/troff files

glilypond Transforms sheet music written in the lilypond language into the groff language

gperl Preprocesor for groff, allowing addition of perl code into groff files

gpinyin Preprocesor for groff, allowing addition of Chinese European-like language Pinyin into groff files.

grap2graph	Converts a grap diagram into a cropped bitmap image
grn	A **groff** preprocessor for gremlin files
grodvi	A driver for **groff** that produces TeX dvi format
groff	A front-end to the groff document formatting system; normally, it runs the **troff** program and a post-processor appropriate for the selected device
groffer	Displays groff files and man pages on X and tty terminals
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 reports the **groff** command including those options
grolbp	Is a **groff** driver for Canon CAPSL printers (LBP-4 and LBP-8 series laser printers)
grolj4	Is a driver for **groff** that produces output in PCL5 format suitable for an HP LaserJet 4 printer
gropdf	Translates the output of GNU **troff** to PDF
grops	Translates the output of GNU **troff** to PostScript
grotty	Translates the output of GNU **troff** into a form suitable for typewriter-like devices
hpftodit	Creates a font file for use with **groff -Tlj4** from an HP-tagged font metric file
indxbib	Creates an inverted index for the bibliographic databases with a specified file for use with **refer**, **lookbib**, and **lkbib**
lkbib	Searches bibliographic databases for references that contain specified keys and reports any references found
lookbib	Prints a prompt on the standard error (unless the standard input is not a terminal), reads a line containing a set of keywords from the standard input, 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
mmroff	A simple preprocessor for **groff**
neqn	Formats equations for American Standard Code for Information Interchange (ASCII) output
nroff	A script that emulates the **nroff** command using **groff**
pdfmom	Is a wrapper around groff that facilitates the production of PDF documents from files formatted with the mom macros.
pdfroff	Creates pdf documents using groff
pfbtops	Translates a PostScript font in `.pfb` format to ASCII
pic	Compiles descriptions of pictures embedded within troff or TeX input files into commands understood by TeX or **troff**
pic2graph	Converts a PIC diagram into a cropped image
post-grohtml	Translates the output of GNU **troff** to HTML
preconv	Converts encoding of input files to something GNU **troff** understands
pre-grohtml	Translates the output of GNU **troff** to HTML
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 for how citations are to be processed
roff2dvi	Transforms roff files into DVI format

roff2html	Transforms roff files into HTML format
roff2pdf	Transforms roff files into PDFs
roff2ps	Transforms roff files into ps files
roff2text	Transforms roff files into text files
roff2x	Transforms roff files into other formats
soelim	Reads files and replaces lines of the form *.so file* by the contents of the mentioned *file*
tbl	Compiles descriptions of tables embedded within troff input files into commands that are understood by **troff**
tfmtodit	Creates a font file for use with **groff -Tdvi**
troff	Is highly compatible with Unix **troff**; it should usually be invoked using the **groff** command, which will also run preprocessors and post-processors in the appropriate order and with the appropriate options

8.59. GRUB-2.06

The GRUB package contains the GRand Unified Bootloader.

Approximate build time: 0.8 SBU
Required disk space: 158 MB

8.59.1. Installation of GRUB

Note

If your system has UEFI support and you wish to boot LFS with UEFI, you can skip this package in LFS, and install GRUB with UEFI support (and its dependencies) following *the BLFS page* at the end of this chapter.

Prepare GRUB for compilation:

```
./configure --prefix=/usr          \
            --sysconfdir=/etc      \
            --disable-efiemu       \
            --disable-werror
```

The meaning of the new configure options:

`--disable-werror`
This allows the build to complete with warnings introduced by more recent Flex versions.

`--disable-efiemu`
This option minimizes what is built by disabling a feature and testing programs not needed for LFS.

Compile the package:

```
make
```

The test suite for this packages is not recommended. Most of the tests depend on packages that are not available in the limited LFS environment. To run the tests anyway, run **make check**.

Install the package:

```
make install
mv -v /etc/bash_completion.d/grub /usr/share/bash-completion/completions
```

Using GRUB to make your LFS system bootable will be discussed in Section 10.4, “Using GRUB to Set Up the Boot Process”.

8.59.2. Contents of GRUB

Installed programs: grub-bios-setup, grub-editenv, grub-file, grub-fstest, grub-glue-efi, grub-install, grub-kbdcomp, grub-macbless, grub-menulst2cfg, grub-mkconfig, grub-mkimage, grub-mklayout, grub-mknetdir, grub-mkpasswd-pbkdf2, grub-mkrelpath, grub-mkrescue, grub-mkstandalone, grub-ofpathname, grub-probe, grub-reboot, grub-render-label, grub-script-check, grub-set-default, grub-sparc64-setup, and grub-syslinux2cfg
Installed directories: /usr/lib/grub, /etc/grub.d, /usr/share/grub, and /boot/grub (when grub-install is first run)

Short Descriptions

grub-bios-setup	Is a helper program for grub-install
grub-editenv	A tool to edit the environment block
grub-file	Checks if FILE is of the specified type.
grub-fstest	Tool to debug the filesystem driver
grub-glue-efi	Processes ia32 and amd64 EFI images and glues them according to Apple format.
grub-install	Install GRUB on your drive
grub-kbdcomp	Script that converts an xkb layout into one recognized by GRUB
grub-macbless	Mac-style bless on HFS or HFS+ files
grub-menulst2cfg	Converts a GRUB Legacy `menu.lst` into a `grub.cfg` for use with GRUB 2
grub-mkconfig	Generate a grub config file
grub-mkimage	Make a bootable image of GRUB
grub-mklayout	Generates a GRUB keyboard layout file
grub-mknetdir	Prepares a GRUB netboot directory
grub-mkpasswd-pbkdf2	Generates an encrypted PBKDF2 password for use in the boot menu
grub-mkrelpath	Makes a system pathname relative to its root
grub-mkrescue	Make a bootable image of GRUB suitable for a floppy disk or CDROM/DVD
grub-mkstandalone	Generates a standalone image
grub-ofpathname	Is a helper program that prints the path of a GRUB device
grub-probe	Probe device information for a given path or device
grub-reboot	Sets the default boot entry for GRUB for the next boot only
grub-render-label	Render Apple .disk_label for Apple Macs
grub-script-check	Checks GRUB configuration script for syntax errors
grub-set-default	Sets the default boot entry for GRUB
grub-sparc64-setup	Is a helper program for grub-setup
grub-syslinux2cfg	Transform a syslinux config file into grub.cfg format

8.60. Gzip-1.10

The Gzip package contains programs for compressing and decompressing files.

Approximate build time: 0.1 SBU
Required disk space: 19 MB

8.60.1. Installation of Gzip

Prepare Gzip for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

8.60.2. Contents of Gzip

Installed programs: gunzip, gzexe, gzip, uncompress (hard link with gunzip), zcat, zcmp, zdiff, zegrep, zfgrep, zforce, zgrep, zless, zmore, and znew

Short Descriptions

gunzip Decompresses gzipped files

gzexe Creates self-decompressing executable files

gzip Compresses the given files using Lempel-Ziv (LZ77) coding

uncompress Decompresses compressed files

zcat Decompresses the given gzipped files to standard output

zcmp Runs **cmp** on gzipped files

zdiff Runs **diff** on gzipped files

zegrep Runs **egrep** on gzipped files

zfgrep Runs **fgrep** on gzipped files

zforce Forces a `.gz` extension on all given files that are gzipped files, so that **gzip** will not compress them again; this can be useful when file names were truncated during a file transfer

zgrep Runs **grep** on gzipped files

zless Runs **less** on gzipped files

zmore Runs **more** on gzipped files

znew Re-compresses files from **compress** format to **gzip** format—`.Z` to `.gz`

8.61. IPRoute2-5.13.0

The IPRoute2 package contains programs for basic and advanced IPV4-based networking.

Approximate build time: 0.2 SBU
Required disk space: 15 MB

8.61.1. Installation of IPRoute2

The **arpd** program included in this package will not be built since it is dependent on Berkeley DB, which is not installed in LFS. However, a directory for **arpd** and a man page will still be installed. Prevent this by running the commands below. If the **arpd** binary is needed, instructions for compiling Berkeley DB can be found in the BLFS Book at *https://www.linuxfromscratch.org/blfs/view/11.0/server/db.html*.

```
sed -i /ARPD/d Makefile
rm -fv man/man8/arpd.8
```

It is also necessary to disable building two modules that require *https://www.linuxfromscratch.org/blfs/view/11.0/postlfs/iptables.html*.

```
sed -i 's/.m_ipt.o//' tc/Makefile
```

Compile the package:

```
make
```

This package does not have a working test suite.

Install the package:

```
make SBINDIR=/usr/sbin install
```

If desired, install the documentation:

```
mkdir -v              /usr/share/doc/iproute2-5.13.0
cp -v COPYING README* /usr/share/doc/iproute2-5.13.0
```

8.61.2. Contents of IPRoute2

Installed programs: bridge, ctstat (link to lnstat), genl, ifcfg, ifstat, ip, lnstat, nstat, routef, routel, rtacct, rtmon, rtpr, rtstat (link to lnstat), ss, and tc
Installed directories: /etc/iproute2, /usr/lib/tc, and /usr/share/doc/iproute2-5.13.0

Short Descriptions

bridge Configures network bridges

ctstat Connection status utility

genl Generic netlink utility frontend

ifcfg A shell script wrapper for the **ip** command [Note that it requires the **arping** and **rdisk** programs from the iputils package found at *http://www.skbuff.net/iputils/*.]

ifstat Shows the interface statistics, including the amount of transmitted and received packets by interface

ip The main executable. It has several different functions:
ip link *<device>* allows users to look at the state of devices and to make changes
ip addr allows users to look at addresses and their properties, add new addresses, and delete old ones
ip neighbor allows users to look at neighbor bindings and their properties, add new neighbor entries, and delete old ones
ip rule allows users to look at the routing policies and change them
ip route allows users to look at the routing table and change routing table rules
ip tunnel allows users to look at the IP tunnels and their properties, and change them
ip maddr allows users to look at the multicast addresses and their properties, and change them
ip mroute allows users to set, change, or delete the multicast routing
ip monitor allows users to continuously monitor the state of devices, addresses and routes

lnstat Provides Linux network statistics; it is a generalized and more feature-complete replacement for the old **rtstat** program

nstat Shows network statistics

routef A component of **ip route**. This is for flushing the routing tables

routel A component of **ip route**. This is for listing the routing tables

rtacct Displays the contents of `/proc/net/rt_acct`

rtmon Route monitoring utility

rtpr Converts the output of **ip -o** back into a readable form

rtstat Route status utility

ss Similar to the **netstat** command; shows active connections

tc Traffic Controlling Executable; this is for Quality Of Service (QOS) and Class Of Service (COS) implementations
tc qdisc allows users to setup the queueing discipline
tc class allows users to setup classes based on the queuing discipline scheduling
tc estimator allows users to estimate the network flow into a network
tc filter allows users to setup the QOS/COS packet filtering
tc policy allows users to setup the QOS/COS policies

8.62. Kbd-2.4.0

The Kbd package contains key-table files, console fonts, and keyboard utilities.

Approximate build time: 0.2 SBU
Required disk space: 33 MB

8.62.1. Installation of Kbd

The behaviour of the backspace and delete keys is not consistent across the keymaps in the Kbd package. The following patch fixes this issue for i386 keymaps:

```
patch -Np1 -i ../kbd-2.4.0-backspace-1.patch
```

After patching, the backspace key generates the character with code 127, and the delete key generates a well-known escape sequence.

Remove the redundant **resizecons** program (it requires the defunct svgalib to provide the video mode files - for normal use **setfont** sizes the console appropriately) together with its manpage.

```
sed -i '/RESIZECONS_PROGS=/s/yes/no/' configure
sed -i 's/resizecons.8 //' docs/man/man8/Makefile.in
```

Prepare Kbd for compilation:

```
./configure --prefix=/usr --disable-vlock
```

The meaning of the configure option:

`--disable-vlock`
This option prevents the vlock utility from being built because it requires the PAM library, which isn't available in the chroot environment.

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

Note

For some languages (e.g., Belarusian) the Kbd package doesn't provide a useful keymap where the stock “by” keymap assumes the ISO-8859-5 encoding, and the CP1251 keymap is normally used. Users of such languages have to download working keymaps separately.

If desired, install the documentation:

```
mkdir -v            /usr/share/doc/kbd-2.4.0
cp -R -v docs/doc/* /usr/share/doc/kbd-2.4.0
```

8.62.2. Contents of Kbd

Installed programs: chvt, deallocvt, dumpkeys, fgconsole, getkeycodes, kbdinfo, kbd_mode, kbdrate, loadkeys, loadunimap, mapscrn, openvt, psfaddtable (link to psfxtable), psfgettable (link to psfxtable), psfstriptable (link to psfxtable), psfxtable, setfont, setkeycodes, setleds, setmetamode, setvtrgb, showconsolefont, showkey, unicode_start, and unicode_stop

Installed directories: /usr/share/consolefonts, /usr/share/consoletrans, /usr/share/keymaps, /usr/share/doc/kbd-2.4.0, and /usr/share/unimaps

Short Descriptions

chvt	Changes the foreground virtual terminal
deallocvt	Deallocates unused virtual terminals
dumpkeys	Dumps the keyboard translation tables
fgconsole	Prints the number of the active virtual terminal
getkeycodes	Prints the kernel scancode-to-keycode mapping table
kbdinfo	Obtains information about the status of a console
kbd_mode	Reports or sets the keyboard mode
kbdrate	Sets the keyboard repeat and delay rates
loadkeys	Loads the keyboard translation tables
loadunimap	Loads the kernel unicode-to-font mapping table
mapscrn	An obsolete program that used to load a user-defined output character mapping table into the console driver; this is now done by **setfont**
openvt	Starts a program on a new virtual terminal (VT)
psfaddtable	Adds a Unicode character table to a console font
psfgettable	Extracts the embedded Unicode character table from a console font
psfstriptable	Removes the embedded Unicode character table from a console font
psfxtable	Handles Unicode character tables for console fonts
setfont	Changes the Enhanced Graphic Adapter (EGA) and Video Graphics Array (VGA) fonts on the console
setkeycodes	Loads kernel scancode-to-keycode mapping table entries; this is useful if there are unusual keys on the keyboard
setleds	Sets the keyboard flags and Light Emitting Diodes (LEDs)
setmetamode	Defines the keyboard meta-key handling
setvtrgb	Sets the console color map in all virtual terminals
showconsolefont	Shows the current EGA/VGA console screen font
showkey	Reports the scancodes, keycodes, and ASCII codes of the keys pressed on the keyboard
unicode_start	Puts the keyboard and console in UNICODE mode [Don't use this program unless your keymap file is in the ISO-8859-1 encoding. For other encodings, this utility produces incorrect results.]
unicode_stop	Reverts keyboard and console from UNICODE mode

8.63. Libpipeline-1.5.3

The Libpipeline package contains a library for manipulating pipelines of subprocesses in a flexible and convenient way.

Approximate build time: 0.1 SBU
Required disk space: 9.1 MB

8.63.1. Installation of Libpipeline

Prepare Libpipeline for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

8.63.2. Contents of Libpipeline

Installed library: libpipeline.so

Short Descriptions

`libpipeline` This library is used to safely construct pipelines between subprocesses

8.64. Make-4.3

The Make package contains a program for controlling the generation of executables and other non-source files of a package from source files.

Approximate build time: 0.6 SBU
Required disk space: 13 MB

8.64.1. Installation of Make

Prepare Make for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

8.64.2. Contents of Make

Installed program: make

Short Descriptions

make Automatically determines which pieces of a package need to be (re)compiled and then issues the relevant commands

8.65. Patch-2.7.6

The Patch package contains a program for modifying or creating files by applying a “patch” file typically created by the **diff** program.

Approximate build time: 0.2 SBU
Required disk space: 12 MB

8.65.1. Installation of Patch

Prepare Patch for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

8.65.2. Contents of Patch

Installed program: patch

Short Descriptions

patch Modifies files according to a patch file (A patch file is normally a difference listing created with the **diff** program. By applying these differences to the original files, **patch** creates the patched versions.)

8.66. Tar-1.34

The Tar package provides the ability to create tar archives as well as perform various other kinds of archive manipulation. Tar can be used on previously created archives to extract files, to store additional files, or to update or list files which were already stored.

Approximate build time: 1.9 SBU
Required disk space: 40 MB

8.66.1. Installation of Tar

Prepare Tar for compilation:

```
FORCE_UNSAFE_CONFIGURE=1  \
./configure --prefix=/usr
```

The meaning of the configure option:

`FORCE_UNSAFE_CONFIGURE=1`
This forces the test for `mknod` to be run as `root`. It is generally considered dangerous to run this test as the `root` user, but as it is being run on a system that has only been partially built, overriding it is OK.

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

One test, capabilities: binary store/restore, is known to fail if it is run (LFS lacks selinux), but will be skipped if the host kernel does not support extended attributes on the filesystem used for building LFS.

Install the package:

```
make install
make -C doc install-html docdir=/usr/share/doc/tar-1.34
```

8.66.2. Contents of Tar

Installed programs: tar
Installed directory: /usr/share/doc/tar-1.34

Short Descriptions

tar Creates, extracts files from, and lists the contents of archives, also known as tarballs

8.67. Texinfo-6.8

The Texinfo package contains programs for reading, writing, and converting info pages.

Approximate build time: 0.6 SBU
Required disk space: 112 MB

8.67.1. Installation of Texinfo

Prepare Texinfo for compilation:

```
./configure --prefix=/usr
```

Again, fix an issue building the package with Glibc-2.34 or later:

```
sed -e 's/__attribute_nonnull__/__nonnull/' \
    -i gnulib/lib/malloc/dynarray-skeleton.c
```

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

Optionally, install the components belonging in a TeX installation:

```
make TEXMF=/usr/share/texmf install-tex
```

The meaning of the make parameter:

TEXMF=/usr/share/texmf
The TEXMF makefile variable holds the location of the root of the TeX tree if, for example, a TeX package will be installed later.

The Info documentation system uses a plain text file to hold its list of menu entries. The file is located at /usr/share/info/dir. Unfortunately, due to occasional problems in the Makefiles of various packages, it can sometimes get out of sync with the info pages installed on the system. If the /usr/share/info/dir file ever needs to be recreated, the following optional commands will accomplish the task:

```
pushd /usr/share/info
  rm -v dir
  for f in *
    do install-info $f dir 2>/dev/null
  done
popd
```

8.67.2. Contents of Texinfo

Installed programs:	info, install-info, makeinfo (link to texi2any), pdftexi2dvi, pod2texi, texi2any, texi2dvi, texi2pdf, and texindex
Installed library:	MiscXS.so, Parsetexi.so, and XSParagraph.so (all in /usr/lib/texinfo)
Installed directories:	/usr/share/texinfo and /usr/lib/texinfo

Short Descriptions

info	Used to read info pages which are similar to man pages, but often go much deeper than just explaining all the available command line options [For example, compare **man bison** and **info bison**.]
install-info	Used to install info pages; it updates entries in the **info** index file
makeinfo	Translates the given Texinfo source documents into info pages, plain text, or HTML
pdftexi2dvi	Used to format the given Texinfo document into a Portable Document Format (PDF) file
pod2texi	Converts Pod to Texinfo format
texi2any	Translate Texinfo source documentation to various other formats
texi2dvi	Used to format the given Texinfo document into a device-independent file that can be printed
texi2pdf	Used to format the given Texinfo document into a Portable Document Format (PDF) file
texindex	Used to sort Texinfo index files

8.68. Vim-8.2.3337

The Vim package contains a powerful text editor.

Approximate build time: 2.3 SBU
Required disk space: 199 MB

Alternatives to Vim

If you prefer another editor—such as Emacs, Joe, or Nano—please refer to *https://www.linuxfromscratch.org/blfs/view/11.0/postlfs/editors.html* for suggested installation instructions.

8.68.1. Installation of Vim

First, change the default location of the `vimrc` configuration file to `/etc`:

```
echo '#define SYS_VIMRC_FILE "/etc/vimrc"' >> src/feature.h
```

Prepare vim for compilation:

```
./configure --prefix=/usr
```

Compile the package:

```
make
```

To prepare the tests, ensure that user `tester` can write to the source tree:

```
chown -Rv tester .
```

Now run the tests as user `tester`:

```
su tester -c "LANG=en_US.UTF-8 make -j1 test" &> vim-test.log
```

The test suite outputs a lot of binary data to the screen. This can cause issues with the settings of the current terminal. The problem can be avoided by redirecting the output to a log file as shown above. A successful test will result in the words "ALL DONE" in the log file at completion.

Install the package:

```
make install
```

Many users are used to using **vi** instead of **vim**. To allow execution of **vim** when users habitually enter **vi**, create a symlink for both the binary and the man page in the provided languages:

```
ln -sv vim /usr/bin/vi
for L in  /usr/share/man/{,*/}man1/vim.1; do
    ln -sv vim.1 $(dirname $L)/vi.1
done
```

By default, vim's documentation is installed in `/usr/share/vim`. The following symlink allows the documentation to be accessed via `/usr/share/doc/vim-8.2.3337`, making it consistent with the location of documentation for other packages:

```
ln -sv ../vim/vim82/doc /usr/share/doc/vim-8.2.3337
```

If an X Window System is going to be installed on the LFS system, it may be necessary to recompile vim after installing X. Vim comes with a GUI version of the editor that requires X and some additional libraries to be installed. For more information on this process, refer to the vim documentation and the vim installation page in the BLFS book at *https://www.linuxfromscratch.org/blfs/view/11.0/postlfs/vim.html*.

8.68.2. Configuring Vim

By default, **vim** runs in vi-incompatible mode. This may be new to users who have used other editors in the past. The "nocompatible" setting is included below to highlight the fact that a new behavior is being used. It also reminds those who would change to "compatible" mode that it should be the first setting in the configuration file. This is necessary because it changes other settings, and overrides must come after this setting. Create a default **vim** configuration file by running the following:

```
cat > /etc/vimrc << "EOF"
" Begin /etc/vimrc

" Ensure defaults are set before customizing settings, not after
source $VIMRUNTIME/defaults.vim
let skip_defaults_vim=1

set nocompatible
set backspace=2
set mouse=
syntax on
if (&term == "xterm") || (&term == "putty")
  set background=dark
endif

" End /etc/vimrc
EOF
```

The *`set nocompatible`* setting makes **vim** behave in a more useful way (the default) than the vi-compatible manner. Remove the "no" to keep the old **vi** behavior. The *`set backspace=2`* setting allows backspacing over line breaks, autoindents, and the start of an insert. The *`syntax on`* parameter enables vim's syntax highlighting. The *`set mouse=`* setting enables proper pasting of text with the mouse when working in chroot or over a remote connection. Finally, the *if* statement with the *`set background=dark`* setting corrects **vim**'s guess about the background color of some terminal emulators. This gives the highlighting a better color scheme for use on the black background of these programs.

Documentation for other available options can be obtained by running the following command:

```
vim -c ':options'
```

Note

By default, vim only installs spell files for the English language. To install spell files for your preferred language, download the `*.spl` and optionally, the `*.sug` files for your language and character encoding from *ftp://ftp.vim.org/pub/vim/runtime/spell/* and save them to `/usr/share/vim/vim82/spell/`.

To use these spell files, some configuration in `/etc/vimrc` is needed, e.g.:

```
set spelllang=en,ru
set spell
```

For more information, see the appropriate README file located at the URL above.

8.68.3. Contents of Vim

Installed programs: ex (link to vim), rview (link to vim), rvim (link to vim), vi (link to vim), view (link to vim), vim, vimdiff (link to vim), vimtutor, and xxd
Installed directory: /usr/share/vim

Short Descriptions

ex Starts **vim** in ex mode

rview Is a restricted version of **view**; no shell commands can be started and **view** cannot be suspended

rvim Is a restricted version of **vim**; no shell commands can be started and **vim** cannot be suspended

vi Link to **vim**

view Starts **vim** in read-only mode

vim Is the editor

vimdiff Edits two or three versions of a file with **vim** and shows differences

vimtutor Teaches the basic keys and commands of **vim**

xxd Creates a hex dump of the given file; it can also do the reverse, so it can be used for binary patching

8.69. Eudev-3.2.10

The Eudev package contains programs for dynamic creation of device nodes.

Approximate build time: 0.2 SBU
Required disk space: 80 MB

8.69.1. Installation of Eudev

Prepare Eudev for compilation:

```
./configure --prefix=/usr           \
            --bindir=/usr/sbin      \
            --sysconfdir=/etc       \
            --enable-manpages       \
            --disable-static
```

Compile the package:

```
make
```

Create some directories now that are needed for tests, but will also be used as a part of installation:

```
mkdir -pv /usr/lib/udev/rules.d
mkdir -pv /etc/udev/rules.d
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

Install some custom rules and support files useful in an LFS environment:

```
tar -xvf ../udev-lfs-20171102.tar.xz
make -f udev-lfs-20171102/Makefile.lfs install
```

8.69.2. Configuring Eudev

Information about hardware devices is maintained in the `/etc/udev/hwdb.d` and `/usr/lib/udev/hwdb.d` directories. Eudev needs that information to be compiled into a binary database `/etc/udev/hwdb.bin`. Create the initial database:

```
udevadm hwdb --update
```

This command needs to be run each time the hardware information is updated.

8.69.3. Contents of Eudev

Installed programs: udevadm and udevd
Installed libraries: libudev.so
Installed directories: /etc/udev, /usr/lib/udev, and /usr/share/doc/udev-udev-lfs-20171102

Short Descriptions

udevadm Generic udev administration tool: controls the udevd daemon, provides info from the Udev database, monitors uevents, waits for uevents to finish, tests Udev configuration, and triggers uevents for a given device

udevd A daemon that listens for uevents on the netlink socket, creates devices and runs the configured external programs in response to these uevents

`libudev` A library interface to udev device information

`/etc/udev` Contains Udev configuration files, device permissions, and rules for device naming

8.70. Man-DB-2.9.4

The Man-DB package contains programs for finding and viewing man pages.

Approximate build time: 0.4 SBU
Required disk space: 38 MB

8.70.1. Installation of Man-DB

Prepare Man-DB for compilation:

```
./configure --prefix=/usr                         \
            --docdir=/usr/share/doc/man-db-2.9.4 \
            --sysconfdir=/etc                     \
            --disable-setuid                      \
            --enable-cache-owner=bin              \
            --with-browser=/usr/bin/lynx          \
            --with-vgrind=/usr/bin/vgrind         \
            --with-grap=/usr/bin/grap             \
            --with-systemdtmpfilesdir=            \
            --with-systemdsystemunitdir=
```

The meaning of the configure options:

`--disable-setuid`
This disables making the **man** program setuid to user `man`.

`--enable-cache-owner=bin`
This makes the system-wide cache files be owned by user `bin`.

`--with-...`
These three parameters are used to set some default programs. **lynx** is a text-based web browser (see BLFS for installation instructions), **vgrind** converts program sources to Groff input, and **grap** is useful for typesetting graphs in Groff documents. The **vgrind** and **grap** programs are not normally needed for viewing manual pages. They are not part of LFS or BLFS, but you should be able to install them yourself after finishing LFS if you wish to do so.

`--with-systemd...`
These parameters prevent installing unneeded systemd directories and files.

Compile the package:

```
make
```

To test the results, issue:

```
make check
```

Install the package:

```
make install
```

8.70.2. Non-English Manual Pages in LFS

The following table shows the character set that Man-DB assumes manual pages installed under `/usr/share/man/<ll>` will be encoded with. In addition to this, Man-DB correctly determines if manual pages installed in that directory are UTF-8 encoded.

Table 8.1. Expected character encoding of legacy 8-bit manual pages

Language (code)	Encoding	Language (code)	Encoding
Danish (da)	ISO-8859-1	Croatian (hr)	ISO-8859-2
German (de)	ISO-8859-1	Hungarian (hu)	ISO-8859-2
English (en)	ISO-8859-1	Japanese (ja)	EUC-JP
Spanish (es)	ISO-8859-1	Korean (ko)	EUC-KR
Estonian (et)	ISO-8859-1	Lithuanian (lt)	ISO-8859-13
Finnish (fi)	ISO-8859-1	Latvian (lv)	ISO-8859-13
French (fr)	ISO-8859-1	Macedonian (mk)	ISO-8859-5
Irish (ga)	ISO-8859-1	Polish (pl)	ISO-8859-2
Galician (gl)	ISO-8859-1	Romanian (ro)	ISO-8859-2
Indonesian (id)	ISO-8859-1	Russian (ru)	KOI8-R
Icelandic (is)	ISO-8859-1	Slovak (sk)	ISO-8859-2
Italian (it)	ISO-8859-1	Slovenian (sl)	ISO-8859-2
Norwegian Bokmal (nb)	ISO-8859-1	Serbian Latin (sr@latin)	ISO-8859-2
Dutch (nl)	ISO-8859-1	Serbian (sr)	ISO-8859-5
Norwegian Nynorsk (nn)	ISO-8859-1	Turkish (tr)	ISO-8859-9
Norwegian (no)	ISO-8859-1	Ukrainian (uk)	KOI8-U
Portuguese (pt)	ISO-8859-1	Vietnamese (vi)	TCVN5712-1
Swedish (sv)	ISO-8859-1	Simplified Chinese (zh_CN)	GBK
Belarusian (be)	CP1251	Simplified Chinese, Singapore (zh_SG)	GBK
Bulgarian (bg)	CP1251	Traditional Chinese, Hong Kong (zh_HK)	BIG5HKSCS
Czech (cs)	ISO-8859-2	Traditional Chinese (zh_TW)	BIG5
Greek (el)	ISO-8859-7		

Note

Manual pages in languages not in the list are not supported.

8.70.3. Contents of Man-DB

Installed programs: accessdb, apropos (link to whatis), catman, lexgrog, man, mandb, manpath, and whatis
Installed libraries: libman.so and libmandb.so (both in /usr/lib/man-db)
Installed directories: /usr/lib/man-db, /usr/libexec/man-db, and /usr/share/doc/man-db-2.9.4

Short Descriptions

accessdb Dumps the **whatis** database contents in human-readable form

apropos Searches the **whatis** database and displays the short descriptions of system commands that contain a given string

catman Creates or updates the pre-formatted manual pages

lexgrog Displays one-line summary information about a given manual page

man Formats and displays the requested manual page

mandb Creates or updates the **whatis** database

manpath Displays the contents of $MANPATH or (if $MANPATH is not set) a suitable search path based on the settings in man.conf and the user's environment

whatis Searches the **whatis** database and displays the short descriptions of system commands that contain the given keyword as a separate word

`libman` Contains run-time support for **man**

`libmandb` Contains run-time support for **man**

8.71. Procps-ng-3.3.17

The Procps-ng package contains programs for monitoring processes.

Note

This package extracts to the directory `procps-3.3.17`, not the expected `procps-ng-3.3.17`.

Approximate build time: 0.5 SBU
Required disk space: 19 MB

8.71.1. Installation of Procps-ng

Prepare procps-ng for compilation:

```
./configure --prefix=/usr                            \
            --docdir=/usr/share/doc/procps-ng-3.3.17 \
            --disable-static                         \
            --disable-kill
```

The meaning of the configure option:

`--disable-kill`
This switch disables building the **kill** command that will be installed by the Util-linux package.

Compile the package:

```
make
```

To run the test suite, run:

```
make check
```

Five tests related to pkill are known to fail due to a problem with tests that were not updated.

Install the package:

```
make install
```

8.71.2. Contents of Procps-ng

Installed programs: free, pgrep, pidof, pkill, pmap, ps, pwdx, slabtop, sysctl, tload, top, uptime, vmstat, w, and watch
Installed library: libprocps.so
Installed directories: /usr/include/proc and /usr/share/doc/procps-ng-3.3.17

Short Descriptions

free Reports the amount of free and used memory (both physical and swap memory) in the system

pgrep Looks up processes based on their name and other attributes

pidof Reports the PIDs of the given programs

pkill Signals processes based on their name and other attributes

pmap	Reports the memory map of the given process
ps	Lists the current running processes
pwait	Waits for a process to finish before executing.
pwdx	Reports the current working directory of a process
slabtop	Displays detailed kernel slab cache information in real time
sysctl	Modifies kernel parameters at run time
tload	Prints a graph of the current system load average
top	Displays a list of the most CPU intensive processes; it provides an ongoing look at processor activity in real time
uptime	Reports how long the system has been running, how many users are logged on, and the system load averages
vmstat	Reports virtual memory statistics, giving information about processes, memory, paging, block Input/Output (IO), traps, and CPU activity
w	Shows which users are currently logged on, where, and since when
watch	Runs a given command repeatedly, displaying the first screen-full of its output; this allows a user to watch the output change over time
`libprocps`	Contains the functions used by most programs in this package

8.72. Util-linux-2.37.2

The Util-linux package contains miscellaneous utility programs. Among them are utilities for handling file systems, consoles, partitions, and messages.

Approximate build time: 1.1 SBU
Required disk space: 261 MB

8.72.1. Installation of Util-linux

Prepare Util-linux for compilation:

```
./configure ADJTIME_PATH=/var/lib/hwclock/adjtime   \
            --libdir=/usr/lib    \
            --docdir=/usr/share/doc/util-linux-2.37.2 \
            --disable-chfn-chsh  \
            --disable-login      \
            --disable-nologin    \
            --disable-su         \
            --disable-setpriv    \
            --disable-runuser    \
            --disable-pylibmount \
            --disable-static     \
            --without-python     \
            --without-systemd    \
            --without-systemdsystemunitdir \
            runstatedir=/run
```

The --disable and --without options prevent warnings about building components that require packages not in LFS or are inconsistent with programs installed by other packages.

Compile the package:

```
make
```

If desired, run the test suite as a non-root user:

Warning

Running the test suite as the `root` user can be harmful to your system. To run it, the CONFIG_SCSI_DEBUG option for the kernel must be available in the currently running system and must be built as a module. Building it into the kernel will prevent booting. For complete coverage, other BLFS packages must be installed. If desired, this test can be run after rebooting into the completed LFS system and running:

```
bash tests/run.sh --srcdir=$PWD --builddir=$PWD
```

Note

There is one test that fails in the chroot envronment and causes the tests to hang forever. The problem does not occur outside of the chroot envronment. To work around the problem, delete the test:

```
rm tests/ts/lsns/ioctl_ns
```

```
chown -Rv tester .
su tester -c "make -k check"
```

Install the package:

```
make install
```

8.72.2. Contents of Util-linux

Installed programs: addpart, agetty, blkdiscard, blkid, blkzone, blockdev, cal, cfdisk, chcpu, chmem, choom, chrt, col, colcrt, colrm, column, ctrlaltdel, delpart, dmesg, eject, fallocate, fdformat, fdisk, fincore, findfs, findmnt, flock, fsck, fsck.cramfs, fsck.minix, fsfreeze, fstrim, getopt, hexdump, hwclock, i386, ionice, ipcmk, ipcrm, ipcs, isosize, kill, last, lastb (link to last), ldattach, linux32, linux64, logger, look, losetup, lsblk, lscpu, lsipc, lslocks, lslogins, lsmem, lsns, mcookie, mesg, mkfs, mkfs.bfs, mkfs.cramfs, mkfs.minix, mkswap, more, mount, mountpoint, namei, nsenter, partx, pivot_root, prlimit, raw, readprofile, rename, renice, resizepart, rev, rfkill, rtcwake, script, scriptreplay, setarch, setsid, setterm, sfdisk, sulogin, swaplabel, swapoff (link to swapon), swapon, switch_root, taskset, ul, umount, uname26, unshare, utmpdump, uuidd, uuidgen, uuidparse, wall, wdctl, whereis, wipefs, x86_64, and zramctl

Installed libraries: libblkid.so, libfdisk.so, libmount.so, libsmartcols.so, and libuuid.so

Installed directories: /usr/include/blkid, /usr/include/libfdisk, /usr/include/libmount, /usr/include/libsmartcols, /usr/include/uuid, /usr/share/doc/util-linux-2.37.2, and /var/lib/hwclock

Short Descriptions

addpart Informs the Linux kernel of new partitions

agetty Opens a tty port, prompts for a login name, and then invokes the **login** program

blkdiscard Discards sectors on a device

blkid A command line utility to locate and print block device attributes

blkzone Runs zone command on the given block device

blockdev Allows users to call block device ioctls from the command line

cal Displays a simple calendar

cfdisk Manipulates the partition table of the given device

chcpu Modifies the state of CPUs

chmem Configures memory

choom Displays and adjusts OOM-killer score

chrt Manipulates real-time attributes of a process

col	Filters out reverse line feeds
colcrt	Filters **nroff** output for terminals that lack some capabilities, such as overstriking and half-lines
colrm	Filters out the given columns
column	Formats a given file into multiple columns
ctrlaltdel	Sets the function of the Ctrl+Alt+Del key combination to a hard or a soft reset
delpart	Asks the Linux kernel to remove a partition
dmesg	Dumps the kernel boot messages
eject	Ejects removable media
fallocate	Preallocates space to a file
fdformat	Low-level formats a floppy disk
fdisk	Manipulates the partition table of the given device
fincore	Counts pages of file contents in core
findfs	Finds a file system by label or Universally Unique Identifier (UUID)
findmnt	Is a command line interface to the libmount library for work with mountinfo, fstab and mtab files
flock	Acquires a file lock and then executes a command with the lock held
fsck	Is used to check, and optionally repair, file systems
fsck.cramfs	Performs a consistency check on the Cramfs file system on the given device
fsck.minix	Performs a consistency check on the Minix file system on the given device
fsfreeze	Is a very simple wrapper around FIFREEZE/FITHAW ioctl kernel driver operations
fstrim	Discards unused blocks on a mounted filesystem
getopt	Parses options in the given command line
hexdump	Dumps the given file in hexadecimal or in another given format
hwclock	Reads or sets the system's hardware clock, also called the Real-Time Clock (RTC) or Basic Input-Output System (BIOS) clock
i386	A symbolic link to setarch
ionice	Gets or sets the io scheduling class and priority for a program
ipcmk	Creates various IPC resources
ipcrm	Removes the given Inter-Process Communication (IPC) resource
ipcs	Provides IPC status information
isosize	Reports the size of an iso9660 file system
kill	Sends signals to processes
last	Shows which users last logged in (and out), searching back through the `/var/log/wtmp` file; it also shows system boots, shutdowns, and run-level changes
lastb	Shows the failed login attempts, as logged in `/var/log/btmp`
ldattach	Attaches a line discipline to a serial line
linux32	A symbolic link to setarch

linux64	A symbolic link to setarch
logger	Enters the given message into the system log
look	Displays lines that begin with the given string
losetup	Sets up and controls loop devices
lsblk	Lists information about all or selected block devices in a tree-like format
lscpu	Prints CPU architecture information
lsipc	Prints information on IPC facilities currently employed in the system
lslocks	Lists local system locks
lslogins	Lists information about users, groups and system accounts
lsmem	Lists the ranges of available memory with their online status
lsns	Lists namespaces
mcookie	Generates magic cookies (128-bit random hexadecimal numbers) for **xauth**
mesg	Controls whether other users can send messages to the current user's terminal
mkfs	Builds a file system on a device (usually a hard disk partition)
mkfs.bfs	Creates a Santa Cruz Operations (SCO) bfs file system
mkfs.cramfs	Creates a cramfs file system
mkfs.minix	Creates a Minix file system
mkswap	Initializes the given device or file to be used as a swap area
more	A filter for paging through text one screen at a time
mount	Attaches the file system on the given device to a specified directory in the file-system tree
mountpoint	Checks if the directory is a mountpoint
namei	Shows the symbolic links in the given pathnames
nsenter	Runs a program with namespaces of other processes
partx	Tells the kernel about the presence and numbering of on-disk partitions
pivot_root	Makes the given file system the new root file system of the current process
prlimit	Get and set a process' resource limits
raw	Bind a Linux raw character device to a block device
readprofile	Reads kernel profiling information
rename	Renames the given files, replacing a given string with another
renice	Alters the priority of running processes
resizepart	Asks the Linux kernel to resize a partition
rev	Reverses the lines of a given file
rkfill	Tool for enabling and disabling wireless devices
rtcwake	Used to enter a system sleep state until specified wakeup time
script	Makes a typescript of a terminal session
scriptreplay	Plays back typescripts using timing information

setarch	Changes reported architecture in a new program environment and sets personality flags
setsid	Runs the given program in a new session
setterm	Sets terminal attributes
sfdisk	A disk partition table manipulator
sulogin	Allows `root` to log in; it is normally invoked by **init** when the system goes into single user mode
swaplabel	Allows to change swaparea UUID and label
swapoff	Disables devices and files for paging and swapping
swapon	Enables devices and files for paging and swapping and lists the devices and files currently in use
switch_root	Switches to another filesystem as the root of the mount tree
tailf	Tracks the growth of a log file; displays the last 10 lines of a log file, then continues displaying any new entries in the log file as they are created
taskset	Retrieves or sets a process' CPU affinity
ul	A filter for translating underscores into escape sequences indicating underlining for the terminal in use
umount	Disconnects a file system from the system's file tree
uname26	A symbolic link to setarch
unshare	Runs a program with some namespaces unshared from parent
utmpdump	Displays the content of the given login file in a more user-friendly format
uuidd	A daemon used by the UUID library to generate time-based UUIDs in a secure and guaranteed-unique fashion
uuidgen	Creates new UUIDs. Each new UUID can reasonably be considered unique among all UUIDs created, on the local system and on other systems, in the past and in the future
uuidparse	An utility to parse unique identifiers
wall	Displays the contents of a file or, by default, its standard input, on the terminals of all currently logged in users
wdctl	Shows hardware watchdog status
whereis	Reports the location of the binary, source, and man page for the given command
wipefs	Wipes a filesystem signature from a device
x86_64	A symbolic link to setarch
zramctl	A program to set up and control zram (compressed ram disk) devices
`libblkid`	Contains routines for device identification and token extraction
`libfdisk`	Contains routines for manipulating partition tables
`libmount`	Contains routines for block device mounting and unmounting
`libsmartcols`	Contains routines for aiding screen output in tabular form
`libuuid`	Contains routines for generating unique identifiers for objects that may be accessible beyond the local system

8.73. E2fsprogs-1.46.4

The e2fsprogs package contains the utilities for handling the `ext2` file system. It also supports the `ext3` and `ext4` journaling file systems.

Approximate build time: 4.4 SBU on a spinning disk, 1.5 SBU on an SSD
Required disk space: 93 MB

8.73.1. Installation of E2fsprogs

The e2fsprogs documentation recommends that the package be built in a subdirectory of the source tree:

```
mkdir -v build
cd       build
```

Prepare e2fsprogs for compilation:

```
../configure --prefix=/usr           \
             --sysconfdir=/etc       \
             --enable-elf-shlibs     \
             --disable-libblkid      \
             --disable-libuuid       \
             --disable-uuidd         \
             --disable-fsck
```

The meaning of the configure options:

`--enable-elf-shlibs`
This creates the shared libraries which some programs in this package use.

`--disable-*`
This prevents e2fsprogs from building and installing the `libuuid` and `libblkid` libraries, the `uuidd` daemon, and the **fsck** wrapper, as util-linux installs more recent versions.

Compile the package:

```
make
```

To run the tests, issue:

```
make check
```

One test, u_direct_io, is known to fail on some systems.

Install the package:

```
make install
```

Remove useless static libraries:

```
rm -fv /usr/lib/{libcom_err,libe2p,libext2fs,libss}.a
```

This package installs a gzipped `.info` file but doesn't update the system-wide `dir` file. Unzip this file and then update the system `dir` file using the following commands:

```
gunzip -v /usr/share/info/libext2fs.info.gz
install-info --dir-file=/usr/share/info/dir /usr/share/info/libext2fs.info
```

If desired, create and install some additional documentation by issuing the following commands:

```
makeinfo -o      doc/com_err.info ../lib/et/com_err.texinfo
install -v -m644 doc/com_err.info /usr/share/info
install-info --dir-file=/usr/share/info/dir /usr/share/info/com_err.info
```

8.73.2. Contents of E2fsprogs

Installed programs:	badblocks, chattr, compile_et, debugfs, dumpe2fs, e2freefrag, e2fsck, e2image, e2label, e2mmpstatus, e2scrub, e2scrub_all, e2undo, e4crypt, e4defrag, filefrag, fsck.ext2, fsck.ext3, fsck.ext4, logsave, lsattr, mk_cmds, mke2fs, mkfs.ext2, mkfs.ext3, mkfs.ext4, mklost+found, resize2fs, and tune2fs
Installed libraries:	libcom_err.so, libe2p.so, libext2fs.so, and libss.so
Installed directories:	/usr/include/e2p, /usr/include/et, /usr/include/ext2fs, /usr/include/ss, /usr/lib/e2fsprogs, /usr/share/et, and /usr/share/ss

Short Descriptions

badblocks	Searches a device (usually a disk partition) for bad blocks
chattr	Changes the attributes of files on an `ext2` file system; it also changes `ext3` file systems, the journaling version of `ext2` file systems
compile_et	An error table compiler; it converts a table of error-code names and messages into a C source file suitable for use with the `com_err` library
debugfs	A file system debugger; it can be used to examine and change the state of an `ext2` file system
dumpe2fs	Prints the super block and blocks group information for the file system present on a given device
e2freefrag	Reports free space fragmentation information
e2fsck	Is used to check, and optionally repair `ext2` file systems and `ext3` file systems
e2image	Is used to save critical `ext2` file system data to a file
e2label	Displays or changes the file system label on the `ext2` file system present on a given device
e2mmpstatus	Checks MMP status of an ext4 filesystem
e2scrub	Checks the contents of a mounted ext[234] filesystem
e2scrub_all	Checks all mounted ext[234] filesystems for errors
e2undo	Replays the undo log undo_log for an ext2/ext3/ext4 filesystem found on a device [This can be used to undo a failed operation by an e2fsprogs program.]
e4crypt	Ext4 filesystem encryption utility
e4defrag	Online defragmenter for ext4 filesystems
filefrag	Reports on how badly fragmented a particular file might be
fsck.ext2	By default checks `ext2` file systems and is a hard link to **e2fsck**
fsck.ext3	By default checks `ext3` file systems and is a hard link to **e2fsck**
fsck.ext4	By default checks `ext4` file systems and is a hard link to **e2fsck**
logsave	Saves the output of a command in a log file
lsattr	Lists the attributes of files on a second extended file system

mk_cmds	Converts a table of command names and help messages into a C source file suitable for use with the `libss` subsystem library
mke2fs	Creates an `ext2` or `ext3` file system on the given device
mkfs.ext2	By default creates `ext2` file systems and is a hard link to **mke2fs**
mkfs.ext3	By default creates `ext3` file systems and is a hard link to **mke2fs**
mkfs.ext4	By default creates `ext4` file systems and is a hard link to **mke2fs**
mklost+found	Used to create a `lost+found` directory on an `ext2` file system; it pre-allocates disk blocks to this directory to lighten the task of **e2fsck**
resize2fs	Can be used to enlarge or shrink an `ext2` file system
tune2fs	Adjusts tunable file system parameters on an `ext2` file system
`libcom_err`	The common error display routine
`libe2p`	Used by **dumpe2fs**, **chattr**, and **lsattr**
`libext2fs`	Contains routines to enable user-level programs to manipulate an `ext2` file system
`libss`	Used by **debugfs**

8.74. Sysklogd-1.5.1

The sysklogd package contains programs for logging system messages, such as those given by the kernel when unusual things happen.

Approximate build time: less than 0.1 SBU
Required disk space: 0.6 MB

8.74.1. Installation of Sysklogd

First, fix problems that causes a segmentation fault under some conditions in klogd and fix an obsolete program construct:

```
sed -i '/Error loading kernel symbols/{n;n;d}' ksym_mod.c
sed -i 's/union wait/int/' syslogd.c
```

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make BINDIR=/sbin install
```

8.74.2. Configuring Sysklogd

Create a new `/etc/syslog.conf` file 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
```

8.74.3. Contents of Sysklogd

Installed programs: klogd and syslogd

Short Descriptions

klogd A system daemon for intercepting and logging kernel messages

syslogd Logs the messages that system programs offer for logging [Every logged message contains at least a date stamp and a hostname, and normally the program's name too, but that depends on how trusting the logging daemon is told to be.]

8.75. Sysvinit-2.99

The Sysvinit package contains programs for controlling the startup, running, and shutdown of the system.

Approximate build time: less than 0.1 SBU
Required disk space: 1.4 MB

8.75.1. Installation of Sysvinit

First, apply a patch that removes several programs installed by other packages, clarifies a message, and fixes a compiler warning:

```
patch -Np1 -i ../sysvinit-2.99-consolidated-1.patch
```

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

8.75.2. Contents of Sysvinit

Installed programs: bootlogd, fstab-decode, halt, init, killall5, poweroff (link to halt), reboot (link to halt), runlevel, shutdown, and telinit (link to init)

Short Descriptions

bootlogd Logs boot messages to a log file

fstab-decode Run a command with fstab-encoded arguments

halt Normally invokes **shutdown** with the *-h* option, except when already in run-level 0, then it tells the kernel to halt the system; it notes in the file `/var/log/wtmp` that the system is being brought down

init The first process to be started when the kernel has initialized the hardware which takes over the boot process and starts all the proceses specified in its configuration file

killall5 Sends a signal to all processes, except the processes in its own session so it will not kill its parent shell

poweroff Tells the kernel to halt the system and switch off the computer (see **halt**)

reboot Tells the kernel to reboot the system (see **halt**)

runlevel Reports the previous and the current run-level, as noted in the last run-level record in `/run/utmp`

shutdown Brings the system down in a secure way, signaling all processes and notifying all logged-in users

telinit Tells **init** which run-level to change to

8.76. About Debugging Symbols

Most programs and libraries are, by default, compiled with debugging symbols included (with **gcc**'s *-g* option). This means that when debugging a program or library that was compiled with debugging information, the debugger can provide not only memory addresses, but also the names of the routines and variables.

However, the inclusion of these debugging symbols enlarges a program or library significantly. The following is an example of the amount of space these symbols occupy:

- A **bash** binary with debugging symbols: 1200 KB
- A **bash** binary without debugging symbols: 480 KB
- Glibc and GCC files (`/lib` and `/usr/lib`) with debugging symbols: 87 MB
- Glibc and GCC files without debugging symbols: 16 MB

Sizes may vary depending on which compiler and C library were used, but when comparing programs with and without debugging symbols, the difference will usually be a factor between two and five.

Because most users will never use a debugger on their system software, a lot of disk space can be regained by removing these symbols. The next section shows how to strip all debugging symbols from the programs and libraries.

8.77. Stripping

This section is optional. If the intended user is not a programmer and does not plan to do any debugging on the system software, the system size can be decreased by about 2 GB by removing the debugging symbols from binaries and libraries. This causes no inconvenience other than not being able to debug the software fully anymore.

Most people who use the commands mentioned below do not experience any difficulties. However, it is easy to make a typo and render the new system unusable, so before running the **strip** commands, it is a good idea to make a backup of the LFS system in its current state.

The debugging symbols for selected libraries are placed in separate files. This debugging information is needed if running regression tests that use *valgrind* or *gdb* later in BLFS.

Note that **strip** will overwrite the binary or library file it is processing. This can crash the processes using code or data from the file. If the process running **strip** itself is affected, the binary or library being stripped can be destroyed and can make the system completely unusable. To avoid it, we'll copy some libraries and binaries into `/tmp`, strip them there, and install them back with the **install** command. Read the related entry in Section 8.2.1, “Upgrade Issues” for the rationale to use the **install** command here.

```
             libstdc++.so.6.0.29
             libitm.so.1.0.0
             libatomic.so.1.2.0"

cd /usr/lib

for LIB in $save_usrlib; do
    objcopy --only-keep-debug $LIB $LIB.dbg
    cp $LIB /tmp/$LIB
    strip --strip-unneeded /tmp/$LIB
    objcopy --add-gnu-debuglink=$LIB.dbg /tmp/$LIB
    install -vm755 /tmp/$LIB /usr/lib
    rm /tmp/$LIB
done

online_usrbin="bash find strip"
online_usrlib="libbfd-2.37.so
               libhistory.so.8.1
               libncursesw.so.6.2
               libm.so.6
               libreadline.so.8.1
               libz.so.1.2.11
               $(cd /usr/lib; find libnss*.so* -type f)"

for BIN in $online_usrbin; do
    cp /usr/bin/$BIN /tmp/$BIN
    strip --strip-unneeded /tmp/$BIN
    install -vm755 /tmp/$BIN /usr/bin
    rm /tmp/$BIN
done

for LIB in $online_usrlib; do
    cp /usr/lib/$LIB /tmp/$LIB
    strip --strip-unneeded /tmp/$LIB
    install -vm755 /tmp/$LIB /usr/lib
    rm /tmp/$LIB
done

for i in $(find /usr/lib -type f -name \*.so* ! -name \*dbg) \
         $(find /usr/lib -type f -name \*.a)                 \
         $(find /usr/{bin,sbin,libexec} -type f); do
    case "$online_usrbin $online_usrlib $save_usrlib" in
        *$(basename $i)* )
            ;;
        * ) strip --strip-unneeded $i
            ;;
    esac
done

unset BIN LIB save_usrlib online_usrbin online_usrlib
```

A large number of files will be reported as having their file format not recognized. These warnings can be safely ignored. They indicate that those files are scripts instead of binaries.

8.78. Cleaning Up

Finally, clean up some extra files left around from running tests:

```
rm -rf /tmp/*
```

Now log out and reenter the chroot environment with an updated chroot command. From now on, use this updated chroot command any time you need to reenter the chroot environment after exiting:

```
logout

chroot "$LFS" /usr/bin/env -i          \
    HOME=/root TERM="$TERM"            \
    PS1='(lfs chroot) \u:\w\$ '        \
    PATH=/usr/bin:/usr/sbin            \
    /bin/bash --login
```

Here the *+h* option is not used anymore, since all the previous programs have been replaced: hashing is therefore possible.

If the virtual kernel file systems have been unmounted, either manually or through a reboot, ensure that the virtual kernel file systems are mounted when reentering the chroot. This process was explained in Section 7.3.2, “Mounting and Populating /dev” and Section 7.3.3, “Mounting Virtual Kernel File Systems”.

There are also several files installed in the /usr/lib and /usr/libexec directories with a file name extension of .la. These are "libtool archive" files. As already said, they are only useful when linking with static libraries. They are unneeded, and potentially harmful, when using dynamic shared libraries, specially when using also non-autotools build systems. To remove them, run:

```
find /usr/lib /usr/libexec -name \*.la -delete
```

For more information about libtool archive files, see the *BLFS section "About Libtool Archive (.la) files"*.

The compiler built in Chapter 6 and Chapter 7 is still partially installed and not needed anymore. Remove it with:

```
find /usr -depth -name $(uname -m)-lfs-linux-gnu\* | xargs rm -rf
```

Finally, remove the temporary 'tester' user account created at the beginning of the previous chapter.

```
userdel -r tester
```

Chapter 9. System Configuration

9.1. Introduction

Booting a Linux system involves several tasks. The process must mount both virtual and real file systems, initialize devices, activate swap, check file systems for integrity, mount any swap partitions or files, set the system clock, bring up networking, start any daemons required by the system, and accomplish any other custom tasks needed by the user. This process must be organized to ensure the tasks are performed in the correct order but, at the same time, be executed as fast as possible.

9.1.1. System V

System V is the classic boot process that has been used in Unix and Unix-like systems such as Linux since about 1983. It consists of a small program, **init**, that sets up basic programs such as **login** (via getty) and runs a script. This script, usually named **rc**, controls the execution of a set of additional scripts that perform the tasks required to initialize the system.

The **init** program is controlled by the `/etc/inittab` file and is organized into run levels that can be run by the user:

```
0 — halt
1 — Single user mode
2 — Multiuser, without networking
3 — Full multiuser mode
4 — User definable
5 — Full multiuser mode with display manager
6 — reboot
```

The usual default run level is 3 or 5.

Advantages

- Established, well understood system.
- Easy to customize.

Disadvantages

- May be slower to boot. A medium speed base LFS system takes 8-12 seconds where the boot time is measured from the first kernel message to the login prompt. Network connectivity is typically established about 2 seconds after the login prompt.
- Serial processing of boot tasks. This is related to the previous point. A delay in any process such as a file system check, will delay the entire boot process.
- Does not directly support advanced features like control groups (cgroups), and per-user fair share scheduling.
- Adding scripts requires manual, static sequencing decisions.

9.2. LFS-Bootscripts-20210608

The LFS-Bootscripts package contains a set of scripts to start/stop the LFS system at bootup/shutdown. The configuration files and procedures needed to customize the boot process are described in the following sections.

Approximate build time: less than 0.1 SBU
Required disk space: 440 KB

9.2.1. Installation of LFS-Bootscripts

Install the package:

```
make install
```

9.2.2. Contents of LFS-Bootscripts

Installed scripts: checkfs, cleanfs, console, functions, halt, ifdown, ifup, localnet, modules, mountfs, mountvirtfs, network, rc, reboot, sendsignals, setclock, ipv4-static, swap, sysctl, sysklogd, template, udev, and udev_retry
Installed directories: /etc/rc.d, /etc/init.d (symbolic link), /etc/sysconfig, /lib/services, /lib/lsb (symbolic link)

Short Descriptions

checkfs Checks the integrity of the file systems before they are mounted (with the exception of journal and network based file systems)

cleanfs Removes files that should not be preserved between reboots, such as those in `/run/` and `/var/lock/`; it re-creates `/run/utmp` and removes the possibly present `/etc/nologin`, `/fastboot`, and `/forcefsck` files

console Loads the correct keymap table for the desired keyboard layout; it also sets the screen font

functions Contains common functions, such as error and status checking, that are used by several bootscripts

halt Halts the system

ifdown Stops a network device

ifup Initializes a network device

localnet Sets up the system's hostname and local loopback device

modules Loads kernel modules listed in `/etc/sysconfig/modules`, using arguments that are also given there

mountfs Mounts all file systems, except ones that are marked *noauto* or are network based

mountvirtfs Mounts virtual kernel file systems, such as `proc`

network Sets up network interfaces, such as network cards, and sets up the default gateway (where applicable)

rc The master run-level control script; it is responsible for running all the other bootscripts one-by-one, in a sequence determined by the name of the symbolic links being processed

reboot Reboots the system

sendsignals Makes sure every process is terminated before the system reboots or halts

setclock Resets the kernel clock to local time in case the hardware clock is not set to UTC time

ipv4-static Provides the functionality needed to assign a static Internet Protocol (IP) address to a network interface

swap Enables and disables swap files and partitions

sysctl Loads system configuration values from `/etc/sysctl.conf`, if that file exists, into the running kernel

sysklogd Starts and stops the system and kernel log daemons

template A template to create custom bootscripts for other daemons

udev Prepares the `/dev` directory and starts Udev

udev_retry Retries failed udev uevents, and copies generated rules files from `/run/udev` to `/etc/udev/rules.d` if required

9.3. Overview of Device and Module Handling

In Chapter 8, we installed the udev package when eudev was built. Before we go into the details regarding how this works, a brief history of previous methods of handling devices is in order.

Linux systems in general traditionally used a static device creation method, whereby a great many device nodes were created under `/dev` (sometimes literally thousands of nodes), regardless of whether the corresponding hardware devices actually existed. This was typically done via a **MAKEDEV** script, which contains a number of calls to the **mknod** program with the relevant major and minor device numbers for every possible device that might exist in the world.

Using the udev method, only those devices which are detected by the kernel get device nodes created for them. Because these device nodes will be created each time the system boots, they will be stored on a `devtmpfs` file system (a virtual file system that resides entirely in system memory). Device nodes do not require much space, so the memory that is used is negligible.

9.3.1. History

In February 2000, a new filesystem called `devfs` was merged into the 2.3.46 kernel and was made available during the 2.4 series of stable kernels. Although it was present in the kernel source itself, this method of creating devices dynamically never received overwhelming support from the core kernel developers.

The main problem with the approach adopted by `devfs` was the way it handled device detection, creation, and naming. The latter issue, that of device node naming, was perhaps the most critical. It is generally accepted that if device names are allowed to be configurable, then the device naming policy should be up to a system administrator, not imposed on them by any particular developer(s). The `devfs` file system also suffered from race conditions that were inherent in its design and could not be fixed without a substantial revision to the kernel. It was marked as deprecated for a long period – due to a lack of maintenance – and was finally removed from the kernel in June, 2006.

With the development of the unstable 2.5 kernel tree, later released as the 2.6 series of stable kernels, a new virtual filesystem called `sysfs` came to be. The job of `sysfs` is to export a view of the system's hardware configuration to userspace processes. With this userspace-visible representation, the possibility of developing a userspace replacement for `devfs` became much more realistic.

9.3.2. Udev Implementation

9.3.2.1. Sysfs

The `sysfs` filesystem was mentioned briefly above. One may wonder how `sysfs` knows about the devices present on a system and what device numbers should be used for them. Drivers that have been compiled into the kernel directly register their objects with a `sysfs` (devtmpfs internally) as they are detected by the kernel. For drivers compiled as modules, this registration will happen when the module is loaded. Once the `sysfs` filesystem is mounted (on /sys), data which the drivers register with `sysfs` are available to userspace processes and to udevd for processing (including modifications to device nodes).

9.3.2.2. Device Node Creation

Device files are created by the kernel by the `devtmpfs` filesystem. Any driver that wishes to register a device node will go through the `devtmpfs` (via the driver core) to do it. When a `devtmpfs` instance is mounted on `/dev`, the device node will initially be created with a fixed name, permissions, and owner.

A short time later, the kernel will send a uevent to **udevd**. Based on the rules specified in the files within the `/etc/udev/rules.d`, `/usr/lib/udev/rules.d`, and `/run/udev/rules.d` directories, **udevd** will create additional symlinks to the device node, or change its permissions, owner, or group, or modify the internal **udevd** database entry (name) for that object.

The rules in these three directories are numbered and all three directories are merged together. If **udevd** can't find a rule for the device it is creating, it will leave the permissions and ownership at whatever `devtmpfs` used initially.

9.3.2.3. Module Loading

Device drivers compiled as modules may have aliases built into them. Aliases are visible in the output of the **modinfo** program and are usually related to the bus-specific identifiers of devices supported by a module. For example, the *snd-fm801* driver supports PCI devices with vendor ID 0x1319 and device ID 0x0801, and has an alias of "pci:v00001319d00000801sv*sd*bc04sc01i*". For most devices, the bus driver exports the alias of the driver that would handle the device via `sysfs`. E.g., the `/sys/bus/pci/devices/0000:00:0d.0/modalias` file might contain the string "pci:v00001319d00000801sv00001319sd00001319bc04sc01i00". The default rules provided with udev will cause **udevd** to call out to **/sbin/modprobe** with the contents of the `MODALIAS` uevent environment variable (which should be the same as the contents of the `modalias` file in sysfs), thus loading all modules whose aliases match this string after wildcard expansion.

In this example, this means that, in addition to *snd-fm801*, the obsolete (and unwanted) *forte* driver will be loaded if it is available. See below for ways in which the loading of unwanted drivers can be prevented.

The kernel itself is also able to load modules for network protocols, filesystems, and NLS support on demand.

9.3.2.4. Handling Hotpluggable/Dynamic Devices

When you plug in a device, such as a Universal Serial Bus (USB) MP3 player, the kernel recognizes that the device is now connected and generates a uevent. This uevent is then handled by **udevd** as described above.

9.3.3. Problems with Loading Modules and Creating Devices

There are a few possible problems when it comes to automatically creating device nodes.

9.3.3.1. A kernel module is not loaded automatically

Udev will only load a module if it has a bus-specific alias and the bus driver properly exports the necessary aliases to `sysfs`. In other cases, one should arrange module loading by other means. With Linux-5.13.12, udev is known to load properly-written drivers for INPUT, IDE, PCI, USB, SCSI, SERIO, and FireWire devices.

To determine if the device driver you require has the necessary support for udev, run **modinfo** with the module name as the argument. Now try locating the device directory under `/sys/bus` and check whether there is a `modalias` file there.

If the `modalias` file exists in `sysfs`, the driver supports the device and can talk to it directly, but doesn't have the alias, it is a bug in the driver. Load the driver without the help from udev and expect the issue to be fixed later.

If there is no `modalias` file in the relevant directory under `/sys/bus`, this means that the kernel developers have not yet added modalias support to this bus type. With Linux-5.13.12, this is the case with ISA busses. Expect this issue to be fixed in later kernel versions.

Udev is not intended to load "wrapper" drivers such as *snd-pcm-oss* and non-hardware drivers such as *loop* at all.

9.3.3.2. A kernel module is not loaded automatically, and udev is not intended to load it

If the "wrapper" module only enhances the functionality provided by some other module (e.g., *snd-pcm-oss* enhances the functionality of *snd-pcm* by making the sound cards available to OSS applications), configure **modprobe** to load the wrapper after udev loads the wrapped module. To do this, add a "softdep" line to the corresponding `/etc/modprobe.d/<filename>.conf` file. For example:

```
softdep snd-pcm post: snd-pcm-oss
```

Note that the "softdep" command also allows `pre:` dependencies, or a mixture of both `pre:` and `post:` dependencies. See the `modprobe.d(5)` manual page for more information on "softdep" syntax and capabilities.

If the module in question is not a wrapper and is useful by itself, configure the **modules** bootscript to load this module on system boot. To do this, add the module name to the `/etc/sysconfig/modules` file on a separate line. This works for wrapper modules too, but is suboptimal in that case.

9.3.3.3. Udev loads some unwanted module

Either don't build the module, or blacklist it in a `/etc/modprobe.d/blacklist.conf` file as done with the *forte* module in the example below:

```
blacklist forte
```

Blacklisted modules can still be loaded manually with the explicit **modprobe** command.

9.3.3.4. Udev creates a device incorrectly, or makes a wrong symlink

This usually happens if a rule unexpectedly matches a device. For example, a poorly-written rule can match both a SCSI disk (as desired) and the corresponding SCSI generic device (incorrectly) by vendor. Find the offending rule and make it more specific, with the help of the **udevadm info** command.

9.3.3.5. Udev rule works unreliably

This may be another manifestation of the previous problem. If not, and your rule uses `sysfs` attributes, it may be a kernel timing issue, to be fixed in later kernels. For now, you can work around it by creating a rule that waits for the used `sysfs` attribute and appending it to the `/etc/udev/rules.d/10-wait_for_sysfs.rules` file (create this file if it does not exist). Please notify the LFS Development list if you do so and it helps.

9.3.3.6. Udev does not create a device

Further text assumes that the driver is built statically into the kernel or already loaded as a module, and that you have already checked that udev doesn't create a misnamed device.

Udev has no information needed to create a device node if a kernel driver does not export its data to `sysfs`. This is most common with third party drivers from outside the kernel tree. Create a static device node in `/usr/lib/udev/devices` with the appropriate major/minor numbers (see the file `devices.txt` inside the kernel documentation or the documentation provided by the third party driver vendor). The static device node will be copied to `/dev` by **udev**.

9.3.3.7. Device naming order changes randomly after rebooting

This is due to the fact that udev, by design, handles uevents and loads modules in parallel, and thus in an unpredictable order. This will never be "fixed". You should not rely upon the kernel device names being stable. Instead, create your own rules that make symlinks with stable names based on some stable attributes of the device, such as a serial number or the output of various *_id utilities installed by udev. See Section 9.4, "Managing Devices" and Section 9.5, "General Network Configuration" for examples.

9.3.4. Useful Reading

Additional helpful documentation is available at the following sites:

- A Userspace Implementation of `devfs` *http://www.kroah.com/linux/talks/ols_2003_udev_paper/Reprint-Kroah-Hartman-OLS2003.pdf*
- The `sysfs` Filesystem *http://www.kernel.org/pub/linux/kernel/people/mochel/doc/papers/ols-2005/mochel.pdf*

9.4. Managing Devices

9.4.1. Network Devices

Udev, by default, names network devices according to Firmware/BIOS data or physical characteristics like the bus, slot, or MAC address. The purpose of this naming convention is to ensure that network devices are named consistently and not based on the time the network card was discovered. For example, on a computer having two network cards made by Intel and Realtek, the network card manufactured by Intel may become eth0 and the Realtek card becomes eth1. In some cases, after a reboot the cards could get renumbered the other way around.

In the new naming scheme, typical network device names would then be something like enp5s0 or wlp3s0. If this naming convention is not desired, the traditional naming scheme or a custom scheme can be implemented.

9.4.1.1. Disabling Persistent Naming on the Kernel Command Line

The traditional naming scheme using eth0, eth1, etc can be restored by adding **`net.ifnames=0`** on the kernel command line. This is most appropriate for those systems that have only one ethernet device of the same type. Laptops often have multiple ethernet connections that are named eth0 and wlan0 and are also candidates for this method. The command line is passed in the GRUB configuration file. See Section 10.4.4, “Creating the GRUB Configuration File”.

9.4.1.2. Creating Custom Udev Rules

The naming scheme can be customized by creating custom udev rules. A script has been included that generates the initial rules. Generate these rules by running:

```
bash /usr/lib/udev/init-net-rules.sh
```

Now, inspect the `/etc/udev/rules.d/70-persistent-net.rules` file, to find out which name was assigned to which network device:

```
cat /etc/udev/rules.d/70-persistent-net.rules
```

Note

In some cases such as when MAC addresses have been assigned to a network card manually or in a virtual environment such as Qemu or Xen, the network rules file may not have been generated because addresses are not consistently assigned. In these cases, this method cannot be used.

The file begins with a comment block followed by two lines for each NIC. The first line for each NIC is a commented description showing its hardware IDs (e.g. its PCI vendor and device IDs, if it's a PCI card), along with its driver in parentheses, if the driver can be found. Neither the hardware ID nor the driver is used to determine which name to give an interface; this information is only for reference. The second line is the udev rule that matches this NIC and actually assigns it a name.

All udev rules are made up of several keys, separated by commas and optional whitespace. This rule's keys and an explanation of each of them are as follows:

- `SUBSYSTEM=="net"` - This tells udev to ignore devices that are not network cards.
- `ACTION=="add"` - This tells udev to ignore this rule for a uevent that isn't an add ("remove" and "change" uevents also happen, but don't need to rename network interfaces).
- `DRIVERS=="?*"` - This exists so that udev will ignore VLAN or bridge sub-interfaces (because these sub-interfaces do not have drivers). These sub-interfaces are skipped because the name that would be assigned would collide with their parent devices.
- `ATTR{address}` - The value of this key is the NIC's MAC address.
- `ATTR{type}=="1"` - This ensures the rule only matches the primary interface in the case of certain wireless drivers which create multiple virtual interfaces. The secondary interfaces are skipped for the same reason that VLAN and bridge sub-interfaces are skipped: there would be a name collision otherwise.
- `NAME` - The value of this key is the name that udev will assign to this interface.

The value of `NAME` is the important part. Make sure you know which name has been assigned to each of your network cards before proceeding, and be sure to use that `NAME` value when creating your configuration files below.

9.4.2. CD-ROM symlinks

Some software that you may want to install later (e.g., various media players) expect the `/dev/cdrom` and `/dev/dvd` symlinks to exist, and to point to a CD-ROM or DVD-ROM device. Also, it may be convenient to put references to those symlinks into `/etc/fstab`. Udev comes with a script that will generate rules files to create these symlinks for you, depending on the capabilities of each device, but you need to decide which of two modes of operation you wish to have the script use.

First, the script can operate in “by-path” mode (used by default for USB and FireWire devices), where the rules it creates depend on the physical path to the CD or DVD device. Second, it can operate in “by-id” mode (default for IDE and SCSI devices), where the rules it creates depend on identification strings stored on the CD or DVD device itself. The path is determined by udev's **path_id** script, and the identification strings are read from the hardware by its **ata_id** or **scsi_id** programs, depending on which type of device you have.

There are advantages to each approach; the correct approach to use will depend on what kinds of device changes may happen. If you expect the physical path to the device (that is, the ports and/or slots that it plugs into) to change, for example because you plan on moving the drive to a different IDE port or a different USB connector, then you should use the “by-id” mode. On the other hand, if you expect the device's identification to change, for example because it may die, and you would replace it with a different device with the same capabilities and which is plugged into the same connectors, then you should use the “by-path” mode.

If either type of change is possible with your drive, then choose a mode based on the type of change you expect to happen more often.

Important

External devices (for example, a USB-connected CD drive) should not use by-path persistence, because each time the device is plugged into a new external port, its physical path will change. All externally-connected devices will have this problem if you write udev rules to recognize them by their physical path; the problem is not limited to CD and DVD drives.

If you wish to see the values that the udev scripts will use, then for the appropriate CD-ROM device, find the corresponding directory under `/sys` (e.g., this can be `/sys/block/hdd`) and run a command similar to the following:

```
udevadm test /sys/block/hdd
```

Look at the lines containing the output of various *_id programs. The “by-id” mode will use the ID_SERIAL value if it exists and is not empty, otherwise it will use a combination of ID_MODEL and ID_REVISION. The “by-path” mode will use the ID_PATH value.

If the default mode is not suitable for your situation, then the following modification can be made to the `/etc/udev/rules.d/83-cdrom-symlinks.rules` file, as follows (where *`mode`* is one of “by-id” or “by-path”):

```
sed -e 's/"write_cd_rules"/"write_cd_rules mode"/' \
    -i /etc/udev/rules.d/83-cdrom-symlinks.rules
```

Note that it is not necessary to create the rules files or symlinks at this time because you have bind-mounted the host's `/dev` directory into the LFS system and we assume the symlinks exist on the host. The rules and symlinks will be created the first time you boot your LFS system.

However, if you have multiple CD-ROM devices, then the symlinks generated at that time may point to different devices than they point to on your host because devices are not discovered in a predictable order. The assignments created when you first boot the LFS system will be stable, so this is only an issue if you need the symlinks on both systems to point to the same device. If you need that, then inspect (and possibly edit) the generated `/etc/udev/rules.d/70-persistent-cd.rules` file after booting, to make sure the assigned symlinks match what you need.

9.4.3. Dealing with duplicate devices

As explained in Section 9.3, “Overview of Device and Module Handling”, the order in which devices with the same function appear in `/dev` is essentially random. E.g., if you have a USB web camera and a TV tuner, sometimes `/dev/video0` refers to the camera and `/dev/video1` refers to the tuner, and sometimes after a reboot the order changes. For all classes of hardware except sound cards and network cards, this is fixable by creating udev rules for custom persistent symlinks. The case of network cards is covered separately in Section 9.5, “General Network Configuration”, and sound card configuration can be found in *BLFS*.

For each of your devices that is likely to have this problem (even if the problem doesn't exist in your current Linux distribution), find the corresponding directory under `/sys/class` or `/sys/block`. For video devices, this may be `/sys/class/video4linux/videoX`. Figure out the attributes that identify the device uniquely (usually, vendor and product IDs and/or serial numbers work):

```
udevadm info -a -p /sys/class/video4linux/video0
```

Then write rules that create the symlinks, e.g.:

```
cat > /etc/udev/rules.d/83-duplicate_devs.rules << "EOF"

# Persistent symlinks for webcam and tuner
KERNEL=="video*", ATTRS{idProduct}=="1910", ATTRS{idVendor}=="0d81", SYMLINK+="web
KERNEL=="video*", ATTRS{device}=="0x036f",  ATTRS{vendor}=="0x109e", SYMLINK+="tvt

EOF
```

The result is that `/dev/video0` and `/dev/video1` devices still refer randomly to the tuner and the web camera (and thus should never be used directly), but there are symlinks `/dev/tvtuner` and `/dev/webcam` that always point to the correct device.

9.5. General Network Configuration

9.5.1. Creating Network Interface Configuration Files

Which interfaces are brought up and down by the network script usually depends on the files in `/etc/sysconfig/`. This directory should contain a file for each interface to be configured, such as `ifconfig.xyz`, where "xyz" should describe the network card. The interface name (e.g. eth0) is usually appropriate. Inside this file are attributes to this interface, such as its IP address(es), subnet masks, and so forth. It is necessary that the stem of the filename be *ifconfig*.

Note

If the procedure in the previous section was not used, udev will assign network card interface names based on system physical characteristics such as enp2s1. If you are not sure what your interface name is, you can always run **ip link** or **ls /sys/class/net** after you have booted your system.

The following command creates a sample file for the *eth0* device with a static IP address:

```
cd /etc/sysconfig/
cat > ifconfig.eth0 << "EOF"
ONBOOT=yes
IFACE=eth0
SERVICE=ipv4-static
IP=192.168.1.2
GATEWAY=192.168.1.1
PREFIX=24
BROADCAST=192.168.1.255
EOF
```

The values in italics must be changed in every file to match the proper setup.

If the `ONBOOT` variable is set to "yes" the System V network script will bring up the Network Interface Card (NIC) during the system boot process. If set to anything but "yes" the NIC will be ignored by the network script and not be automatically brought up. The interface can be manually started or stopped with the **ifup** and **ifdown** commands.

The `IFACE` variable defines the interface name, for example, eth0. It is required for all network device configuration files. The filename extension must match this value.

The `SERVICE` variable defines the method used for obtaining the IP address. The LFS-Bootscripts package has a modular IP assignment format, and creating additional files in the `/lib/services/` directory allows other IP assignment methods. This is commonly used for Dynamic Host Configuration Protocol (DHCP), which is addressed in the BLFS book.

The `GATEWAY` variable should contain the default gateway IP address, if one is present. If not, then comment out the variable entirely.

The PREFIX variable contains the number of bits used in the subnet. Each octet in an IP address is 8 bits. If the subnet's netmask is 255.255.255.0, then it is using the first three octets (24 bits) to specify the network number. If the netmask is 255.255.255.240, it would be using the first 28 bits. Prefixes longer than 24 bits are commonly used by DSL and cable-based Internet Service Providers (ISPs). In this example (PREFIX=24), the netmask is 255.255.255.0. Adjust the PREFIX variable according to your specific subnet. If omitted, the PREFIX defaults to 24.

For more information see the **ifup** man page.

9.5.2. Creating the /etc/resolv.conf File

The system will need some means of obtaining Domain Name Service (DNS) name resolution to resolve Internet domain names to IP addresses, and vice versa. This is best achieved by placing the IP address of the DNS server, available from the ISP or network administrator, into /etc/resolv.conf. Create the file by running the following:

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

domain <Your Domain Name>
nameserver <IP address of your primary nameserver>
nameserver <IP address of your secondary nameserver>

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

The domain statement can be omitted or replaced with a search statement. See the man page for resolv.conf for more details.

Replace *<IP address of the nameserver>* with the IP address of the DNS most appropriate for the setup. There will often be more than one entry (requirements demand secondary servers for fallback capability). If you only need or want one DNS server, remove the second *nameserver* line from the file. The IP address may also be a router on the local network.

Note

The Google Public IPv4 DNS addresses are 8.8.8.8 and 8.8.4.4.

9.5.3. Configuring the system hostname

During the boot process, the file /etc/hostname is used for establishing the system's hostname.

Create the /etc/hostname file and enter a hostname by running:

```
echo "<lfs>" > /etc/hostname
```

<lfs> needs to be replaced with the name given to the computer. Do not enter the Fully Qualified Domain Name (FQDN) here. That information is put in the /etc/hosts file.

9.5.4. Customizing the /etc/hosts File

Decide on the IP address, fully-qualified domain name (FQDN), and possible aliases for use in the /etc/hosts file. The syntax is:

```
IP_address myhost.example.org aliases
```

Unless the computer is to be visible to the Internet (i.e., there is a registered domain and a valid block of assigned IP addresses—most users do not have this), make sure that the IP address is in the private network IP address range. Valid ranges are:

```
Private Network Address Range      Normal Prefix
10.0.0.1 - 10.255.255.254           8
172.x.0.1 - 172.x.255.254           16
192.168.y.1 - 192.168.y.254         24
```

x can be any number in the range 16-31. y can be any number in the range 0-255.

A valid private IP address could be 192.168.1.1. A valid FQDN for this IP could be lfs.example.org.

Even if not using a network card, a valid FQDN is still required. This is necessary for certain programs to operate correctly.

Create the `/etc/hosts` file by running:

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

127.0.0.1 localhost.localdomain localhost
127.0.1.1 <FQDN> <HOSTNAME>
<192.168.1.1> <FQDN> <HOSTNAME> [alias1] [alias2 ...]
::1       localhost ip6-localhost ip6-loopback
ff02::1   ip6-allnodes
ff02::2   ip6-allrouters

# End /etc/hosts
EOF
```

The *<192.168.1.1>*, *<FQDN>*, and *<HOSTNAME>* values need to be changed for specific uses or requirements (if assigned an IP address by a network/system administrator and the machine will be connected to an existing network). The optional alias name(s) can be omitted.

9.6. System V Bootscript Usage and Configuration

9.6.1. How Do the System V Bootscripts Work?

Linux uses a special booting facility named SysVinit that is based on a concept of *run-levels*. It can be quite different from one system to another, so it cannot be assumed that because things worked in one particular Linux distribution, they should work the same in LFS too. LFS has its own way of doing things, but it respects generally accepted standards.

SysVinit (which will be referred to as “init” from now on) works using a run-levels scheme. There are seven (numbered 0 to 6) run-levels (actually, there are more run-levels, but they are for special cases and are generally not used. See `init(8)` for more details), and each one of those corresponds to the actions the computer is supposed to perform when it starts up. The default run-level is 3. Here are the descriptions of the different run-levels as they are 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
```

9.6.2. Configuring Sysvinit

During the kernel initialization, the first program that is run is either specified on the command line or, by default **init**. This program reads the initialization file `/etc/inittab`. Create this file with:

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

id:3:initdefault:

si::sysinit:/etc/rc.d/init.d/rc S

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

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

su:S016:once:/sbin/sulogin

1:2345:respawn:/sbin/agetty --noclear 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
```

An explanation of this initialization file is in the man page for *inittab*. For LFS, the key command that is run is **rc**. The initialization file above will instruct **rc** to run all the scripts starting with an S in the `/etc/rc.d/rcS.d` directory followed by all the scripts starting with an S in the `/etc/rc.d/rc?.d` directory where the question mark is specified by the initdefault value.

As a convenience, the **rc** script reads a library of functions in `/lib/lsb/init-functions`. This library also reads an optional configuration file, `/etc/sysconfig/rc.site`. Any of the system configuration file parameters described in subsequent sections can be alternatively placed in this file allowing consolidation of all system parameters in this one file.

As a debugging convenience, the functions script also logs all output to `/run/var/bootlog`. Since the `/run` directory is a tmpfs, this file is not persistent across boots, however it is appended to the more permanent file `/var/log/boot.log` at the end of the boot process.

9.6.2.1. Changing Run Levels

Changing run-levels is done with **init *<runlevel>***, where *<runlevel>* is the target run-level. For example, to reboot the computer, a user could issue the **init 6** command, which is an alias for the **reboot** command. Likewise, **init 0** is an alias for the **halt** command.

There are a number of directories under `/etc/rc.d` that look like `rc?.d` (where ? is the number of the run-level) and `rcsysinit.d`, all containing a number of symbolic links. Some begin with a *K*, the others begin with an *S*, and all of them have two 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 00 to 99—the lower the number the earlier it gets executed. When **init** switches to another run-level, the appropriate services are either started or stopped, depending on the runlevel chosen.

The real scripts are in `/etc/rc.d/init.d`. They do the actual work, and the symlinks all point to them. K links and S links point to the same script in `/etc/rc.d/init.d`. This is because the scripts can be called with different parameters like *`start`*, *`stop`*, *`restart`*, *`reload`*, and *`status`*. When a K link is encountered, the appropriate script is run with the *`stop`* argument. When an S link is encountered, the appropriate script is run with the *`start`* argument.

There is one exception to this explanation. Links that start with an *S* in the `rc0.d` and `rc6.d` directories will not cause anything to be started. They will be called with the parameter *`stop`* to stop something. The logic behind this is that when a user is going to reboot or halt the system, nothing needs to be started. The system only needs to be stopped.

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. This is used after the configuration file of a service was modified, when the service does not need to be restarted.

`status`
: Tells if the service is running and with which PIDs.

Feel free to modify the way the boot process works (after all, it is your own LFS system). The files given here are an example of how it can be done.

9.6.3. Udev Bootscripts

The `/etc/rc.d/init.d/udev` initscript starts **udevd**, triggers any "coldplug" devices that have already been created by the kernel and waits for any rules to complete. The script also unsets the uevent handler from the default of `/sbin/hotplug` . This is done because the kernel no longer needs to call out to an external binary. Instead **udevd** will listen on a netlink socket for uevents that the kernel raises.

The **/etc/rc.d/init.d/udev_retry** initscript takes care of re-triggering events for subsystems whose rules may rely on filesystems that are not mounted until the **mountfs** script is run (in particular, `/usr` and `/var` may cause this). This script runs after the **mountfs** script, so those rules (if re-triggered) should succeed the second time around. It is configured from the `/etc/sysconfig/udev_retry` file; any words in this file other than comments are considered subsystem names to trigger at retry time. To find the subsystem of a device, use **udevadm info --attribute-walk <device>** where <device> is an absolute path in /dev or /sys such as /dev/sr0 or /sys/class/rtc.

For information on kernel module loading and udev, see Section 9.3.2.3, “Module Loading”.

9.6.4. Configuring the System Clock

The **setclock** script reads the time from the hardware clock, also known as the BIOS or the Complementary Metal Oxide Semiconductor (CMOS) clock. If the hardware clock is set to UTC, this script will convert the hardware clock's time to the local time using the `/etc/localtime` file (which tells the **hwclock** program which timezone to use). There is no way to detect whether or not the hardware clock is set to UTC, so this needs to be configured manually.

The **setclock** program is run via udev when the kernel detects the hardware capability upon boot. It can also be run manually with the stop parameter to store the system time to the CMOS clock.

If you cannot remember whether or not the hardware clock is set to UTC, find out by running the **`hwclock --localtime --show`** command. This will display what the current time is according to the hardware clock. If this time matches whatever your watch says, then the hardware clock is set to local time. If the output from **hwclock** is not local time, chances are it is set to UTC time. Verify this by adding or subtracting the proper amount of hours for the timezone to the time shown by **hwclock**. For example, if you are currently in the MST timezone, which is also known as GMT -0700, add seven hours to the local time.

Change the value of the `UTC` variable below to a value of *`0`* (zero) if the hardware clock is *NOT* set to UTC time.

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

```
cat > /etc/sysconfig/clock << "EOF"
# Begin /etc/sysconfig/clock

UTC=1

# Set this to any options you might need to give to hwclock,
# such as machine hardware clock type for Alphas.
CLOCKPARAMS=

# End /etc/sysconfig/clock
EOF
```

A good hint explaining how to deal with time on LFS is available at *https://www.linuxfromscratch.org/hints/downloads/files/time.txt*. It explains issues such as time zones, UTC, and the `TZ` environment variable.

Note

The CLOCKPARAMS and UTC paramaters may also be set in the `/etc/sysconfig/rc.site` file.

9.6.5. Configuring the Linux Console

This section discusses how to configure the **console** bootscript that sets up the keyboard map, console font, and console kernel log level. If non-ASCII characters (e.g., the copyright sign, the British pound sign and Euro symbol) will not be used and the keyboard is a U.S. one, much of this section can be skipped. Without the configuration file, (or equivalent settings in `rc.site`), the **console** bootscript will do nothing.

The **console** script reads the `/etc/sysconfig/console` file for configuration information. Decide which keymap and screen font will be used. Various language-specific HOWTOs can also help with this, see *http://www.tldp.org/HOWTO/HOWTO-INDEX/other-lang.html*. If still in doubt, look in the `/usr/share/keymaps` and `/usr/share/consolefonts` directories for valid keymaps and screen fonts. Read `loadkeys(1)` and `setfont(8)` manual pages to determine the correct arguments for these programs.

The `/etc/sysconfig/console` file should contain lines of the form: VARIABLE="value". The following variables are recognized:

LOGLEVEL

This variable specifies the log level for kernel messages sent to the console as set by **dmesg -n**. Valid levels are from "1" (no messages) to "8". The default level is "7".

KEYMAP

This variable specifies the arguments for the **loadkeys** program, typically, the name of keymap to load, e.g., “it”. If this variable is not set, the bootscript will not run the **loadkeys** program, and the default kernel keymap will be used. Note that a few keymaps have multiple versions with the same name (cz and its variants in qwerty/ and qwertz/, es in olpc/ and qwerty/, and trf in fgGIod/ and qwerty/). In these cases the parent directory should also be specified (e.g. qwerty/es) to ensure the proper keymap is loaded.

KEYMAP_CORRECTIONS

This (rarely used) variable specifies the arguments for the second call to the **loadkeys** program. This is useful if the stock keymap is not completely satisfactory and a small adjustment has to be made. E.g., to include the Euro sign into a keymap that normally doesn't have it, set this variable to “euro2”.

FONT

This variable specifies the arguments for the **setfont** program. Typically, this includes the font name, “-m”, and the name of the application character map to load. E.g., in order to load the “lat1-16” font together with the “8859-1” application character map (as it is appropriate in the USA), set this variable to “lat1-16 -m 8859-1”. In UTF-8 mode, the kernel uses the application character map for conversion of composed 8-bit key codes in the keymap to UTF-8, and thus the argument of the "-m" parameter should be set to the encoding of the composed key codes in the keymap.

UNICODE

Set this variable to “1”, “yes” or “true” in order to put the console into UTF-8 mode. This is useful in UTF-8 based locales and harmful otherwise.

LEGACY_CHARSET

For many keyboard layouts, there is no stock Unicode keymap in the Kbd package. The **console** bootscript will convert an available keymap to UTF-8 on the fly if this variable is set to the encoding of the available non-UTF-8 keymap.

Some examples:

- For a non-Unicode setup, only the KEYMAP and FONT variables are generally needed. E.g., for a Polish setup, one would use:

```
cat > /etc/sysconfig/console << "EOF"
# Begin /etc/sysconfig/console

KEYMAP="pl2"
FONT="lat2a-16 -m 8859-2"

# End /etc/sysconfig/console
EOF
```

- As mentioned above, it is sometimes necessary to adjust a stock keymap slightly. The following example adds the Euro symbol to the German keymap:

```
cat > /etc/sysconfig/console << "EOF"
# Begin /etc/sysconfig/console

KEYMAP="de-latin1"
KEYMAP_CORRECTIONS="euro2"
FONT="lat0-16 -m 8859-15"
UNICODE="1"

# End /etc/sysconfig/console
EOF
```

- The following is a Unicode-enabled example for Bulgarian, where a stock UTF-8 keymap exists:

```
cat > /etc/sysconfig/console << "EOF"
# Begin /etc/sysconfig/console

UNICODE="1"
KEYMAP="bg_bds-utf8"
FONT="LatArCyrHeb-16"

# End /etc/sysconfig/console
EOF
```

- Due to the use of a 512-glyph LatArCyrHeb-16 font in the previous example, bright colors are no longer available on the Linux console unless a framebuffer is used. If one wants to have bright colors without a framebuffer and can live without characters not belonging to his language, it is still possible to use a language-specific 256-glyph font, as illustrated below:

```
cat > /etc/sysconfig/console << "EOF"
# Begin /etc/sysconfig/console

UNICODE="1"
KEYMAP="bg_bds-utf8"
FONT="cyr-sun16"

# End /etc/sysconfig/console
EOF
```

- The following example illustrates keymap autoconversion from ISO-8859-15 to UTF-8 and enabling dead keys in Unicode mode:

```
cat > /etc/sysconfig/console << "EOF"
# Begin /etc/sysconfig/console

UNICODE="1"
KEYMAP="de-latin1"
KEYMAP_CORRECTIONS="euro2"
LEGACY_CHARSET="iso-8859-15"
FONT="LatArCyrHeb-16 -m 8859-15"

# End /etc/sysconfig/console
EOF
```

- Some keymaps have dead keys (i.e., keys that don't produce a character by themselves, but put an accent on the character produced by the next key) or define composition rules (such as: “press Ctrl+. A E to get Æ” in the default keymap). Linux-5.13.12 interprets dead keys and composition rules in the keymap correctly only when the source characters to be composed together are not multibyte. This deficiency doesn't affect keymaps for European languages, because there accents are added to unaccented ASCII characters, or two ASCII characters are composed together. However, in UTF-8 mode it is a problem; e.g., for the Greek language, where one sometimes needs to put an accent on the letter “alpha”. The solution is either to avoid the use of UTF-8, or to install the X window system that doesn't have this limitation in its input handling.
- For Chinese, Japanese, Korean, and some other languages, the Linux console cannot be configured to display the needed characters. Users who need such languages should install the X Window System, fonts that cover the necessary character ranges, and the proper input method (e.g., SCIM, supports a wide variety of languages).

Note

The `/etc/sysconfig/console` file only controls the Linux text console localization. It has nothing to do with setting the proper keyboard layout and terminal fonts in the X Window System, with ssh sessions, or with a serial console. In such situations, limitations mentioned in the last two list items above do not apply.

9.6.6. Creating Files at Boot

At times, it is desirable to create files at boot time. For instance, the `/tmp/.ICE-unix` directory is often needed. This can be done by creating an entry in the `/etc/sysconfig/createfiles` configuration script. The format of this file is embedded in the comments of the default configuration file.

9.6.7. Configuring the sysklogd Script

The `sysklogd` script invokes the **syslogd** program as a part of System V initialization. The *`-m 0`* option turns off the periodic timestamp mark that **syslogd** writes to the log files every 20 minutes by default. If you want to turn on this periodic timestamp mark, edit `/etc/sysconfig/rc.site` and define the variable SYSKLOGD_PARMS to the desired value. For instance, to remove all parameters, set the variable to a null value:

```
SYSKLOGD_PARMS=
```

See **`man syslogd`** for more options.

9.6.8. The rc.site File

The optional `/etc/sysconfig/rc.site` file contains settings that are automatically set for each SystemV boot script. It can alternatively set the values specified in the `hostname`, `console`, and `clock` files in the `/etc/sysconfig/` directory. If the associated variables are present in both these separate files and `rc.site`, the values in the script specific files have precedence.

`rc.site` also contains parameters that can customize other aspects of the boot process. Setting the IPROMPT variable will enable selective running of bootscripts. Other options are described in the file comments. The default version of the file is as follows:

```
# rc.site
# Optional parameters for boot scripts.

# Distro Information
# These values, if specified here, override the defaults
#DISTRO="Linux From Scratch" # The distro name
#DISTRO_CONTACT="lfs-dev@linuxfromscratch.org" # Bug report address
#DISTRO_MINI="LFS" # Short name used in filenames for distro config

# Define custom colors used in messages printed to the screen

# Please consult `man console_codes` for more information
# under the "ECMA-48 Set Graphics Rendition" section
#
# Warning: when switching from a 8bit to a 9bit font,
# the linux console will reinterpret the bold (1;) to
# the top 256 glyphs of the 9bit font.  This does
# not affect framebuffer consoles

# These values, if specified here, override the defaults
#BRACKET="\\033[1;34m" # Blue
#FAILURE="\\033[1;31m" # Red
#INFO="\\033[1;36m"    # Cyan
```

```
#NORMAL="\\033[0;39m"  # Grey
#SUCCESS="\\033[1;32m" # Green
#WARNING="\\033[1;33m" # Yellow

# Use a colored prefix
# These values, if specified here, override the defaults
#BMPREFIX="     "
#SUCCESS_PREFIX="${SUCCESS}  *  ${NORMAL} "
#FAILURE_PREFIX="${FAILURE}*****${NORMAL} "
#WARNING_PREFIX="${WARNING} *** ${NORMAL} "

# Manually seet the right edge of message output (characters)
# Useful when resetting console font during boot to override
# automatic screen width detection
#COLUMNS=120

# Interactive startup
#IPROMPT="yes" # Whether to display the interactive boot prompt
#itime="3"    # The amount of time (in seconds) to display the prompt

# The total length of the distro welcome string, without escape codes
#wlen=$(echo "Welcome to ${DISTRO}" | wc -c )
#welcome_message="Welcome to ${INFO}${DISTRO}${NORMAL}"

# The total length of the interactive string, without escape codes
#ilen=$(echo "Press 'I' to enter interactive startup" | wc -c )
#i_message="Press '${FAILURE}I${NORMAL}' to enter interactive startup"

# Set scripts to skip the file system check on reboot
#FASTBOOT=yes

# Skip reading from the console
#HEADLESS=yes

# Write out fsck progress if yes
#VERBOSE_FSCK=no

# Speed up boot without waiting for settle in udev
#OMIT_UDEV_SETTLE=y

# Speed up boot without waiting for settle in udev_retry
#OMIT_UDEV_RETRY_SETTLE=yes

# Skip cleaning /tmp if yes
#SKIPTMPCLEAN=no

# For setclock
```

```
#UTC=1
#CLOCKPARAMS=

# For consolelog (Note that the default, 7=debug, is noisy)
#LOGLEVEL=7

# For network
#HOSTNAME=mylfs

# Delay between TERM and KILL signals at shutdown
#KILLDELAY=3

# Optional sysklogd parameters
#SYSKLOGD_PARMS="-m 0"

# Console parameters
#UNICODE=1
#KEYMAP="de-latin1"
#KEYMAP_CORRECTIONS="euro2"
#FONT="lat0-16 -m 8859-15"
#LEGACY_CHARSET=
```

9.6.8.1. Customizing the Boot and Shutdown Scripts

The LFS boot scripts boot and shut down a system in a fairly efficient manner, but there are a few tweaks that you can make in the rc.site file to improve speed even more and to adjust messages according to your preferences. To do this, adjust the settings in the `/etc/sysconfig/rc.site` file above.

- During the boot script `udev`, there is a call to **udev settle** that requires some time to complete. This time may or may not be required depending on devices present in the system. If you only have simple partitions and a single ethernet card, the boot process will probably not need to wait for this command. To skip it, set the variable OMIT_UDEV_SETTLE=y.
- The boot script `udev_retry` also runs **udev settle** by default. This command is only needed by default if the `/var` directory is separately mounted. This is because the clock needs the file `/var/lib/hwclock/adjtime`. Other customizations may also need to wait for udev to complete, but in many installations it is not needed. Skip the command by setting the variable OMIT_UDEV_RETRY_SETTLE=y.
- By default, the file system checks are silent. This can appear to be a delay during the bootup process. To turn on the **fsck** output, set the variable VERBOSE_FSCK=y.
- When rebooting, you may want to skip the filesystem check, **fsck**, completely. To do this, either create the file `/fastboot` or reboot the system with the command **/sbin/shutdown -f -r now**. On the other hand, you can force all file systems to be checked by creating `/forcefsck` or running **shutdown** with the `-F` parameter instead of `-f`.

  Setting the variable FASTBOOT=y will disable **fsck** during the boot process until it is removed. This is not recommended on a permanent basis.

- Normally, all files in the `/tmp` directory are deleted at boot time. Depending on the number of files or directories present, this can cause a noticeable delay in the boot process. To skip removing these files set the variable SKIPTMPCLEAN=y.
- During shutdown, the **init** program sends a TERM signal to each program it has started (e.g. agetty), waits for a set time (default 3 seconds), and sends each process a KILL signal and waits again. This process is repeated in the **sendsignals** script for any processes that are not shut down by their own scripts. The delay for **init** can be set by passing a parameter. For example to remove the delay in **init**, pass the -t0 parameter when shutting down or rebooting (e.g. **/sbin/shutdown -t0 -r now**). The delay for the **sendsignals** script can be skipped by setting the parameter KILLDELAY=0.

9.7. The Bash Shell Startup Files

The shell program **/bin/bash** (hereafter referred to as “the shell”) uses a collection of startup files to help create an environment to run in. Each file has a specific use and may affect login and interactive environments differently. The files in the `/etc` directory provide global settings. If an equivalent file exists in the home directory, it may override the global settings.

An interactive login shell is started after a successful login, using **/bin/login**, by reading the `/etc/passwd` file. An interactive non-login shell is started at the command-line (e.g., `[prompt]$` **/bin/bash**). A non-interactive shell is usually present when a shell script is running. It is non-interactive because it is processing a script and not waiting for user input between commands.

For more information, see **info bash** under the *Bash Startup Files and Interactive Shells* section.

The files `/etc/profile` and `~/.bash_profile` are read when the shell is invoked as an interactive login shell.

The base `/etc/profile` below sets some environment variables necessary for native language support. Setting them properly results in:

- The output of programs translated into the native language
- Correct classification of characters into letters, digits and other classes. This is necessary for **bash** to properly accept non-ASCII characters in command lines in non-English locales
- The correct alphabetical sorting order for the country
- Appropriate default paper size
- Correct formatting of monetary, time, and date values

Replace *<ll>* below with the two-letter code for the desired language (e.g., “en”) and *<CC>* with the two-letter code for the appropriate country (e.g., “GB”). *<charmap>* should be replaced with the canonical charmap for your chosen locale. Optional modifiers such as “@euro” may also be present.

The list of all locales supported by Glibc can be obtained by running the following command:

```
locale -a
```

Charmaps can have a number of aliases, e.g., “ISO-8859-1” is also referred to as “iso8859-1” and “iso88591”. Some applications cannot handle the various synonyms correctly (e.g., require that “UTF-8” is written as “UTF-8”, not “utf8”), so it is safest in most cases to choose the canonical name for a particular locale. To determine the canonical name, run the following command, where *<locale name>* is the output given by **locale -a** for your preferred locale (“en_GB.iso88591” in our example).

```
LC_ALL=<locale name> locale charmap
```

For the “en_GB.iso88591” locale, the above command will print:

```
ISO-8859-1
```

This results in a final locale setting of “en_GB.ISO-8859-1”. It is important that the locale found using the heuristic above is tested prior to it being added to the Bash startup files:

```
LC_ALL=<locale name> locale language
LC_ALL=<locale name> locale charmap
LC_ALL=<locale name> locale int_curr_symbol
LC_ALL=<locale name> locale int_prefix
```

The above commands should print the language name, the character encoding used by the locale, the local currency, and the prefix to dial before the telephone number in order to get into the country. If any of the commands above fail with a message similar to the one shown below, this means that your locale was either not installed in Section 8.5, “Glibc-2.34” or is not supported by the default installation of Glibc.

```
locale: Cannot set LC_* to default locale: No such file or directory
```

If this happens, you should either install the desired locale using the **localedef** command, or consider choosing a different locale. Further instructions assume that there are no such error messages from Glibc.

Other packages can also function incorrectly (but may not necessarily display any error messages) if the locale name does not meet their expectations. In those cases, investigating how other Linux distributions support your locale might provide some useful information.

Once the proper locale settings have been determined, create the `/etc/profile` file:

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

export LANG=<ll>_<CC>.<charmap><@modifiers>

# End /etc/profile
EOF
```

The “C” (default) and “en_US.utf8” (the recommended one for United States English users) locales are different. “C” uses the US-ASCII 7-bit character set, and treats bytes with the high bit set as invalid characters. That's why, e.g., the **ls** command substitutes them with question marks in that locale. Also, an attempt to send mail with such characters from Mutt or Pine results in non-RFC-conforming messages being sent (the charset in the outgoing mail is indicated as “unknown 8-bit”). So you can use the “C” locale only if you are sure that you will never need 8-bit characters.

UTF-8 based locales are not supported well by some programs. Work is in progress to document and, if possible, fix such problems, see *https://www.linuxfromscratch.org/blfs/view/11.0/introduction/locale-issues.html*.

9.8. Creating the /etc/inputrc File

The `inputrc` file is the configuration file for the readline library, which provides editing capabilities while the user is entering a line from the terminal. It works by translating keyboard inputs into specific actions. Readline is used by bash and most other shells as well as many other applications.

Most people do not need user-specific functionality so the command below creates a global `/etc/inputrc` used by everyone who logs in. If you later decide you need to override the defaults on a per user basis, you can create a `.inputrc` file in the user's home directory with the modified mappings.

For more information on how to edit the `inputrc` file, see **info bash** under the *Readline Init File* section. **info readline** is also a good source of information.

Below is a generic global `inputrc` along with comments to explain what the various options do. Note that comments cannot be on the same line as commands. Create the file using the following command:

```
cat > /etc/inputrc << "EOF"
# Begin /etc/inputrc
# Modified by Chris Lynn <roryo@roryo.dynup.net>

# Allow the command prompt to wrap to the next line
set horizontal-scroll-mode Off

# Enable 8bit input
set meta-flag On
set input-meta On

# Turns off 8th bit stripping
set convert-meta Off

# Keep the 8th bit for display
set output-meta On

# none, visible or audible
set bell-style none

# All of the following map the escape sequence of the value
# contained in the 1st argument to the readline specific functions
"\eOd": backward-word
"\eOc": forward-word

# for linux console
"\e[1~": beginning-of-line
"\e[4~": end-of-line
"\e[5~": beginning-of-history
"\e[6~": end-of-history
"\e[3~": delete-char
"\e[2~": quoted-insert

# for xterm
"\eOH": beginning-of-line
"\eOF": end-of-line

# for Konsole
"\e[H": beginning-of-line
"\e[F": end-of-line

# End /etc/inputrc
EOF
```

9.9. Creating the /etc/shells File

The `shells` file contains a list of login shells on the system. Applications use this file to determine whether a shell is valid. For each shell a single line should be present, consisting of the shell's path relative to the root of the directory structure (/).

For example, this file is consulted by **chsh** to determine whether an unprivileged user may change the login shell for her own account. If the command name is not listed, the user will be denied the ability to change shells.

It is a requirement for applications such as GDM which does not populate the face browser if it can't find `/etc/shells`, or FTP daemons which traditionally disallow access to users with shells not included in this file.

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

/bin/sh
/bin/bash

# End /etc/shells
EOF
```

Chapter 10. Making the LFS System Bootable

10.1. Introduction

It is time to make the LFS system bootable. This chapter discusses creating the `/etc/fstab` file, building a kernel for the new LFS system, and installing the GRUB boot loader so that the LFS system can be selected for booting at startup.

10.2. Creating the /etc/fstab File

The `/etc/fstab` file is used by some programs to determine where file systems are to be mounted by default, in which order, and which must be checked (for integrity errors) prior to mounting. Create a new file systems table like this:

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

# file system  mount-point  type     options             dump  fsck
#                                                              order

/dev/<xxx>     /            <fff>    defaults            1     1
/dev/<yyy>     swap         swap     pri=1               0     0
proc           /proc        proc     nosuid,noexec,nodev 0     0
sysfs          /sys         sysfs    nosuid,noexec,nodev 0     0
devpts         /dev/pts     devpts   gid=5,mode=620      0     0
tmpfs          /run         tmpfs    defaults            0     0
devtmpfs       /dev         devtmpfs mode=0755,nosuid    0     0

# End /etc/fstab
EOF
```

Replace *<xxx>*, *<yyy>*, and *<fff>* with the values appropriate for the system, for example, `sda2`, `sda5`, and `ext4`. For details on the six fields in this file, see **man 5 fstab**.

Filesystems with MS-DOS or Windows origin (i.e. vfat, ntfs, smbfs, cifs, iso9660, udf) need a special option, utf8, in order for non-ASCII characters in file names to be interpreted properly. For non-UTF-8 locales, the value of `iocharset` should be set to be the same as the character set of the locale, adjusted in such a way that the kernel understands it. This works if the relevant character set definition (found under File systems -> Native Language Support when configuring the kernel) has been compiled into the kernel or built as a module. However, if the character set of the locale is UTF-8, the corresponding option `iocharset=utf8` would make the file system case sensitive. To fix this, use the special option `utf8` instead of `iocharset=utf8`, for UTF-8 locales. The “codepage” option is also needed for vfat and smbfs filesystems. It should be set to the codepage number used under MS-DOS in your country. For example, in order to mount USB flash drives, a ru_RU.KOI8-R user would need the following in the options portion of its mount line in `/etc/fstab`:

```
noauto,user,quiet,showexec,codepage=866,iocharset=koi8r
```

The corresponding options fragment for ru_RU.UTF-8 users is:

```
noauto,user,quiet,showexec,codepage=866,utf8
```

Note that using `iocharset` is the default for `iso8859-1` (which keeps the file system case insensitive), and the `utf8` option tells the kernel to convert the file names using UTF-8 so they can be interpreted in the UTF-8 locale.

It is also possible to specify default codepage and iocharset values for some filesystems during kernel configuration. The relevant parameters are named “Default NLS Option” (`CONFIG_NLS_DEFAULT`), “Default Remote NLS Option” (`CONFIG_SMB_NLS_DEFAULT`), “Default codepage for FAT” (`CONFIG_FAT_DEFAULT_CODEPAGE`), and “Default iocharset for FAT” (`CONFIG_FAT_DEFAULT_IOCHARSET`). There is no way to specify these settings for the ntfs filesystem at kernel compilation time.

It is possible to make the ext3 filesystem reliable across power failures for some hard disk types. To do this, add the `barrier=1` mount option to the appropriate entry in `/etc/fstab`. To check if the disk drive supports this option, run *hdparm* on the applicable disk drive. For example, if:

```
hdparm -I /dev/sda | grep NCQ
```

returns non-empty output, the option is supported.

Note: Logical Volume Management (LVM) based partitions cannot use the `barrier` option.

10.3. Linux-5.13.12

The Linux package contains the Linux kernel.

Approximate build time: 1.5 - 130.0 SBU (typically about 12 SBU)
Required disk space: 1200 - 8800 MB (typically about 1700 MB)

10.3.1. Installation of the kernel

Building the kernel involves a few steps—configuration, compilation, and installation. Read the `README` file in the kernel source tree for alternative methods to the way this book configures the kernel.

Prepare for compilation by running the following command:

```
make mrproper
```

This ensures that the kernel tree is absolutely clean. The kernel team recommends that this command be issued prior to each kernel compilation. Do not rely on the source tree being clean after un-tarring.

There are several ways to configure the kernel options. Usually, This is done through a menu-driven interface, for example:

```
make menuconfig
```

The meaning of optional make environment variables:

`LANG=<host_LANG_value> LC_ALL=`

This establishes the locale setting to the one used on the host. This may be needed for a proper menuconfig ncurses interface line drawing on a UTF-8 linux text console.

If used, be sure to replace *`<host_LANG_value>`* by the value of the `$LANG` variable from your host. You can alternatively use instead the host's value of `$LC_ALL` or `$LC_CTYPE`.

make menuconfig

This launches an ncurses menu-driven interface. For other (graphical) interfaces, type **make help**.

For general information on kernel configuration see *https://www.linuxfromscratch.org/hints/downloads/files/kernel-configuration.txt*. BLFS has some information regarding particular kernel configuration requirements of packages outside of LFS at *https://www.linuxfromscratch.org/blfs/view/11.0/longindex.html#kernel-config-index*. Additional information about configuring and building the kernel can be found at *http://www.kroah.com/lkn/*

Note

A good starting place for setting up the kernel configuration is to run **make defconfig**. This will set the base configuration to a good state that takes your current system architecture into account.

Be sure to enable/disable/set the following features or the system might not work correctly or boot at all:

```
Device Drivers  --->
  Generic Driver Options  --->
   [ ] Support for uevent helper [CONFIG_UEVENT_HELPER]
   [*] Maintain a devtmpfs filesystem to mount at /dev [CONFIG_DEVTMPFS]
```

There are several other options that may be desired depending on the requirements for the system. For a list of options needed for BLFS packages, see the *BLFS Index of Kernel Settings* (https://www.linuxfromscratch.org/blfs/view/11.0/longindex.html#kernel-config-index).

Note

If your host hardware is using UEFI and you wish to boot the LFS system with it, you should adjust some kernel configuration following *the BLFS page*.

The rationale for the above configuration items:

`Support for uevent helper`
Having this option set may interfere with device management when using Udev/Eudev.

`Maintain a devtmpfs`
This will create automated device nodes which are populated by the kernel, even without Udev running. Udev then runs on top of this, managing permissions and adding symlinks. This configuration item is required for all users of Udev/Eudev.

Alternatively, **make oldconfig** may be more appropriate in some situations. See the `README` file for more information.

If desired, skip kernel configuration by copying the kernel config file, `.config`, from the host system (assuming it is available) to the unpacked `linux-5.13.12` directory. However, we do not recommend this option. It is often better to explore all the configuration menus and create the kernel configuration from scratch.

Compile the kernel image and modules:

```
make
```

If using kernel modules, module configuration in `/etc/modprobe.d` may be required. Information pertaining to modules and kernel configuration is located in Section 9.3, “Overview of Device and Module Handling” and in the kernel documentation in the `linux-5.13.12/Documentation` directory. Also, `modprobe.d(5)` may be of interest.

Unless module support has been disabled in the kernel configuration, install the modules with:

```
make modules_install
```

After kernel compilation is complete, additional steps are required to complete the installation. Some files need to be copied to the `/boot` directory.

Caution

If the host system has a separate /boot partition, the files copied below should go there. The easiest way to do that is to bind /boot on the host (outside chroot) to /mnt/lfs/boot before proceeding. As the root user in the *host system*:

```
mount --bind /boot /mnt/lfs/boot
```

The path to the kernel image may vary depending on the platform being used. The filename below can be changed to suit your taste, but the stem of the filename should be *vmlinuz* to be compatible with the automatic setup of the boot process described in the next section. The following command assumes an x86 architecture:

```
cp -iv arch/x86/boot/bzImage /boot/vmlinuz-5.13.12-lfs-11.0
```

`System.map` is a symbol file for the kernel. It maps the function entry points of every function in the kernel API, as well as the addresses of the kernel data structures for the running kernel. It is used as a resource when investigating kernel problems. Issue the following command to install the map file:

```
cp -iv System.map /boot/System.map-5.13.12
```

The kernel configuration file `.config` produced by the **make menuconfig** step above contains all the configuration selections for the kernel that was just compiled. It is a good idea to keep this file for future reference:

```
cp -iv .config /boot/config-5.13.12
```

Install the documentation for the Linux kernel:

```
install -d /usr/share/doc/linux-5.13.12
cp -r Documentation/* /usr/share/doc/linux-5.13.12
```

It is important to note that the files in the kernel source directory are not owned by *root*. Whenever a package is unpacked as user *root* (like we did inside chroot), the files have the user and group IDs of whatever they were on the packager's computer. This is usually not a problem for any other package to be installed because the source tree is removed after the installation. However, the Linux source tree is often retained for a long time. Because of this, there is a chance that whatever user ID the packager used will be assigned to somebody on the machine. That person would then have write access to the kernel source.

Note

In many cases, the configuration of the kernel will need to be updated for packages that will be installed later in BLFS. Unlike other packages, it is not necessary to remove the kernel source tree after the newly built kernel is installed.

If the kernel source tree is going to be retained, run **chown -R 0:0** on the `linux-5.13.12` directory to ensure all files are owned by user *root*.

Warning

Some kernel documentation recommends creating a symlink from `/usr/src/linux` pointing to the kernel source directory. This is specific to kernels prior to the 2.6 series and *must not* be created on an LFS system as it can cause problems for packages you may wish to build once your base LFS system is complete.

Warning

The headers in the system's `include` directory (`/usr/include`) should *always* be the ones against which Glibc was compiled, that is, the sanitised headers installed in Section 5.4, “Linux-5.13.12 API Headers”. Therefore, they should *never* be replaced by either the raw kernel headers or any other kernel sanitized headers.

10.3.2. Configuring Linux Module Load Order

Most of the time Linux modules are loaded automatically, but sometimes it needs some specific direction. The program that loads modules, **modprobe** or **insmod**, uses `/etc/modprobe.d/usb.conf` for this purpose. This file needs to be created so that if the USB drivers (ehci_hcd, ohci_hcd and uhci_hcd) have been built as modules, they will be loaded in the correct order; ehci_hcd needs to be loaded prior to ohci_hcd and uhci_hcd in order to avoid a warning being output at boot time.

Create a new file `/etc/modprobe.d/usb.conf` by running the following:

```
install -v -m755 -d /etc/modprobe.d
cat > /etc/modprobe.d/usb.conf << "EOF"
# Begin /etc/modprobe.d/usb.conf

install ohci_hcd /sbin/modprobe ehci_hcd ; /sbin/modprobe -i ohci_hcd ; true
install uhci_hcd /sbin/modprobe ehci_hcd ; /sbin/modprobe -i uhci_hcd ; true

# End /etc/modprobe.d/usb.conf
EOF
```

10.3.3. Contents of Linux

Installed files: config-5.13.12, vmlinuz-5.13.12-lfs-11.0, and System.map-5.13.12
Installed directories: /lib/modules, /usr/share/doc/linux-5.13.12

Short Descriptions

`config-5.13.12`	Contains all the configuration selections for the kernel
`vmlinuz-5.13.12-lfs-11.0`	The engine of the Linux system. When turning on the computer, the kernel is the first part of the operating system that gets loaded. It detects and initializes all components of the computer's hardware, then makes these components available as a tree of files to the software and turns a single CPU into a multitasking machine capable of running scores of programs seemingly at the same time
`System.map-5.13.12`	A list of addresses and symbols; it maps the entry points and addresses of all the functions and data structures in the kernel

10.4. Using GRUB to Set Up the Boot Process

Note

If your system has UEFI support and you wish to boot LFS with UEFI, you should skip this page, and config GRUB with UEFI support using the instructions provided in *the BLFS page*.

10.4.1. Introduction

Warning

Configuring GRUB incorrectly can render your system inoperable without an alternate boot device such as a CD-ROM or bootable USB drive. This section is not required to boot your LFS system. You may just want to modify your current boot loader, e.g. Grub-Legacy, GRUB2, or LILO.

Ensure that an emergency boot disk is ready to "rescue" the computer if the computer becomes unusable (un-bootable). If you do not already have a boot device, you can create one. In order for the procedure below to work, you need to jump ahead to BLFS and install **`xorriso`** from the *libisoburn* package.

```
cd /tmp
grub-mkrescue --output=grub-img.iso
xorriso -as cdrecord -v dev=/dev/cdrw blank=as_needed grub-img.iso
```

10.4.2. GRUB Naming Conventions

GRUB uses its own naming structure for drives and partitions in the form of *(hdn,m)*, where *n* is the hard drive number and *m* is the partition number. The hard drive number starts from zero, but the partition number starts from one for normal partitions and five for extended partitions. Note that this is different from earlier versions where both numbers started from zero. For example, partition `sda1` is *(hd0,1)* to GRUB and `sdb3` is *(hd1,3)*. In contrast to Linux, GRUB does not consider CD-ROM drives to be hard drives. For example, if using a CD on `hdb` and a second hard drive on `hdc`, that second hard drive would still be *(hd1)*.

10.4.3. Setting Up the Configuration

GRUB works by writing data to the first physical track of the hard disk. This area is not part of any file system. The programs there access GRUB modules in the boot partition. The default location is /boot/grub/.

The location of the boot partition is a choice of the user that affects the configuration. One recommendation is to have a separate small (suggested size is 200 MB) partition just for boot information. That way each build, whether LFS or some commercial distro, can access the same boot files and access can be made from any booted system. If you choose to do this, you will need to mount the separate partition, move all files in the current `/boot` directory (e.g. the linux kernel you just built in the previous section) to the new partition. You will then need to unmount the partition and remount it as `/boot`. If you do this, be sure to update `/etc/fstab`.

Using the current lfs partition will also work, but configuration for multiple systems is more difficult.

Using the above information, determine the appropriate designator for the root partition (or boot partition, if a separate one is used). For the following example, it is assumed that the root (or separate boot) partition is `sda2`.

Install the GRUB files into `/boot/grub` and set up the boot track:

Warning

The following command will overwrite the current boot loader. Do not run the command if this is not desired, for example, if using a third party boot manager to manage the Master Boot Record (MBR).

```
grub-install /dev/sda
```

Note

If the system has been booted using UEFI, **grub-install** will try to install files for the *x86_64-efi* target, but those files have not been installed in Chapter 8. If this is the case, add `--target i386-pc` to the command above.

10.4.4. Creating the GRUB Configuration File

Generate `/boot/grub/grub.cfg`:

```
cat > /boot/grub/grub.cfg << "EOF"
# Begin /boot/grub/grub.cfg
set default=0
set timeout=5

insmod ext2
set root=(hd0,2)

menuentry "GNU/Linux, Linux 5.13.12-lfs-11.0" {
        linux   /boot/vmlinuz-5.13.12-lfs-11.0 root=/dev/sda2 ro
}
EOF
```

Note

From GRUB's perspective, the kernel files are relative to the partition used. If you used a separate /boot partition, remove /boot from the above *linux* line. You will also need to change the *set root* line to point to the boot partition.

GRUB is an extremely powerful program and it provides a tremendous number of options for booting from a wide variety of devices, operating systems, and partition types. There are also many options for customization such as graphical splash screens, playing sounds, mouse input, etc. The details of these options are beyond the scope of this introduction.

Caution

There is a command, grub-mkconfig, that can write a configuration file automatically. It uses a set of scripts in /etc/grub.d/ and will destroy any customizations that you make. These scripts are designed primarily for non-source distributions and are not recommended for LFS. If you install a commercial Linux distribution, there is a good chance that this program will be run. Be sure to back up your grub.cfg file.

Chapter 11. The End

11.1. The End

Well done! The new LFS system is installed! We wish you much success with your shiny new custom-built Linux system.

It may be a good idea to create an `/etc/lfs-release` file. By having this file, it is very easy for you (and for us if you need to ask for help at some point) to find out which LFS version is installed on the system. Create this file by running:

```
echo 11.0 > /etc/lfs-release
```

Two files describing the installed system may be used by packages that can be installed on the system later, either in binary form or by building them.

The first one shows the status of your new system with respect to the Linux Standards Base (LSB). To create this file, run:

```
cat > /etc/lsb-release << "EOF"
DISTRIB_ID="Linux From Scratch"
DISTRIB_RELEASE="11.0"
DISTRIB_CODENAME="<your name here>"
DISTRIB_DESCRIPTION="Linux From Scratch"
EOF
```

The second one contains roughly the same information, and is used by systemd and some graphical desktop environments. To create this file, run:

```
cat > /etc/os-release << "EOF"
NAME="Linux From Scratch"
VERSION="11.0"
ID=lfs
PRETTY_NAME="Linux From Scratch 11.0"
VERSION_CODENAME="<your name here>"
EOF
```

Be sure to put some sort of customization for the fields 'DISTRIB_CODENAME' and 'VERSION_CODENAME' to make the system uniquely yours.

11.2. Get Counted

Now that you have finished the book, do you want to be counted as an LFS user? Head over to *https://www.linuxfromscratch.org/cgi-bin/lfscounter.php* and register as an LFS user by entering your name and the first LFS version you have used.

Let's reboot into LFS now.

11.3. Rebooting the System

Now that all of the software has been installed, it is time to reboot your computer. However, you should be aware of a few things. The system you have created in this book is quite minimal, and most likely will not have the functionality you would need to be able to continue forward. By installing a few extra packages from the BLFS book while still in our current chroot environment, you can leave yourself in a much better position to continue on once you reboot into your new LFS installation. Here are some suggestions:

- A text mode browser such as *Lynx* will allow you to easily view the BLFS book in one virtual terminal, while building packages in another.
- The *make-ca* package will allow you to set up local trusted anchor certificates, allowing the system to verify SSL certificates provided by remote servers (for example, a website using HTTPS).
- The *GPM* package will allow you to perform copy/paste actions in your virtual terminals.
- If you are in a situation where static IP configuration does not meet your networking requirements, installing a package such as *dhcpcd* or the client portion of *dhcp* may be useful.
- Installing *sudo* may be useful for building packages as a non-root user and easily installing the resulting packages in your new system.
- If you want to access your new system from a remote system within a comfortable GUI environment, install *openssh*.
- To make fetching files over the internet easier, install *wget*.
- To connect to a wireless access point for networking, install *wpa_supplicant*.
- Finally, a review of the following configuration files is also appropriate at this point.
  - /etc/bashrc
  - /etc/dircolors
  - /etc/fstab
  - /etc/hosts
  - /etc/inputrc
  - /etc/profile
  - /etc/resolv.conf
  - /etc/vimrc
  - /root/.bash_profile
  - /root/.bashrc
  - /etc/sysconfig/ifconfig.eth0

Now that we have said that, let's move on to booting our shiny new LFS installation for the first time! First exit from the chroot environment:

```
logout
```

Unmount the LFS file system hierarchy:

```
umount -Rv $LFS
```

Now, reboot the system with:

```
shutdown -r now
```

Assuming the GRUB boot loader was set up as outlined earlier, the menu is set to boot *LFS 11.0* automatically.

When the reboot is complete, the LFS system is ready for use and more software may be added to suit your needs.

11.4. What Now?

Thank you for reading this LFS book. We hope that you have found this book helpful and have learned more about the system creation process.

Now that the LFS system is installed, you may be wondering “What next?” To answer that question, we have compiled a list of resources for you.

- Maintenance

  Bugs and security notices are reported regularly for all software. Since an LFS system is compiled from source, it is up to you to keep abreast of such reports. There are several online resources that track such reports, some of which are shown below:

  - *CERT* (Computer Emergency Response Team)

    CERT has a mailing list that publishes security alerts concerning various operating systems and applications. Subscription information is available at *http://www.us-cert.gov/cas/signup.html*.

  - Bugtraq

    Bugtraq is a full-disclosure computer security mailing list. It publishes newly discovered security issues, and occasionally potential fixes for them. Subscription information is available at *http://www.securityfocus.com/archive*.

- Beyond Linux From Scratch

  The Beyond Linux From Scratch book covers installation procedures for a wide range of software beyond the scope of the LFS Book. The BLFS project is located at *https://www.linuxfromscratch.org/blfs/view/11.0/*.

- LFS Hints

  The LFS Hints are a collection of educational documents submitted by volunteers in the LFS community. The hints are available at *https://www.linuxfromscratch.org/hints/downloads/files/*.

- Mailing lists

  There are several LFS mailing lists you may subscribe to if you are in need of help, want to stay current with the latest developments, want to contribute to the project, and more. See Chapter 1 - Mailing Lists for more information.

- The Linux Documentation Project

  The goal of The Linux Documentation Project (TLDP) is to collaborate on all of the issues of Linux documentation. The TLDP features a large collection of HOWTOs, guides, and man pages. It is located at *http://www.tldp.org/*.

Part V. Appendices

Appendix A. Acronyms and Terms

ABI Application Binary Interface

ALFS Automated Linux From Scratch

API Application Programming Interface

ASCII American Standard Code for Information Interchange

BIOS Basic Input/Output System

BLFS Beyond Linux From Scratch

BSD Berkeley Software Distribution

chroot change root

CMOS Complementary Metal Oxide Semiconductor

COS Class Of Service

CPU Central Processing Unit

CRC Cyclic Redundancy Check

CVS Concurrent Versions System

DHCP Dynamic Host Configuration Protocol

DNS Domain Name Service

EGA Enhanced Graphics Adapter

ELF Executable and Linkable Format

EOF End of File

EQN equation

ext2 second extended file system

ext3 third extended file system

ext4 fourth extended file system

FAQ Frequently Asked Questions

FHS Filesystem Hierarchy Standard

FIFO First-In, First Out

FQDN Fully Qualified Domain Name

FTP File Transfer Protocol

GB Gigabytes

GCC GNU Compiler Collection

GID Group Identifier

GMT Greenwich Mean Time

HTML Hypertext Markup Language

IDE Integrated Drive Electronics

IEEE Institute of Electrical and Electronic Engineers

IO Input/Output
IP Internet Protocol
IPC Inter-Process Communication
IRC Internet Relay Chat
ISO International Organization for Standardization
ISP Internet Service Provider
KB Kilobytes
LED Light Emitting Diode
LFS Linux From Scratch
LSB Linux Standard Base
MB Megabytes
MBR Master Boot Record
MD5 Message Digest 5
NIC Network Interface Card
NLS Native Language Support
NNTP Network News Transport Protocol
NPTL Native POSIX Threading Library
OSS Open Sound System
PCH Pre-Compiled Headers
PCRE Perl Compatible Regular Expression
PID Process Identifier
PTY pseudo terminal
QOS Quality Of Service
RAM Random Access Memory
RPC Remote Procedure Call
RTC Real Time Clock
SBU Standard Build Unit
SCO The Santa Cruz Operation
SHA1 Secure-Hash Algorithm 1
TLDP The Linux Documentation Project
TFTP Trivial File Transfer Protocol
TLS Thread-Local Storage
UID User Identifier
umask user file-creation mask
USB Universal Serial Bus
UTC Coordinated Universal Time

UUID Universally Unique Identifier

VC Virtual Console

VGA Video Graphics Array

VT Virtual Terminal

Appendix B. Acknowledgments

We would like to thank the following people and organizations for their contributions to the Linux From Scratch Project.

- *Gerard Beekmans* <gerard@linuxfromscratch.org> – LFS Creator
- *Bruce Dubbs* <bdubbs@linuxfromscratch.org> – LFS Managing Editor
- *Jim Gifford* <jim@linuxfromscratch.org> – CLFS Project Co-Leader
- *Pierre Labastie* <pierre@linuxfromscratch.org> – BLFS Editor and ALFS Lead
- *DJ Lucas* <dj@linuxfromscratch.org> – LFS and BLFS Editor
- *Ken Moffat* <ken@linuxfromscratch.org> – BLFS Editor
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Translators

- *Manuel Canales Esparcia* <macana@macana-es.com> – Spanish LFS translation project
- *Johan Lenglet* <johan@linuxfromscratch.org> – French LFS translation project until 2008
- *Jean-Philippe Mengual* <jmengual@linuxfromscratch.org> – French LFS translation project 2008-2016
- *Julien Lepiller* <jlepiller@linuxfromscratch.org> – French LFS translation project 2017-present
- *Anderson Lizardo* <lizardo@linuxfromscratch.org> – Portuguese LFS translation project
- *Thomas Reitelbach* <tr@erdfunkstelle.de> – German LFS translation project
- *Anton Maisak* <info@linuxfromscratch.org.ru> – Russian LFS translation project
- *Elena Shevcova* <helen@linuxfromscratch.org.ru> – Russian LFS translation project

Mirror Maintainers

North American Mirrors

- *Scott Kveton* <scott@osuosl.org> – lfs.oregonstate.edu mirror
- *William Astle* <lost@l-w.net> – ca.linuxfromscratch.org mirror
- *Eujon Sellers* <jpolen@rackspace.com> – lfs.introspeed.com mirror
- *Justin Knierim* <tim@idge.net> – lfs-matrix.net mirror

South American Mirrors

- *Manuel Canales Esparcia* <manuel@linuxfromscratch.org> – lfsmirror.lfs-es.info mirror
- *Luis Falcon* <Luis Falcon> – torredehanoi.org mirror

European Mirrors

- *Guido Passet* <guido@primerelay.net> – nl.linuxfromscratch.org mirror
- *Bastiaan Jacques* <baafie@planet.nl> – lfs.pagefault.net mirror

- *Sven Cranshoff* <sven.cranshoff@lineo.be> – lfs.lineo.be mirror
- Scarlet Belgium – lfs.scarlet.be mirror
- *Sebastian Faulborn* <info@aliensoft.org> – lfs.aliensoft.org mirror
- *Stuart Fox* <stuart@dontuse.ms> – lfs.dontuse.ms mirror
- *Ralf Uhlemann* <admin@realhost.de> – lfs.oss-mirror.org mirror
- *Antonin Sprinzl* <Antonin.Sprinzl@tuwien.ac.at> – at.linuxfromscratch.org mirror
- *Fredrik Danerklint* <fredan-lfs@fredan.org> – se.linuxfromscratch.org mirror
- *Franck* <franck@linuxpourtous.com> – lfs.linuxpourtous.com mirror
- *Philippe Baque* <baque@cict.fr> – lfs.cict.fr mirror
- *Vitaly Chekasin* <gyouja@pilgrims.ru> – lfs.pilgrims.ru mirror
- *Benjamin Heil* <kontakt@wankoo.org> – lfs.wankoo.org mirror
- *Anton Maisak* <info@linuxfromscratch.org.ru> – linuxfromscratch.org.ru mirror

Asian Mirrors

- *Satit Phermsawang* <satit@wbac.ac.th> – lfs.phayoune.org mirror
- *Shizunet Co.,Ltd.* <info@shizu-net.jp> – lfs.mirror.shizu-net.jp mirror
- *Init World* <http://www.initworld.com/> – lfs.initworld.com mirror

Australian Mirrors

- *Jason Andrade* <jason@dstc.edu.au> – au.linuxfromscratch.org mirror

Former Project Team Members

- *Christine Barczak* <theladyskye@linuxfromscratch.org> – LFS Book Editor
- Archaic <archaic@linuxfromscratch.org> – LFS Technical Writer/Editor, HLFS Project Leader, BLFS Editor, Hints and Patches Project Maintainer
- *Matthew Burgess* <matthew@linuxfromscratch.org> – LFS Project Leader, LFS Technical Writer/Editor
- *Nathan Coulson* <nathan@linuxfromscratch.org> – LFS-Bootscripts Maintainer
- Timothy Bauscher
- Robert Briggs
- Ian Chilton
- *Jeroen Coumans* <jeroen@linuxfromscratch.org> – Website Developer, FAQ Maintainer
- *Manuel Canales Esparcia* <manuel@linuxfromscratch.org> – LFS/BLFS/HLFS XML and XSL Maintainer
- Alex Groenewoud – LFS Technical Writer
- Marc Heerdink
- *Jeremy Huntwork* <jhuntwork@linuxfromscratch.org> – LFS Technical Writer, LFS LiveCD Maintainer
- *Bryan Kadzban* <bryan@linuxfromscratch.org> – LFS Technical Writer
- Mark Hymers

- Seth W. Klein – FAQ maintainer
- *Nicholas Leippe* <nicholas@linuxfromscratch.org> – Wiki Maintainer
- *Anderson Lizardo* <lizardo@linuxfromscratch.org> – Website Backend-Scripts Maintainer
- *Randy McMurchy* <randy@linuxfromscratch.org> – BLFS Project Leader, LFS Editor
- *Dan Nicholson* <dnicholson@linuxfromscratch.org> – LFS and BLFS Editor
- *Alexander E. Patrakov* <alexander@linuxfromscratch.org> – LFS Technical Writer, LFS Internationalization Editor, LFS Live CD Maintainer
- Simon Perreault
- *Scot Mc Pherson* <scot@linuxfromscratch.org> – LFS NNTP Gateway Maintainer
- *Douglas R. Reno* <renodr@linuxfromscratch.org> – Systemd Editor
- *Ryan Oliver* <ryan@linuxfromscratch.org> – CLFS Project Co-Leader
- *Greg Schafer* <gschafer@zip.com.au> – LFS Technical Writer and Architect of the Next Generation 64-bit-enabling Build Method
- Jesse Tie-Ten-Quee – LFS Technical Writer
- *James Robertson* <jwrober@linuxfromscratch.org> – Bugzilla Maintainer
- *Tushar Teredesai* <tushar@linuxfromscratch.org> – BLFS Book Editor, Hints and Patches Project Leader
- *Jeremy Utley* <jeremy@linuxfromscratch.org> – LFS Technical Writer, Bugzilla Maintainer, LFS-Bootscripts Maintainer
- *Zack Winkles* <zwinkles@gmail.com> – LFS Technical Writer

Appendix C. Dependencies

Every package built in LFS relies on one or more other packages in order to build and install properly. Some packages even participate in circular dependencies, that is, the first package depends on the second which in turn depends on the first. Because of these dependencies, the order in which packages are built in LFS is very important. The purpose of this page is to document the dependencies of each package built in LFS.

For each package that is built, there are three, and sometimes up to five types of dependencies listed below. The first lists what other packages need to be available in order to compile and install the package in question. The second lists the packages that must be available when any programs or libraries from the package are used at runtime. The third lists what packages, in addition to those on the first list, need to be available in order to run the test suites. The fourth list of dependencies are packages that require this package to be built and installed in its final location before they are built and installed. In most cases, this is because these packages will hard code paths to binaries within their scripts. If not built in a certain order, this could result in paths of /tools/bin/[binary] being placed inside scripts installed to the final system. This is obviously not desirable.

The last list of dependencies are optional packages that are not addressed in LFS, but could be useful to the user. These packages may have additional mandatory or optional dependencies of their own. For these dependencies, the recommended practice is to install them after completion of the LFS book and then go back and rebuild the LFS package. In several cases, re-installation is addressed in BLFS.

Acl

Installation depends on: Attr, Bash, Binutils, Coreutils, GCC, Gettext, Grep, M4, Make, Perl, Sed, and Texinfo

Required at runtime: Attr and Glibc

Test suite depends on: Automake, Diffutils, Findutils, and Libtool

Must be installed before: Coreutils, Sed, Tar, and Vim

Optional dependencies: None

Attr

Installation depends on: Bash, Binutils, Coreutils, GCC, Gettext, Glibc, Grep, M4, Make, Perl, Sed, and Texinfo

Required at runtime: Glibc

Test suite depends on: Automake, Diffutils, Findutils, and Libtool

Must be installed before: Acl and Libcap

Optional dependencies: None

Autoconf

Installation depends on: Bash, Coreutils, Grep, M4, Make, Perl, Sed, and Texinfo

Required at runtime: Bash, Coreutils, Grep, M4, Make, Sed, and Texinfo

Test suite depends on: Automake, Diffutils, Findutils, GCC, and Libtool

Must be installed before: Automake

Optional dependencies: *Emacs*

Automake

Installation depends on: Autoconf, Bash, Coreutils, Gettext, Grep, M4, Make, Perl, Sed, and Texinfo
Required at runtime: Bash, Coreutils, Grep, M4, Sed, and Texinfo
Test suite depends on: Binutils, Bison, Bzip2, DejaGNU, Diffutils, Expect, Findutils, Flex, GCC, Gettext, Gzip, Libtool, and Tar
Must be installed before: None
Optional dependencies: None

Bash

Installation depends on: Bash, Binutils, Bison, Coreutils, Diffutils, Gawk, GCC, Glibc, Grep, Make, Ncurses, Patch, Readline, Sed, and Texinfo
Required at runtime: Glibc, Ncurses, and Readline
Test suite depends on: Expect and Shadow
Must be installed before: None
Optional dependencies: *Xorg*

Bc

Installation depends on: Bash, Binutils, Coreutils, GCC, Glibc, Grep, and Make
Required at runtime: Glibc, Ncurses, and Readline
Test suite depends on: Gawk
Must be installed before: Linux
Optional dependencies: None

Binutils

Installation depends on: Bash, Binutils, Coreutils, Diffutils, File, Flex, Gawk, GCC, Glibc, Grep, Make, Perl, Sed, Texinfo, and Zlib
Required at runtime: Glibc and Zlib
Test suite depends on: DejaGNU and Expect
Must be installed before: None
Optional dependencies: *Elfutils*

Bison

Installation depends on: Bash, Binutils, Coreutils, GCC, Gettext, Glibc, Grep, M4, Make, Perl, and Sed
Required at runtime: Glibc
Test suite depends on: Diffutils, Findutils, and Flex
Must be installed before: Kbd and Tar
Optional dependencies: *Doxygen*

Bzip2

Installation depends on: Bash, Binutils, Coreutils, Diffutils, GCC, Glibc, Make, and Patch
Required at runtime: Glibc
Test suite depends on: None
Must be installed before: File
Optional dependencies: None

Check

Installation depends on: Gawk, GCC, Grep, Make, Sed, and Texinfo
Required at runtime: Bash and Gawk
Test suite depends on: None
Must be installed before: None
Optional dependencies: None

Coreutils

Installation depends on: Bash, Binutils, Coreutils, GCC, Gettext, Glibc, GMP, Grep, Libcap, Make, Patch, Perl, Sed, and Texinfo
Required at runtime: Glibc
Test suite depends on: Diffutils, E2fsprogs, Findutils, Shadow, and Util-linux
Must be installed before: Bash, Diffutils, Eudev, Findutils, and Man-DB
Optional dependencies: *Expect.pm* and *IO::Tty*

DejaGNU

Installation depends on: Bash, Coreutils, Diffutils, Expect, GCC, Grep, Make, Sed, and Texinfo
Required at runtime: Expect and Bash
Test suite depends on: None
Must be installed before: None
Optional dependencies: None

Diffutils

Installation depends on: Bash, Binutils, Coreutils, Gawk, GCC, Gettext, Glibc, Grep, Make, Sed, and Texinfo
Required at runtime: Glibc
Test suite depends on: Perl
Must be installed before: None
Optional dependencies: None

E2fsprogs

Installation depends on: Bash, Binutils, Coreutils, Diffutils, Gawk, GCC, Glibc, Grep, Gzip, Make, Sed, Texinfo, and Util-linux
Required at runtime: Glibc and Util-linux
Test suite depends on: Procps-ng and Psmisc
Must be installed before: None
Optional dependencies: None

Eudev

Installation depends on: Bash, Binutils, Coreutils, Gawk, GCC, Glibc, Grep, Gperf, Make, Sed, and Util-linux
Required at runtime: Glibc, Kmod, Xz, Util-linux, and Zlib.
Test suite depends on: None
Must be installed before: None
Optional dependencies: None

Expat

Installation depends on: Bash, Binutils, Coreutils, Gawk, GCC, Glibc, Grep, Make, and Sed
Required at runtime: Glibc
Test suite depends on: None
Must be installed before: Python and XML::Parser
Optional dependencies: None

Expect

Installation depends on: Bash, Binutils, Coreutils, Diffutils, GCC, Glibc, Grep, Make, Patch, Sed, and Tcl
Required at runtime: Glibc and Tcl
Test suite depends on: None
Must be installed before: None
Optional dependencies: *Tk*

File

Installation depends on: Bash, Binutils, Bzip2, Coreutils, Diffutils, Gawk, GCC, Glibc, Grep, Make, Sed, Xz, and Zlib
Required at runtime: Glibc, Bzip2, Xz, and Zlib
Test suite depends on: None
Must be installed before: None
Optional dependencies: *libseccomp*

Findutils

Installation depends on: Bash, Binutils, Coreutils, GCC, Gettext, Glibc, Grep, Make, Sed, and Texinfo
Required at runtime: Bash and Glibc
Test suite depends on: DejaGNU, Diffutils, and Expect
Must be installed before: None
Optional dependencies: None

Flex

Installation depends on: Bash, Binutils, Coreutils, GCC, Gettext, Glibc, Grep, M4, Make, Patch, Sed, and Texinfo
Required at runtime: Bash, Glibc, and M4
Test suite depends on: Bison and Gawk
Must be installed before: Binutils, IProute2, Kbd, Kmod, and Man-DB
Optional dependencies: None

Gawk

Installation depends on: Bash, Binutils, Coreutils, GCC, Gettext, Glibc, GMP, Grep, Make, MPFR, Patch, Readline, Sed, and Texinfo
Required at runtime: Bash, Glibc, and Mpfr
Test suite depends on: Diffutils
Must be installed before: None
Optional dependencies: *libsigsegv*

GCC

Installation depends on: Bash, Binutils, Coreutils, Diffutils, Findutils, Gawk, GCC, Gettext, Glibc, GMP, Grep, M4, Make, MPC, MPFR, Patch, Perl, Sed, Tar, Texinfo, and Zstd
Required at runtime: Bash, Binutils, Glibc, Mpc, and Python
Test suite depends on: DejaGNU, Expect, and Shadow
Must be installed before: None
Optional dependencies: *GNAT* and *ISL*

GDBM

Installation depends on: Bash, Binutils, Coreutils, Diffutils, GCC, Grep, Make, and Sed
Required at runtime: Bash, Glibc, and Readline
Test suite depends on: None
Must be installed before: None
Optional dependencies: None

Gettext

Installation depends on: Bash, Binutils, Coreutils, Gawk, GCC, Glibc, Grep, Make, Ncurses, Sed, and Texinfo
Required at runtime: Acl, Bash, Gcc, and Glibc
Test suite depends on: Diffutils, Perl, and Tcl
Must be installed before: Automake and Bison
Optional dependencies: None

Glibc

Installation depends on: Bash, Binutils, Bison, Coreutils, Diffutils, Gawk, GCC, Gettext, Grep, Gzip, Linux API Headers, Make, Perl, Python, Sed, and Texinfo
Required at runtime: None
Test suite depends on: File
Must be installed before: None
Optional dependencies: None

GMP

Installation depends on: Bash, Binutils, Coreutils, Diffutils, Gawk, GCC, Glibc, Grep, M4, Make, Sed, and Texinfo
Required at runtime: GCC and Glibc
Test suite depends on: None
Must be installed before: MPFR and GCC
Optional dependencies: None

Gperf

Installation depends on: Bash, Binutils, Coreutils, GCC, Glibc, and Make
Required at runtime: GCC and Glibc
Test suite depends on: Diffutils and Expect
Must be installed before: None
Optional dependencies: None

Grep

Installation depends on: Bash, Binutils, Coreutils, Diffutils, GCC, Gettext, Glibc, Grep, Make, Patch, Sed, and Texinfo
Required at runtime: Glibc
Test suite depends on: Gawk
Must be installed before: Man-DB
Optional dependencies: *PCRE* and *libsigsegv*

Groff

Installation depends on: Bash, Binutils, Bison, Coreutils, Gawk, GCC, Glibc, Grep, Make, Patch, Sed, and Texinfo
Required at runtime: GCC, Glibc, and Perl
Test suite depends on: No test suite available
Must be installed before: Man-DB and Perl
Optional dependencies: *ghostscript* and *Uchardet*

GRUB

Installation depends on: Bash, Binutils, Bison, Coreutils, Diffutils, GCC, Gettext, Glibc, Grep, Make, Ncurses, Sed, Texinfo, and Xz
Required at runtime: Bash, GCC, Gettext, Glibc, Xz, and Sed.
Test suite depends on: None
Must be installed before: None
Optional dependencies: None

Gzip

Installation depends on: Bash, Binutils, Coreutils, GCC, Glibc, Grep, Make, Sed, and Texinfo
Required at runtime: Bash and Glibc
Test suite depends on: Diffutils and Less
Must be installed before: Man-DB
Optional dependencies: None

Iana-Etc

Installation depends on: Coreutils
Required at runtime: None
Test suite depends on: No test suite available
Must be installed before: Perl
Optional dependencies: None

Inetutils

Installation depends on: Bash, Binutils, Coreutils, GCC, Glibc, Grep, Make, Ncurses, Patch, Sed, Texinfo, and Zlib
Required at runtime: GCC, Glibc, Ncurses, and Readline
Test suite depends on: None
Must be installed before: Tar
Optional dependencies: None

Intltool

Installation depends on: Bash, Gawk, Glibc, Make, Perl, Sed, and XML::Parser
Required at runtime: Autoconf, Automake, Bash, Glibc, Grep, Perl, and Sed
Test suite depends on: Perl
Must be installed before: None
Optional dependencies: None

IProute2

Installation depends on: Bash, Bison, Coreutils, Flex, GCC, Glibc, Make, Libcap, Libelf, Linux API Headers, and Zlib
Required at runtime: Bash, Coreutils, Glibc, Libcap, Libelf, and Zlib
Test suite depends on: No test suite available
Must be installed before: None
Optional dependencies: *Berkeley DB* and *iptables*

Jinja2

Installation depends on: MarkupSafe and Python
Required at runtime: MarkupSafe and Python
Test suite depends on: No test suite available
Must be installed before: Systemd
Optional dependencies: None

Kbd

Installation depends on: Bash, Binutils, Bison, Check, Coreutils, Flex, GCC, Gettext, Glibc, Gzip, Make, Patch, and Sed
Required at runtime: Bash, Coreutils, and Glibc
Test suite depends on: None
Must be installed before: None
Optional dependencies: None

Kmod

Installation depends on: Bash, Binutils, Bison, Coreutils, Flex, GCC, Gettext, Glibc, Gzip, Make, Pkg-config, Sed, Xz, and Zlib
Required at runtime: Glibc, Xz, and Zlib
Test suite depends on: No test suite available
Must be installed before: Eudev
Optional dependencies: None

Less

Installation depends on: Bash, Binutils, Coreutils, Diffutils, GCC, Glibc, Grep, Make, Ncurses, and Sed
Required at runtime: Glibc and Ncurses
Test suite depends on: No test suite available
Must be installed before: Gzip
Optional dependencies: *PCRE*

Libcap

Installation depends on: Attr, Bash, Binutils, Coreutils, GCC, Glibc, Perl, Make, and Sed
Required at runtime: Glibc
Test suite depends on: None
Must be installed before: IProute2 and Shadow
Optional dependencies: *Linux-PAM*

Libelf

Installation depends on: Bash, Binutils, Coreutils, GCC, Glibc, and Make
Required at runtime: Glibc and Zlib
Test suite depends on: None
Must be installed before: IProute2 and Linux
Optional dependencies: None

Libffi

Installation depends on: Bash, Binutils, Coreutils, GCC, Glibc, Make, and Sed
Required at runtime: Glibc
Test suite depends on: DejaGnu
Must be installed before: Python
Optional dependencies: None

Libpipeline

Installation depends on: Bash, Binutils, Coreutils, Diffutils, Gawk, GCC, Glibc, Grep, Make, Sed, and Texinfo
Required at runtime: Glibc
Test suite depends on: Check
Must be installed before: Man-DB
Optional dependencies: None

Libtool

Installation depends on: Bash, Binutils, Coreutils, Diffutils, Gawk, GCC, Glibc, Grep, Make, Sed, and Texinfo
Required at runtime: Autoconf, Automake, Bash, Binutils, Coreutils, File, GCC, Glibc, Grep, Make, and Sed
Test suite depends on: Autoconf, Automake, and Findutils
Must be installed before: None
Optional dependencies: None

Linux

Installation depends on: Bash, Bc, Binutils, Coreutils, Diffutils, Findutils, GCC, Glibc, Grep, Gzip, Kmod, Libelf, Make, Ncurses, OpenSSL, Perl, and Sed
Required at runtime: None
Test suite depends on: No test suite available
Must be installed before: None
Optional dependencies: None

Linux API Headers

Installation depends on: Bash, Binutils, Coreutils, Findutils, GCC, Glibc, Grep, Gzip, Make, Perl, and Sed
Required at runtime: None
Test suite depends on: No test suite available
Must be installed before: None
Optional dependencies: None

M4

Installation depends on: Bash, Binutils, Coreutils, GCC, Glibc, Grep, Make, Sed, and Texinfo
Required at runtime: Bash and Glibc
Test suite depends on: Diffutils
Must be installed before: Autoconf and Bison
Optional dependencies: *libsigsegv*

Make

Installation depends on: Bash, Binutils, Coreutils, GCC, Gettext, Glibc, Grep, Make, Sed, and Texinfo
Required at runtime: Glibc
Test suite depends on: Perl and Procps-ng
Must be installed before: None
Optional dependencies: *Guile*

Man-DB

Installation depends on: Bash, Binutils, Bzip2, Coreutils, Flex, GCC, GDBM, Gettext, Glibc, Grep, Groff, Gzip, Less, Libpipeline, Make, Sed, and Xz
Required at runtime: Bash, GDBM, Groff, Glibc, Gzip, Less, Libpipeline, and Zlib
Test suite depends on: Util-linux
Must be installed before: None
Optional dependencies: *libseccomp*

Man-Pages

Installation depends on: Bash, Coreutils, and Make
Required at runtime: None
Test suite depends on: No test suite available
Must be installed before: None
Optional dependencies: None

MarkupSafe

Installation depends on: Python
Required at runtime: Python
Test suite depends on: No test suite available
Must be installed before: Jinja2
Optional dependencies: None

Meson

Installation depends on: Ninja and Python
Required at runtime: Python
Test suite depends on: No test suite available
Must be installed before: Systemd
Optional dependencies: None

MPC

Installation depends on: Bash, Binutils, Coreutils, Diffutils, Gawk, GCC, Glibc, Grep, GMP, Make, MPFR, Sed, and Texinfo
Required at runtime: Glibc, GMP, and MPFR
Test suite depends on: None
Must be installed before: GCC
Optional dependencies: None

MPFR

Installation depends on: Bash, Binutils, Coreutils, Diffutils, Gawk, GCC, Glibc, Grep, GMP, Make, Sed, and Texinfo
Required at runtime: Glibc and GMP
Test suite depends on: None
Must be installed before: Gawk and GCC
Optional dependencies: None

Ncurses

Installation depends on: Bash, Binutils, Coreutils, Diffutils, Gawk, GCC, Glibc, Grep, Make, Patch, and Sed
Required at runtime: Glibc
Test suite depends on: No test suite available
Must be installed before: Bash, GRUB, Inetutils, Less, Procps-ng, Psmisc, Readline, Texinfo, Util-linux, and Vim
Optional dependencies: None

Ninja

Installation depends on: Binutils, Coreutils, GCC, and Python
Required at runtime: GCC and Glibc
Test suite depends on: None
Must be installed before: Meson
Optional dependencies: *Asciidoc*, *Doxygen*, *Emacs*, and *re2c*

Openssl

Installation depends on: Binutils, Coreutils, GCC, Make, and Perl
Required at runtime: Glibc and Perl
Test suite depends on: None
Must be installed before: Linux
Optional dependencies: None

Patch

Installation depends on: Bash, Binutils, Coreutils, GCC, Glibc, Grep, Make, and Sed
Required at runtime: Glibc and Patch
Test suite depends on: Diffutils
Must be installed before: None
Optional dependencies: *Ed*

Perl

Installation depends on: Bash, Binutils, Coreutils, Gawk, GCC, GDBM, Glibc, Grep, Groff, Make, Sed, and Zlib
Required at runtime: GDBM and Glibc
Test suite depends on: Iana-Etc, Less. and Procps-ng
Must be installed before: Autoconf
Optional dependencies: *Berkeley DB*

Pkg-config

Installation depends on: Bash, Binutils, Coreutils, Gawk, GCC, Glibc, Grep, Make, Popt, and Sed
Required at runtime: Glibc
Test suite depends on: None
Must be installed before: Kmod
Optional dependencies: None

Procps-ng

Installation depends on: Bash, Binutils, Coreutils, GCC, Glibc, Make, and Ncurses
Required at runtime: Glibc
Test suite depends on: DejaGNU
Must be installed before: None
Optional dependencies: None

Psmisc

Installation depends on: Bash, Binutils, Coreutils, GCC, Gettext, Glibc, Grep, Make, Ncurses, and Sed
Required at runtime: Glibc and Ncurses
Test suite depends on: No test suite available
Must be installed before: None
Optional dependencies: None

Python

Installation depends on: Bash, Binutils, Coreutils, Expat, GCC, Gdbm, Gettext, Glibc, Grep, Libffi, Make, Ncurses, OpenSSL, Sed, and Util-linux
Required at runtime: Bzip2, Expat, Gdbm, Glibc, Libffi, Ncurses, OpenSSL, and Zlib
Test suite depends on: GDB and Valgrind
Must be installed before: Ninja
Optional dependencies: *Berkeley DB*, *libnsl*, *SQLite*, and *Tk*

Readline

Installation depends on: Bash, Binutils, Coreutils, Gawk, GCC, Glibc, Grep, Make, Ncurses, Patch, Sed, and Texinfo

Required at runtime: Glibc and Ncurses

Test suite depends on: No test suite available

Must be installed before: Bash and Gawk

Optional dependencies: None

Sed

Installation depends on: Bash, Binutils, Coreutils, GCC, Gettext, Glibc, Grep, Make, Sed, and Texinfo

Required at runtime: Acl, Attr, and Glibc

Test suite depends on: Diffutils and Gawk

Must be installed before: E2fsprogs, File, Libtool, and Shadow

Optional dependencies: None

Shadow

Installation depends on: Acl, Attr, Bash, Binutils, Coreutils, Diffutils, Findutils, Gawk, GCC, Gettext, Glibc, Grep, Libcap, Make, and Sed

Required at runtime: Glibc

Test suite depends on: No test suite available

Must be installed before: Coreutils

Optional dependencies: *CrackLib* and *Linux-PAM*

Sysklogd

Installation depends on: Binutils, Coreutils, GCC, Glibc, Make, and Patch

Required at runtime: Glibc

Test suite depends on: No test suite available

Must be installed before: None

Optional dependencies: None

Systemd

Installation depends on: Acl, Attr, Bash, Binutils, Coreutils, Diffutils, Expat, Gawk, GCC, Glibc, Gperf, Grep, Intltool, Jinja2, Libcap, Meson, Sed, and Util-linux

Required at runtime: Acl, Attr, Glibc, Libcap, and Util-linux

Test suite depends on: None

Must be installed before: None

Optional dependencies: *btrfs-progs*, *cURL*, *cryptsetup*, *docbook-xml*, *docbook-xsl-nons*, *elfutils*, *Git*, *gnu-efi*, *GnuTLS*, *iptables*, *kexec-tools*, *libfido2*, *libgcrypt*, *libidn2*, *Libmicrohttpd*, *libpwquality*, *libseccomp*, *libxkbcommon*, *libxslt*, *Linux-PAM*, *lxml*, *LZ4*, *make-ca*, *p11-kit*, *PCRE2*, *Polkit*, *qemu*, *qrencode*, *quota-tools*, *rsync*, *Sphinx*, *tpm2-tss*, *Valgrind*, and *zsh*

Sysvinit

Installation depends on: Binutils, Coreutils, GCC, Glibc, Make, and Sed
Required at runtime: Glibc
Test suite depends on: No test suite available
Must be installed before: None
Optional dependencies: None

Tar

Installation depends on: Acl, Attr, Bash, Binutils, Bison, Coreutils, GCC, Gettext, Glibc, Grep, Inetutils, Make, Sed, and Texinfo
Required at runtime: Acl, Attr, Bzip2, Glibc, Gzip, and Xz
Test suite depends on: Autoconf, Diffutils, Findutils, Gawk, and Gzip
Must be installed before: None
Optional dependencies: None

Tcl

Installation depends on: Bash, Binutils, Coreutils, Diffutils, GCC, Glibc, Grep, Make, and Sed
Required at runtime: Glibc and Zlib
Test suite depends on: None
Must be installed before: None
Optional dependencies: None

Texinfo

Installation depends on: Bash, Binutils, Coreutils, GCC, Gettext, Glibc, Grep, Make, Ncurses, Patch, and Sed
Required at runtime: Glibc and Ncurses
Test suite depends on: None
Must be installed before: None
Optional dependencies: None

Util-linux

Installation depends on: Bash, Binutils, Coreutils, Diffutils, Eudev, Findutils, Gawk, GCC, Gettext, Glibc, Grep, Libcap, Make, Ncurses, Sed, and Zlib
Required at runtime: Glibc, Libcap, Ncurses, Readline, and Zlib
Test suite depends on: None
Must be installed before: None
Optional dependencies: *smartmontools*

Vim

Installation depends on: Acl, Attr, Bash, Binutils, Coreutils, Diffutils, GCC, Glibc, Grep, Make, Ncurses, and Sed
Required at runtime: Acl, Attr, Glibc, Python, Ncurses, and Tcl
Test suite depends on: None
Must be installed before: None
Optional dependencies: *Xorg*, *GTK+2*, *LessTif*, *Ruby*, and *GPM*

XML::Parser

Installation depends on: Bash, Binutils, Coreutils, Expat, GCC, Glibc, Make, and Perl
Required at runtime: Expat, Glibc, and Perl
Test suite depends on: Perl
Must be installed before: Intltool
Optional dependencies: None

Xz

Installation depends on: Bash, Binutils, Coreutils, Diffutils, GCC, Glibc, and Make
Required at runtime: Glibc
Test suite depends on: None
Must be installed before: Eudev, File, GRUB, Kmod, and Man-DB
Optional dependencies: None

Zlib

Installation depends on: Bash, Binutils, Coreutils, GCC, Glibc, Make, and Sed
Required at runtime: Glibc
Test suite depends on: None
Must be installed before: File, Kmod, Perl, and Util-linux
Optional dependencies: None

Zstd

Installation depends on: Binutils, Coreutils, GCC, Glibc, Gzip, Make, and Xz
Required at runtime: Glibc
Test suite depends on: None
Must be installed before: GCC
Optional dependencies: None

Appendix D. Boot and sysconfig scripts version-20210608

The scripts in this appendix are listed by the directory where they normally reside. The order is `/etc/rc.d/init.d`, `/etc/sysconfig`, `/etc/sysconfig/network-devices`, and `/etc/sysconfig/network-devices/services`. Within each section, the files are listed in the order they are normally called.

D.1. /etc/rc.d/init.d/rc

The `rc` script is the first script called by init and initiates the boot process.

```
#!/bin/bash
#############################################################################
# Begin rc
#
# Description : Main Run Level Control Script
#
# Authors     : Gerard Beekmans  - gerard@linuxfromscratch.org
#             : DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
#############################################################################

. /lib/lsb/init-functions

print_error_msg()
{
   log_failure_msg
   # $i is set when called
   MSG="FAILURE:\n\nYou should not be reading this error message.\n\n"
   MSG="${MSG}It means that an unforeseen error took place in\n"
   MSG="${MSG}${i},\n"
   MSG="${MSG}which exited with a return value of ${error_value}.\n"

   MSG="${MSG}If you're able to track this error down to a bug in one of\n"
   MSG="${MSG}the files provided by the ${DISTRO_MINI} book,\n"
   MSG="${MSG}please be so kind to inform us at ${DISTRO_CONTACT}.\n"
   log_failure_msg "${MSG}"

   log_info_msg "Press Enter to continue..."
   wait_for_user
}

check_script_status()
{
   # $i is set when called
   if [ ! -f ${i} ]; then
      log_warning_msg "${i} is not a valid symlink."
      SCRIPT_STAT="1"
   fi
```

```
   if [ ! -x ${i} ]; then
      log_warning_msg "${i} is not executable, skipping."
      SCRIPT_STAT="1"
   fi
}

run()
{
   if [ -z $interactive ]; then
      ${1} ${2}
      return $?
   fi

   while true; do
      read -p "Run ${1} ${2} (Yes/no/continue)? " -n 1 runit
      echo

      case ${runit} in
         c | C)
            interactive=""
            ${i} ${2}
            ret=${?}
            break;
            ;;

         n | N)
            return 0
            ;;

         y | Y)
            ${i} ${2}
            ret=${?}
            break
            ;;
      esac
   done

   return $ret
}

# Read any local settings/overrides
[ -r /etc/sysconfig/rc.site ] && source /etc/sysconfig/rc.site

DISTRO=${DISTRO:-"Linux From Scratch"}
DISTRO_CONTACT=${DISTRO_CONTACT:-"lfs-dev@linuxfromscratch.org (Registration required)"}
DISTRO_MINI=${DISTRO_MINI:-"LFS"}
IPROMPT=${IPROMPT:-"no"}

# These 3 signals will not cause our script to exit
trap "" INT QUIT TSTP

[ "${1}" != "" ] && runlevel=${1}

if [ "${runlevel}" == "" ]; then
   echo "Usage: ${0} <runlevel>" >&2
   exit 1
fi
```

```
previous=${PREVLEVEL}
[ "${previous}" == "" ] && previous=N

if [ ! -d /etc/rc.d/rc${runlevel}.d ]; then
   log_info_msg "/etc/rc.d/rc${runlevel}.d does not exist.\n"
   exit 1
fi

if [ "$runlevel" == "6" -o "$runlevel" == "0" ]; then IPROMPT="no"; fi

# Note: In ${LOGLEVEL:-7}, it is ':' 'dash' '7', not minus 7
if [ "$runlevel" == "S" ]; then
   [ -r /etc/sysconfig/console ] && source /etc/sysconfig/console
   dmesg -n "${LOGLEVEL:-7}"
fi

if [ "${IPROMPT}" == "yes" -a "${runlevel}" == "S" ]; then
   # The total length of the distro welcome string, without escape codes
   wlen=${wlen:-$(echo "Welcome to ${DISTRO}" | wc -c )}
   welcome_message=${welcome_message:-"Welcome to ${INFO}${DISTRO}${NORMAL}"}

   # The total length of the interactive string, without escape codes
   ilen=${ilen:-$(echo "Press 'I' to enter interactive startup" | wc -c )}
   i_message=${i_message:-"Press '${FAILURE}I${NORMAL}' to enter interactive startup"}


   # dcol and icol are spaces before the message to center the message
   # on screen. itime is the amount of wait time for the user to press a key
   wcol=$(( ( ${COLUMNS} - ${wlen} ) / 2 ))
   icol=$(( ( ${COLUMNS} - ${ilen} ) / 2 ))
   itime=${itime:-"3"}

   echo -e "\n\n"
   echo -e "\\033[${wcol}G${welcome_message}"
   echo -e "\\033[${icol}G${i_message}${NORMAL}"
   echo ""
   read -t "${itime}" -n 1 interactive 2>&1 > /dev/null
fi

# Make lower case
[ "${interactive}" == "I" ] && interactive="i"
[ "${interactive}" != "i" ] && interactive=""

# Read the state file if it exists from runlevel S
[ -r /run/interactive ] && source /run/interactive

# Attempt to stop all services started by the previous runlevel,
# and killed in this runlevel
if [ "${previous}" != "N" ]; then
   for i in $(ls -v /etc/rc.d/rc${runlevel}.d/K* 2> /dev/null)
   do
      check_script_status
      if [ "${SCRIPT_STAT}" == "1" ]; then
         SCRIPT_STAT="0"
         continue
      fi
```

```
      suffix=${i#/etc/rc.d/rc$runlevel.d/K[0-9][0-9]}
      prev_start=/etc/rc.d/rc$previous.d/S[0-9][0-9]$suffix
      sysinit_start=/etc/rc.d/rcS.d/S[0-9][0-9]$suffix

      if [ "${runlevel}" != "0" -a "${runlevel}" != "6" ]; then
         if [ ! -f ${prev_start} -a  ! -f ${sysinit_start} ]; then
            MSG="WARNING:\n\n${i} can't be "
            MSG="${MSG}executed because it was not "
            MSG="${MSG}not started in the previous "
            MSG="${MSG}runlevel (${previous})."
            log_warning_msg "$MSG"
            continue
         fi
      fi

      run ${i} stop
      error_value=${?}

      if [ "${error_value}" != "0" ]; then print_error_msg; fi
   done
fi

if [ "${previous}" == "N" ]; then export IN_BOOT=1; fi

if [ "$runlevel" == "6" -a -n "${FASTBOOT}" ]; then
   touch /fastboot
fi


# Start all functions in this runlevel
for i in $( ls -v /etc/rc.d/rc${runlevel}.d/S* 2> /dev/null)
do
   if [ "${previous}" != "N" ]; then
      suffix=${i#/etc/rc.d/rc$runlevel.d/S[0-9][0-9]}
      stop=/etc/rc.d/rc$runlevel.d/K[0-9][0-9]$suffix
      prev_start=/etc/rc.d/rc$previous.d/S[0-9][0-9]$suffix

      [ -f ${prev_start} -a ! -f ${stop} ] && continue
   fi

   check_script_status
      if [ "${SCRIPT_STAT}" == "1" ]; then
         SCRIPT_STAT="0"
         continue
      fi

   case ${runlevel} in
      0|6)
         run ${i} stop
         ;;
      *)
         run ${i} start
         ;;
   esac

   error_value=${?}
```

```
   if [ "${error_value}" != "0" ]; then print_error_msg; fi
done

# Store interactive variable on switch from runlevel S and remove if not
if [ "${runlevel}" == "S" -a "${interactive}" == "i" ]; then
    echo "interactive=\"i\"" > /run/interactive
else
    rm -f /run/interactive 2> /dev/null
fi

# Copy the boot log on initial boot only
if [ "${previous}" == "N" -a  "${runlevel}" != "S" ]; then
   cat $BOOTLOG >> /var/log/boot.log

   # Mark the end of boot
   echo "--------" >> /var/log/boot.log

   # Remove the temporary file
   rm -f $BOOTLOG 2> /dev/null
fi

# End rc
```

D.2. /lib/lsb/init-functions

```
#!/bin/sh
########################################################################
#
# Begin /lib/lsb/init-funtions
#
# Description : Run Level Control Functions
#
# Authors     : Gerard Beekmans - gerard@linuxfromscratch.org
#             : DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
# Notes       : With code based on Matthias Benkmann's simpleinit-msb
#               http://winterdrache.de/linux/newboot/index.html
#
#               The file should be located in /lib/lsb
#
########################################################################

## Environmental setup
# Setup default values for environment
umask 022
export PATH="/bin:/usr/bin:/sbin:/usr/sbin"

## Set color commands, used via echo
# Please consult `man console_codes for more information
# under the "ECMA-48 Set Graphics Rendition" section
#
# Warning: when switching from a 8bit to a 9bit font,
```

```
# the linux console will reinterpret the bold (1;) to
# the top 256 glyphs of the 9bit font.  This does
# not affect framebuffer consoles

NORMAL="\\033[0;39m"         # Standard console grey
SUCCESS="\\033[1;32m"        # Success is green
WARNING="\\033[1;33m"        # Warnings are yellow
FAILURE="\\033[1;31m"        # Failures are red
INFO="\\033[1;36m"           # Information is light cyan
BRACKET="\\033[1;34m"        # Brackets are blue

# Use a colored prefix
BMPREFIX="      "
SUCCESS_PREFIX="${SUCCESS}  *  ${NORMAL} "
FAILURE_PREFIX="${FAILURE}*****${NORMAL} "
WARNING_PREFIX="${WARNING} *** ${NORMAL} "
SKIP_PREFIX="${INFO}  S   ${NORMAL}"

SUCCESS_SUFFIX="${BRACKET}[${SUCCESS}  OK  ${BRACKET}]${NORMAL}"
FAILURE_SUFFIX="${BRACKET}[${FAILURE} FAIL ${BRACKET}]${NORMAL}"
WARNING_SUFFIX="${BRACKET}[${WARNING} WARN ${BRACKET}]${NORMAL}"
SKIP_SUFFIX="${BRACKET}[${INFO} SKIP ${BRACKET}]${NORMAL}"

BOOTLOG=/run/bootlog
KILLDELAY=3
SCRIPT_STAT="0"

# Set any user specified environment variables e.g. HEADLESS
[ -r /etc/sysconfig/rc.site ]  && . /etc/sysconfig/rc.site

## Screen Dimensions
# Find current screen size
if [ -z "${COLUMNS}" ]; then
   COLUMNS=$(stty size)
   COLUMNS=${COLUMNS##* }
fi

# When using remote connections, such as a serial port, stty size returns 0
if [ "${COLUMNS}" = "0" ]; then
   COLUMNS=80
fi

## Measurements for positioning result messages
COL=$((${COLUMNS} - 8))
WCOL=$((${COL} - 2))

## Set Cursor Position Commands, used via echo
SET_COL="\\033[${COL}G"      # at the $COL char
SET_WCOL="\\033[${WCOL}G"    # at the $WCOL char
CURS_UP="\\033[1A\\033[0G"   # Up one line, at the 0'th char
CURS_ZERO="\\033[0G"

##############################################################################
# start_daemon()                                                             #
# Usage: start_daemon [-f] [-n nicelevel] [-p pidfile] pathname [args...]    #
#                                                                            #
# Purpose: This runs the specified program as a daemon                       #
```

```
#                                                                              #
# Inputs: -f: (force) run the program even if it is already running.           #
#         -n nicelevel: specify a nice level. See 'man nice(1)'.               #
#         -p pidfile: use the specified file to determine PIDs.                #
#         pathname: the complete path to the specified program                 #
#         args: additional arguments passed to the program (pathname)          #
#                                                                              #
# Return values (as defined by LSB exit codes):                                #
#       0 - program is running or service is OK                                #
#       1 - generic or unspecified error                                       #
#       2 - invalid or excessive argument(s)                                   #
#       5 - program is not installed                                           #
################################################################################
start_daemon()
{
    local force=""
    local nice="0"
    local pidfile=""
    local pidlist=""
    local retval=""

    # Process arguments
    while true
    do
        case "${1}" in

            -f)
                force="1"
                shift 1
                ;;

            -n)
                nice="${2}"
                shift 2
                ;;

            -p)
                pidfile="${2}"
                shift 2
                ;;

            -*)
                return 2
                ;;

            *)
                program="${1}"
                break
                ;;
        esac
    done

    # Check for a valid program
    if [ ! -e "${program}" ]; then return 5; fi

    # Execute
    if [ -z "${force}" ]; then
```

```
        if [ -z "${pidfile}" ]; then
            # Determine the pid by discovery
            pidlist=`pidofproc "${1}"`
            retval="${?}"
        else
            # The PID file contains the needed PIDs
            # Note that by LSB requirement, the path must be given to pidofproc,
            # however, it is not used by the current implementation or standard.
            pidlist=`pidofproc -p "${pidfile}" "${1}"`
            retval="${?}"
        fi

        # Return a value ONLY
        # It is the init script's (or distribution's functions) responsibilty
        # to log messages!
        case "${retval}" in

            0)
                # Program is already running correctly, this is a
                # successful start.
                return 0
                ;;

            1)
                # Program is not running, but an invalid pid file exists
                # remove the pid file and continue
                rm -f "${pidfile}"
                ;;

            3)
                # Program is not running and no pidfile exists
                # do nothing here, let start_deamon continue.
                ;;

            *)
                # Others as returned by status values shall not be interpreted
                # and returned as an unspecified error.
                return 1
                ;;
        esac
    fi

    # Do the start!
    nice -n "${nice}" "${@}"
}

########################################################################################
# killproc()                                                                           #
# Usage: killproc [-p pidfile] pathname [signal]                                       #
#                                                                                      #
# Purpose: Send control signals to running processes                                   #
#                                                                                      #
# Inputs: -p pidfile, uses the specified pidfile                                       #
#         pathname, pathname to the specified program                                  #
#         signal, send this signal to pathname                                         #
#                                                                                      #
# Return values (as defined by LSB exit codes):                                       #
```

```
#       0 - program (pathname) has stopped/is already stopped or a             #
#           running program has been sent specified signal and stopped         #
#           successfully                                                       #
#       1 - generic or unspecified error                                       #
#       2 - invalid or excessive argument(s)                                   #
#       5 - program is not installed                                           #
#       7 - program is not running and a signal was supplied                   #
##########################################################################################
killproc()
{
    local pidfile
    local program
    local prefix
    local progname
    local signal="-TERM"
    local fallback="-KILL"
    local nosig
    local pidlist
    local retval
    local pid
    local delay="30"
    local piddead
    local dtime

    # Process arguments
    while true; do
        case "${1}" in
            -p)
                pidfile="${2}"
                shift 2
                ;;

             *)
                 program="${1}"
                 if [ -n "${2}" ]; then
                     signal="${2}"
                     fallback=""
                 else
                     nosig=1
                 fi

                 # Error on additional arguments
                 if [ -n "${3}" ]; then
                     return 2
                 else
                     break
                 fi
                 ;;
        esac
    done

    # Check for a valid program
    if [ ! -e "${program}" ]; then return 5; fi

    # Check for a valid signal
    check_signal "${signal}"
    if [ "${?}" -ne "0" ]; then return 2; fi
```

```
    # Get a list of pids
    if [ -z "${pidfile}" ]; then
        # determine the pid by discovery
        pidlist=`pidofproc "${1}"`
        retval="${?}"
    else
        # The PID file contains the needed PIDs
        # Note that by LSB requirement, the path must be given to pidofproc,
        # however, it is not used by the current implementation or standard.
        pidlist=`pidofproc -p "${pidfile}" "${1}"`
        retval="${?}"
    fi

    # Return a value ONLY
    # It is the init script's (or distribution's functions) responsibilty
    # to log messages!
    case "${retval}" in

        0)
            # Program is running correctly
            # Do nothing here, let killproc continue.
            ;;

        1)
            # Program is not running, but an invalid pid file exists
            # Remove the pid file.

            progname=${program##*/}

            if [[ -e "/run/${progname}.pid" ]]; then
                pidfile="/run/${progname}.pid"
                rm -f "${pidfile}"
            fi

            # This is only a success if no signal was passed.
            if [ -n "${nosig}" ]; then
                return 0
            else
                return 7
            fi
            ;;

        3)
            # Program is not running and no pidfile exists
            # This is only a success if no signal was passed.
            if [ -n "${nosig}" ]; then
                return 0
            else
                return 7
            fi
            ;;

        *)
            # Others as returned by status values shall not be interpreted
            # and returned as an unspecified error.
            return 1
```

```
        ;;
esac

# Perform different actions for exit signals and control signals
check_sig_type "${signal}"

if [ "${?}" -eq "0" ]; then # Signal is used to terminate the program

    # Account for empty pidlist (pid file still exists and no
    # signal was given)
    if [ "${pidlist}" != "" ]; then

        # Kill the list of pids
        for pid in ${pidlist}; do

            kill -0 "${pid}" 2> /dev/null

            if [ "${?}" -ne "0" ]; then
                # Process is dead, continue to next and assume all is well
                continue
            else
                kill "${signal}" "${pid}" 2> /dev/null

                # Wait up to ${delay}/10 seconds to for "${pid}" to
                # terminate in 10ths of a second

                while [ "${delay}" -ne "0" ]; do
                    kill -0 "${pid}" 2> /dev/null || piddead="1"
                    if [ "${piddead}" = "1" ]; then break; fi
                    sleep 0.1
                    delay="$(( ${delay} - 1 ))"
                done

                # If a fallback is set, and program is still running, then
                # use the fallback
                if [ -n "${fallback}" -a "${piddead}" != "1" ]; then
                    kill "${fallback}" "${pid}" 2> /dev/null
                    sleep 1
                    # Check again, and fail if still running
                    kill -0 "${pid}" 2> /dev/null && return 1
                fi
            fi
        done
    fi

    # Check for and remove stale PID files.
    if [ -z "${pidfile}" ]; then
        # Find the basename of $program
        prefix=`echo "${program}" | sed 's/[^/]*$//'`
        progname=`echo "${program}" | sed "s@${prefix}@@"`

        if [ -e "/run/${progname}.pid" ]; then
            rm -f "/run/${progname}.pid" 2> /dev/null
        fi
    else
        if [ -e "${pidfile}" ]; then rm -f "${pidfile}" 2> /dev/null; fi
    fi
```

```
    # For signals that do not expect a program to exit, simply
    # let kill do its job, and evaluate kill's return for value

    else # check_sig_type - signal is not used to terminate program
        for pid in ${pidlist}; do
            kill "${signal}" "${pid}"
            if [ "${?}" -ne "0" ]; then return 1; fi
        done
    fi
}

##############################################################################
# pidofproc()                                                                #
# Usage: pidofproc [-p pidfile] pathname                                     #
#                                                                            #
# Purpose: This function returns one or more pid(s) for a particular daemon  #
#                                                                            #
# Inputs: -p pidfile, use the specified pidfile instead of pidof             #
#         pathname, path to the specified program                            #
#                                                                            #
# Return values (as defined by LSB status codes):                            #
#       0 - Success (PIDs to stdout)                                         #
#       1 - Program is dead, PID file still exists (remaining PIDs output)   #
#       3 - Program is not running (no output)                               #
##############################################################################
pidofproc()
{
    local pidfile
    local program
    local prefix
    local progname
    local pidlist
    local lpids
    local exitstatus="0"

    # Process arguments
    while true; do
        case "${1}" in

            -p)
                pidfile="${2}"
                shift 2
                ;;

            *)
                program="${1}"
                if [ -n "${2}" ]; then
                    # Too many arguments
                    # Since this is status, return unknown
                    return 4
                else
                    break
                fi
                ;;
        esac
    done
```

```
    # If a PID file is not specified, try and find one.
    if [ -z "${pidfile}" ]; then
        # Get the program's basename
        prefix=`echo "${program}" | sed 's/[^/]*$//'`

        if [ -z "${prefix}" ]; then
           progname="${program}"
        else
           progname=`echo "${program}" | sed "s@${prefix}@@"`
        fi

        # If a PID file exists with that name, assume that is it.
        if [ -e "/run/${progname}.pid" ]; then
            pidfile="/run/${progname}.pid"
        fi
    fi

    # If a PID file is set and exists, use it.
    if [ -n "${pidfile}" -a -e "${pidfile}" ]; then

        # Use the value in the first line of the pidfile
        pidlist=`/bin/head -n1 "${pidfile}"`
        # This can optionally be written as 'sed 1q' to repalce 'head -n1'
        # should LFS move /bin/head to /usr/bin/head
    else
        # Use pidof
        pidlist=`pidof "${program}"`
    fi

    # Figure out if all listed PIDs are running.
    for pid in ${pidlist}; do
        kill -0 ${pid} 2> /dev/null

        if [ "${?}" -eq "0" ]; then
            lpids="${lpids}${pid} "
        else
            exitstatus="1"
        fi
    done

    if [ -z "${lpids}" -a ! -f "${pidfile}" ]; then
        return 3
    else
        echo "${lpids}"
        return "${exitstatus}"
    fi
}

########################################################################################
# statusproc()                                                                         #
# Usage: statusproc [-p pidfile] pathname                                              #
#                                                                                      #
# Purpose: This function prints the status of a particular daemon to stdout            #
#                                                                                      #
# Inputs: -p pidfile, use the specified pidfile instead of pidof                       #
#         pathname, path to the specified program                                      #
```

```
#                                                                              #
# Return values:                                                               #
#       0 - Status printed                                                     #
#       1 - Input error. The daemon to check was not specified.                #
################################################################################
statusproc()
{
   local pidfile
   local pidlist

   if [ "${#}" = "0" ]; then
      echo "Usage: statusproc [-p pidfle] {program}"
      exit 1
   fi

   # Process arguments
   while true; do
       case "${1}" in

           -p)
               pidfile="${2}"
               shift 2
               ;;

           *)
               if [ -n "${2}" ]; then
                   echo "Too many arguments"
                   return 1
               else
                   break
               fi
               ;;
       esac
   done

   if [ -n "${pidfile}" ]; then
      pidlist=`pidofproc -p "${pidfile}" $@`
   else
      pidlist=`pidofproc $@`
   fi

   # Trim trailing blanks
   pidlist=`echo "${pidlist}" | sed -r 's/ +$//'`

   base="${1##*/}"

   if [ -n "${pidlist}" ]; then
      /bin/echo -e "${INFO}${base} is running with Process" \
         "ID(s) ${pidlist}.${NORMAL}"
   else
      if [ -n "${base}" -a -e "/run/${base}.pid" ]; then
         /bin/echo -e "${WARNING}${1} is not running but" \
            "/run/${base}.pid exists.${NORMAL}"
      else
         if [ -n "${pidfile}" -a -e "${pidfile}" ]; then
            /bin/echo -e "${WARNING}${1} is not running" \
               "but ${pidfile} exists.${NORMAL}"
```

```
         else
            /bin/echo -e "${INFO}${1} is not running.${NORMAL}"
         fi
      fi
   fi
}

########################################################################################
# timespec()                                                                           #
#                                                                                      #
# Purpose: An internal utility function to format a timestamp                          #
#          a boot log file.  Sets the STAMP variable.                                  #
#                                                                                      #
# Return value: Not used                                                               #
########################################################################################
timespec()
{
   STAMP="$(echo `date +"%b %d %T %:z"` `hostname`) "
   return 0
}

########################################################################################
# log_success_msg()                                                                    #
# Usage: log_success_msg ["message"]                                                   #
#                                                                                      #
# Purpose: Print a successful status message to the screen and                         #
#          a boot log file.                                                            #
#                                                                                      #
# Inputs: $@ - Message                                                                 #
#                                                                                      #
# Return values: Not used                                                              #
########################################################################################
log_success_msg()
{
    /bin/echo -n -e "${BMPREFIX}${@}"
    /bin/echo -e "${CURS_ZERO}${SUCCESS_PREFIX}${SET_COL}${SUCCESS_SUFFIX}"

    # Strip non-printable characters from log file
    logmessage=`echo "${@}" | sed 's/\\\033[^a-zA-Z]*.//g'`

    timespec
    /bin/echo -e "${STAMP} ${logmessage} OK" >> ${BOOTLOG}

    return 0
}

log_success_msg2()
{
    /bin/echo -n -e "${BMPREFIX}${@}"
    /bin/echo -e "${CURS_ZERO}${SUCCESS_PREFIX}${SET_COL}${SUCCESS_SUFFIX}"

    echo " OK" >> ${BOOTLOG}

    return 0
}

########################################################################################
```

```
# log_failure_msg()                                                            #
# Usage: log_failure_msg ["message"]                                           #
#                                                                              #
# Purpose: Print a failure status message to the screen and                    #
#          a boot log file.                                                    #
#                                                                              #
# Inputs: $@ - Message                                                         #
#                                                                              #
# Return values: Not used                                                      #
################################################################################
log_failure_msg()
{
    /bin/echo -n -e "${BMPREFIX}${@}"
    /bin/echo -e "${CURS_ZERO}${FAILURE_PREFIX}${SET_COL}${FAILURE_SUFFIX}"

    # Strip non-printable characters from log file

    timespec
    logmessage=`echo "${@}" | sed 's/\\\033[^a-zA-Z]*.//g'`
    /bin/echo -e "${STAMP} ${logmessage} FAIL" >> ${BOOTLOG}

    return 0
}

log_failure_msg2()
{
    /bin/echo -n -e "${BMPREFIX}${@}"
    /bin/echo -e "${CURS_ZERO}${FAILURE_PREFIX}${SET_COL}${FAILURE_SUFFIX}"

    echo "FAIL" >> ${BOOTLOG}

    return 0
}

################################################################################
# log_warning_msg()                                                            #
# Usage: log_warning_msg ["message"]                                           #
#                                                                              #
# Purpose: Print a warning status message to the screen and                    #
#          a boot log file.                                                    #
#                                                                              #
# Return values: Not used                                                      #
################################################################################
log_warning_msg()
{
    /bin/echo -n -e "${BMPREFIX}${@}"
    /bin/echo -e "${CURS_ZERO}${WARNING_PREFIX}${SET_COL}${WARNING_SUFFIX}"

    # Strip non-printable characters from log file
    logmessage=`echo "${@}" | sed 's/\\\033[^a-zA-Z]*.//g'`
    timespec
    /bin/echo -e "${STAMP} ${logmessage} WARN" >> ${BOOTLOG}

    return 0
}

log_skip_msg()
```

```
{
    /bin/echo -n -e "${BMPREFIX}${@}"
    /bin/echo -e "${CURS_ZERO}${SKIP_PREFIX}${SET_COL}${SKIP_SUFFIX}"

    # Strip non-printable characters from log file
    logmessage=`echo "${@}" | sed 's/\\\033[^a-zA-Z]*.//g'`
    /bin/echo "SKIP" >> ${BOOTLOG}

    return 0
}

########################################################################################
# log_info_msg()                                                                       #
# Usage: log_info_msg message                                                          #
#                                                                                      #
# Purpose: Print an information message to the screen and                              #
#          a boot log file.  Does not print a trailing newline character.              #
#                                                                                      #
# Return values: Not used                                                              #
########################################################################################
log_info_msg()
{
    /bin/echo -n -e "${BMPREFIX}${@}"

    # Strip non-printable characters from log file
    logmessage=`echo "${@}" | sed 's/\\\033[^a-zA-Z]*.//g'`
    timespec
    /bin/echo -n -e "${STAMP} ${logmessage}" >> ${BOOTLOG}

    return 0
}

log_info_msg2()
{
    /bin/echo -n -e "${@}"

    # Strip non-printable characters from log file
    logmessage=`echo "${@}" | sed 's/\\\033[^a-zA-Z]*.//g'`
    /bin/echo -n -e "${logmessage}" >> ${BOOTLOG}

    return 0
}

########################################################################################
# evaluate_retval()                                                                    #
# Usage: Evaluate a return value and print success or failyure as appropriate          #
#                                                                                      #
# Purpose: Convenience function to terminate an info message                           #
#                                                                                      #
# Return values: Not used                                                              #
########################################################################################
evaluate_retval()
{
   local error_value="${?}"

   if [ ${error_value} = 0 ]; then
      log_success_msg2
```

```
   else
      log_failure_msg2
   fi
}

########################################################################################
# check_signal()                                                                       #
# Usage: check_signal [ -{signal} ]                                                    #
#                                                                                      #
# Purpose: Check for a valid signal.  This is not defined by any LSB draft,    #
#          however, it is required to check the signals to determine if the    #
#          signals chosen are invalid arguments to the other functions.        #
#                                                                                      #
# Inputs: Accepts a single string value in the form of -{signal}               #
#                                                                                      #
# Return values:                                                                       #
#       0 - Success (signal is valid                                                   #
#       1 - Signal is not valid                                                        #
########################################################################################
check_signal()
{
    local valsig

    # Add error handling for invalid signals
    valsig=" -ALRM -HUP -INT -KILL -PIPE -POLL -PROF -TERM -USR1 -USR2"
    valsig="${valsig} -VTALRM -STKFLT -PWR -WINCH -CHLD -URG -TSTP -TTIN"
    valsig="${valsig} -TTOU -STOP -CONT -ABRT -FPE -ILL -QUIT -SEGV -TRAP"
    valsig="${valsig} -SYS -EMT -BUS -XCPU -XFSZ -0 -1 -2 -3 -4 -5 -6 -8 -9"
    valsig="${valsig} -11 -13 -14 -15 "

    echo "${valsig}" | grep -- " ${1} " > /dev/null

    if [ "${?}" -eq "0" ]; then
        return 0
    else
        return 1
    fi
}

########################################################################################
# check_sig_type()                                                                     #
# Usage: check_signal [ -{signal} | {signal} ]                                         #
#                                                                                      #
# Purpose: Check if signal is a program termination signal or a control signal #
#          This is not defined by any LSB draft, however, it is required to    #
#          check the signals to determine if they are intended to end a        #
#          program or simply to control it.                                    #
#                                                                                      #
# Inputs: Accepts a single string value in the form or -{signal} or {signal}   #
#                                                                                      #
# Return values:                                                                       #
#       0 - Signal is used for program termination                                     #
#       1 - Signal is used for program control                                         #
########################################################################################
check_sig_type()
{
    local valsig
```

```
    # The list of termination signals (limited to generally used items)
    valsig=" -ALRM -INT -KILL -TERM -PWR -STOP -ABRT -QUIT -2 -3 -6 -9 -14 -15 "

    echo "${valsig}" | grep -- " ${1} " > /dev/null

    if [ "${?}" -eq "0" ]; then
        return 0
    else
        return 1
    fi
}

########################################################################################
# wait_for_user()                                                                      #
#                                                                                      #
# Purpose: Wait for the user to respond if not a headless system                       #
#                                                                                      #
########################################################################################
wait_for_user()
{
   # Wait for the user by default
   [ "${HEADLESS=0}" = "0" ] && read ENTER
   return 0
}

########################################################################################
# is_true()                                                                            #
#                                                                                      #
# Purpose: Utility to test if a variable is true | yes | 1                             #
#                                                                                      #
########################################################################################
is_true()
{
   [ "$1" = "1" ] || [ "$1" = "yes" ] || [ "$1" = "true" ] ||  [ "$1" = "y" ] ||
   [ "$1" = "t" ]
}

# End /lib/lsb/init-functions
```

D.3. /etc/rc.d/init.d/mountvirtfs

```
#!/bin/sh
########################################################################
# Begin mountvirtfs
#
# Description : Mount proc, sysfs, and run
#
# Authors     : Gerard Beekmans - gerard@linuxfromscratch.org
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################
```

```
### BEGIN INIT INFO
# Provides:            mountvirtfs
# Required-Start:      $first
# Should-Start:
# Required-Stop:
# Should-Stop:
# Default-Start:       S
# Default-Stop:
# Short-Description:   Mounts /sys and /proc virtual (kernel) filesystems.
#                      Mounts /run (tmpfs) and /dev (devtmpfs).
# Description:         Mounts /sys and /proc virtual (kernel) filesystems.
#                      Mounts /run (tmpfs) and /dev (devtmpfs).
# X-LFS-Provided-By:   LFS
### END INIT INFO

. /lib/lsb/init-functions

case "${1}" in
   start)
      # Make sure /run is available before logging any messages
      if ! mountpoint /run >/dev/null; then
         mount /run || failed=1
      fi

      mkdir -p /run/lock /run/shm
      chmod 1777 /run/shm /run/lock

      log_info_msg "Mounting virtual file systems: ${INFO}/run"

      if ! mountpoint /proc >/dev/null; then
         log_info_msg2 " ${INFO}/proc"
         mount -o nosuid,noexec,nodev /proc || failed=1
      fi

      if ! mountpoint /sys >/dev/null; then
         log_info_msg2 " ${INFO}/sys"
         mount -o nosuid,noexec,nodev /sys || failed=1
      fi

      if ! mountpoint /dev >/dev/null; then
         log_info_msg2 " ${INFO}/dev"
         mount -o mode=0755,nosuid /dev  || failed=1
      fi

      ln -sfn /run/shm /dev/shm

      (exit ${failed})
      evaluate_retval
      exit $failed
      ;;

   *)
      echo "Usage: ${0} {start}"
      exit 1
      ;;
esac
```

```
# End mountvirtfs
```

D.4. /etc/rc.d/init.d/modules

```
#!/bin/sh
########################################################################
# Begin modules
#
# Description : Module auto-loading script
#
# Authors     : Zack Winkles
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

### BEGIN INIT INFO
# Provides:            modules
# Required-Start:      mountvirtfs
# Should-Start:
# Required-Stop:
# Should-Stop:
# Default-Start:       S
# Default-Stop:
# Short-Description:   Loads required modules.
# Description:         Loads modules listed in /etc/sysconfig/modules.
# X-LFS-Provided-By:   LFS
### END INIT INFO

# Assure that the kernel has module support.
[ -e /proc/modules ] || exit 0

. /lib/lsb/init-functions

case "${1}" in
   start)
      # Exit if there's no modules file or there are no
      # valid entries
      [ -r /etc/sysconfig/modules ]             || exit 0
      egrep -qv '^($|#)' /etc/sysconfig/modules || exit 0

      log_info_msg "Loading modules:"

      # Only try to load modules if the user has actually given us
      # some modules to load.

      while read module args; do

         # Ignore comments and blank lines.
         case "$module" in
            ""|"#"*) continue ;;
         esac

         # Attempt to load the module, passing any arguments provided.
```

```
         modprobe ${module} ${args} >/dev/null

         # Print the module name if successful, otherwise take note.
         if [ $? -eq 0 ]; then
            log_info_msg2 " ${module}"
         else
            failedmod="${failedmod} ${module}"
         fi
      done < /etc/sysconfig/modules

      # Print a message about successfully loaded modules on the correct line.
      log_success_msg2

      # Print a failure message with a list of any modules that
      # may have failed to load.
      if [ -n "${failedmod}" ]; then
         log_failure_msg "Failed to load modules:${failedmod}"
         exit 1
      fi
      ;;

   *)
      echo "Usage: ${0} {start}"
      exit 1
      ;;
esac

exit 0

# End modules
```

D.5. /etc/rc.d/init.d/udev

```
#!/bin/sh
########################################################################
# Begin udev
#
# Description : Udev cold-plugging script
#
# Authors     : Zack Winkles, Alexander E. Patrakov
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

### BEGIN INIT INFO
# Provides:            udev $time
# Required-Start:      localnet
# Should-Start:        modules
# Required-Stop:
# Should-Stop:
# Default-Start:       S
# Default-Stop:
# Short-Description:   Populates /dev with device nodes.
```

```
# Description:         Mounts a tempfs on /dev and starts the udevd daemon.
#                      Device nodes are created as defined by udev.
# X-LFS-Provided-By:   LFS
### END INIT INFO

. /lib/lsb/init-functions

case "${1}" in
   start)
      log_info_msg "Populating /dev with device nodes... "
      if ! grep -q '[[:space:]]sysfs' /proc/mounts; then
         log_failure_msg2
         msg="FAILURE:\n\nUnable to create "
         msg="${msg}devices without a SysFS filesystem\n\n"
         msg="${msg}After you press Enter, this system "
         msg="${msg}will be halted and powered off.\n\n"
         log_info_msg "$msg"
         log_info_msg "Press Enter to continue..."
         wait_for_user
         /etc/rc.d/init.d/halt stop
      fi

      # Start the udev daemon to continually watch for, and act on,
      # uevents
      /sbin/udevd --daemon

      # Now traverse /sys in order to "coldplug" devices that have
      # already been discovered
      /sbin/udevadm trigger --action=add    --type=subsystems
      /sbin/udevadm trigger --action=add    --type=devices
      /sbin/udevadm trigger --action=change --type=devices

      # Now wait for udevd to process the uevents we triggered
      if ! is_true "$OMIT_UDEV_SETTLE"; then
         /sbin/udevadm settle
      fi

      # If any LVM based partitions are on the system, ensure they
      # are activated so they can be used.
      if [ -x /sbin/vgchange ]; then /sbin/vgchange -a y >/dev/null; fi

      log_success_msg2
      ;;

   *)
      echo "Usage ${0} {start}"
      exit 1
      ;;
esac

exit 0

# End udev
```

D.6. /etc/rc.d/init.d/swap

```
#!/bin/sh
########################################################################
# Begin swap
#
# Description : Swap Control Script
#
# Authors     : Gerard Beekmans - gerard@linuxfromscratch.org
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

### BEGIN INIT INFO
# Provides:            swap
# Required-Start:      udev
# Should-Start:        modules
# Required-Stop:       localnet
# Should-Stop:         $local_fs
# Default-Start:       S
# Default-Stop:        0 6
# Short-Description:   Mounts and unmounts swap partitions.
# Description:         Mounts and unmounts swap partitions defined in
#                      /etc/fstab.
# X-LFS-Provided-By:   LFS
### END INIT INFO

. /lib/lsb/init-functions

case "${1}" in
   start)
      log_info_msg "Activating all swap files/partitions..."
      swapon -a
      evaluate_retval
      ;;

   stop)
      log_info_msg "Deactivating all swap files/partitions..."
      swapoff -a
      evaluate_retval
      ;;

   restart)
      ${0} stop
      sleep 1
      ${0} start
      ;;

   status)
      log_success_msg "Retrieving swap status."
      swapon -s
      ;;
```

```
   *)
      echo "Usage: ${0} {start|stop|restart|status}"
      exit 1
      ;;
esac

exit 0

# End swap
```

D.7. /etc/rc.d/init.d/setclock

```
#!/bin/sh
########################################################################
# Begin setclock
#
# Description : Setting Linux Clock
#
# Authors     : Gerard Beekmans - gerard@linuxfromscratch.org
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

### BEGIN INIT INFO
# Provides:
# Required-Start:
# Should-Start:        modules
# Required-Stop:
# Should-Stop:         $syslog
# Default-Start:       S
# Default-Stop:
# Short-Description:   Stores and restores time from the hardware clock
# Description:         On boot, system time is obtained from hwclock.  The
#                      hardware clock can also be set on shutdown.
# X-LFS-Provided-By:   LFS
### END INIT INFO

. /lib/lsb/init-functions

[ -r /etc/sysconfig/clock ] && . /etc/sysconfig/clock


case "${UTC}" in
   yes|true|1)
      CLOCKPARAMS="${CLOCKPARAMS} --utc"
      ;;

   no|false|0)
      CLOCKPARAMS="${CLOCKPARAMS} --localtime"
      ;;

esac
```

```
case ${1} in
   start)
      hwclock --hctosys ${CLOCKPARAMS} >/dev/null
      ;;

   stop)
      log_info_msg "Setting hardware clock..."
      hwclock --systohc ${CLOCKPARAMS} >/dev/null
      evaluate_retval
      ;;

   *)
      echo "Usage: ${0} {start|stop}"
      exit 1
      ;;

esac

exit 0
```

D.8. /etc/rc.d/init.d/checkfs

```
#!/bin/sh
########################################################################
# Begin checkfs
#
# Description : File System Check
#
# Authors     : Gerard Beekmans - gerard@linuxfromscratch.org
#               A. Luebke - luebke@users.sourceforge.net
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
# Based on checkfs script from LFS-3.1 and earlier.
#
# From man fsck
# 0    - No errors
# 1    - File system errors corrected
# 2    - System should be rebooted
# 4    - File system errors left uncorrected
# 8    - Operational error
# 16   - Usage or syntax error
# 32   - Fsck canceled by user request
# 128  - Shared library error
#
########################################################################

### BEGIN INIT INFO
# Provides:            checkfs
# Required-Start:      udev swap
# Should-Start:
# Required-Stop:
# Should-Stop:
# Default-Start:       S
```

```
# Default-Stop:
# Short-Description:   Checks local filesystems before mounting.
# Description:         Checks local filesystmes before mounting.
# X-LFS-Provided-By:   LFS
### END INIT INFO

. /lib/lsb/init-functions

case "${1}" in
   start)
      if [ -f /fastboot ]; then
         msg="/fastboot found, will omit "
         msg="${msg} file system checks as requested.\n"
         log_info_msg "${msg}"
         exit 0
      fi

      log_info_msg "Mounting root file system in read-only mode... "
      mount -n -o remount,ro / >/dev/null

      if [ ${?} != 0 ]; then
         log_failure_msg2
         msg="\n\nCannot check root "
         msg="${msg}filesystem because it could not be mounted "
         msg="${msg}in read-only mode.\n\n"
         msg="${msg}After you press Enter, this system will be "
         msg="${msg}halted and powered off.\n\n"
         log_failure_msg "${msg}"

         log_info_msg "Press Enter to continue..."
         wait_for_user
         /etc/rc.d/init.d/halt stop
      else
         log_success_msg2
      fi

      if [ -f /forcefsck ]; then
         msg="/forcefsck found, forcing file"
         msg="${msg} system checks as requested."
         log_success_msg "$msg"
         options="-f"
      else
         options=""
      fi

      log_info_msg "Checking file systems..."
      # Note: -a option used to be -p; but this fails e.g. on fsck.minix
      if is_true "$VERBOSE_FSCK"; then
        fsck ${options} -a -A -C -T
      else
        fsck ${options} -a -A -C -T >/dev/null
      fi

      error_value=${?}

      if [ "${error_value}" = 0 ]; then
         log_success_msg2
```

```
      fi

      if [ "${error_value}" = 1 ]; then
         msg="\nWARNING:\n\nFile system errors "
         msg="${msg}were found and have been corrected.\n"
         msg="${msg}      You may want to double-check that "
         msg="${msg}everything was fixed properly."
         log_warning_msg "$msg"
      fi

      if [ "${error_value}" = 2 -o "${error_value}" = 3 ]; then
         msg="\nWARNING:\n\nFile system errors "
         msg="${msg}were found and have been been "
         msg="${msg}corrected, but the nature of the "
         msg="${msg}errors require this system to be rebooted.\n\n"
         msg="${msg}After you press enter, "
         msg="${msg}this system will be rebooted\n\n"
         log_failure_msg "$msg"

         log_info_msg "Press Enter to continue..."
         wait_for_user
         reboot -f
      fi

      if [ "${error_value}" -gt 3 -a "${error_value}" -lt 16 ]; then
         msg="\nFAILURE:\n\nFile system errors "
         msg="${msg}were encountered that could not be "
         msg="${msg}fixed automatically.\nThis system "
         msg="${msg}cannot continue to boot and will "
         msg="${msg}therefore be halted until those "
         msg="${msg}errors are fixed manually by a "
         msg="${msg}System Administrator.\n\n"
         msg="${msg}After you press Enter, this system will be "
         msg="${msg}halted and powered off.\n\n"
         log_failure_msg "$msg"

         log_info_msg "Press Enter to continue..."
         wait_for_user
         /etc/rc.d/init.d/halt stop
      fi

      if [ "${error_value}" -ge 16 ]; then
         msg="FAILURE:\n\nUnexpected failure "
         msg="${msg}running fsck.  Exited with error "
         msg="${msg} code: ${error_value}.\n"
         log_info_msg $msg
         exit ${error_value}
      fi

      exit 0
      ;;
   *)
      echo "Usage: ${0} {start}"
      exit 1
      ;;
esac
```

```
# End checkfs
```

D.9. /etc/rc.d/init.d/mountfs

```
#!/bin/sh
########################################################################
# Begin mountfs
#
# Description : File System Mount Script
#
# Authors     : Gerard Beekmans - gerard@linuxfromscratch.org
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

### BEGIN INIT INFO
# Provides:            $local_fs
# Required-Start:      udev checkfs
# Should-Start:        modules
# Required-Stop:       localnet
# Should-Stop:
# Default-Start:       S
# Default-Stop:        0 6
# Short-Description:   Mounts/unmounts local filesystems defined in /etc/fstab.
# Description:         Remounts root filesystem read/write and mounts all
#                      remaining local filesystems defined in /etc/fstab on
#                      start.  Remounts root filesystem read-only and unmounts
#                      remaining filesystems on stop.
# X-LFS-Provided-By:   LFS
### END INIT INFO

. /lib/lsb/init-functions

case "${1}" in
   start)
      log_info_msg "Remounting root file system in read-write mode..."
      mount --options remount,rw / >/dev/null
      evaluate_retval

      # Remove fsck-related file system watermarks.
      rm -f /fastboot /forcefsck

      # Make sure /dev/pts exists
      mkdir -p /dev/pts

      # This will mount all filesystems that do not have _netdev in
      # their option list.  _netdev denotes a network filesystem.

      log_info_msg "Mounting remaining file systems..."
      failed=0
      mount --all --test-opts no_netdev >/dev/null || failed=1
      evaluate_retval
      exit $failed
```

```
      ;;

   stop)
      # Don't unmount virtual file systems like /run
      log_info_msg "Unmounting all other currently mounted file systems..."
      # Ensure any loop devies are removed
      losetup -D
      umount --all --detach-loop --read-only \
             --types notmpfs,nosysfs,nodevtmpfs,noproc,nodevpts >/dev/null
      evaluate_retval

      # Make sure / is mounted read only (umount bug)
      mount --options remount,ro /

      # Make all LVM volume groups unavailable, if appropriate
      # This fails if swap or / are on an LVM partition
      #if [ -x /sbin/vgchange ]; then /sbin/vgchange -an > /dev/null; fi
      ;;

   *)
      echo "Usage: ${0} {start|stop}"
      exit 1
      ;;
esac

# End mountfs
```

D.10. /etc/rc.d/init.d/udev_retry

```
#!/bin/sh
########################################################################
# Begin udev_retry
#
# Description : Udev cold-plugging script (retry)
#
# Authors     : Alexander E. Patrakov
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#               Bryan Kadzban -
#
# Version     : LFS 7.0
#
########################################################################

### BEGIN INIT INFO
# Provides:            udev_retry
# Required-Start:      udev
# Should-Start:        $local_fs cleanfs
# Required-Stop:
# Should-Stop:
# Default-Start:       S
# Default-Stop:
# Short-Description:   Replays failed uevents and creates additional devices.
# Description:         Replays any failed uevents that were skipped due to
#                      slow hardware initialization, and creates those needed
#                      device nodes
```

```
# X-LFS-Provided-By:   LFS
### END INIT INFO

. /lib/lsb/init-functions

case "${1}" in
   start)
      log_info_msg "Retrying failed uevents, if any..."

      # As of udev-186, the --run option is no longer valid
      #rundir=$(/sbin/udevadm info --run)
      rundir=/run/udev
      # From Debian: "copy the rules generated before / was mounted
      # read-write":

      for file in ${rundir}/tmp-rules--*; do
         dest=${file##*tmp-rules--}
         [ "$dest" = '*' ] && break
         cat $file >> /etc/udev/rules.d/$dest
         rm -f $file
      done

      # Re-trigger the uevents that may have failed,
      # in hope they will succeed now
      /bin/sed -e 's/#.*$//' /etc/sysconfig/udev_retry | /bin/grep -v '^$' | \
      while read line ; do
         for subsystem in $line ; do
            /sbin/udevadm trigger --subsystem-match=$subsystem --action=add
         done
      done

      # Now wait for udevd to process the uevents we triggered
      if ! is_true "$OMIT_UDEV_RETRY_SETTLE"; then
         /sbin/udevadm settle
      fi

      evaluate_retval
      ;;

   *)
      echo "Usage ${0} {start}"
      exit 1
      ;;
esac

exit 0

# End udev_retry
```

D.11. /etc/rc.d/init.d/cleanfs

```
#!/bin/sh
########################################################################
# Begin cleanfs
#
# Description : Clean file system
```

```
#
# Authors     : Gerard Beekmans - gerard@linuxfromscratch.org
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
##############################################################################

### BEGIN INIT INFO
# Provides:            cleanfs
# Required-Start:      $local_fs
# Should-Start:
# Required-Stop:
# Should-Stop:
# Default-Start:       S
# Default-Stop:
# Short-Description:   Cleans temporary directories early in the boot process.
# Description:         Cleans temporary directories /run, /var/lock, and
#                      optionally, /tmp.  cleanfs also creates /run/utmp
#                      and any files defined in /etc/sysconfig/createfiles.
# X-LFS-Provided-By:   LFS
### END INIT INFO

. /lib/lsb/init-functions

# Function to create files/directory on boot.
create_files()
{
   # Input to file descriptor 9 and output to stdin (redirection)
   exec 9>&0 < /etc/sysconfig/createfiles

   while read name type perm usr grp dtype maj min junk
   do
      # Ignore comments and blank lines.
      case "${name}" in
         ""|\#*) continue ;;
      esac

      # Ignore existing files.
      if [ ! -e "${name}" ]; then
         # Create stuff based on its type.
         case "${type}" in
            dir)
               mkdir "${name}"
               ;;
            file)
               :> "${name}"
               ;;
            dev)
               case "${dtype}" in
                  char)
                     mknod "${name}" c ${maj} ${min}
                     ;;
                  block)
                     mknod "${name}" b ${maj} ${min}
                     ;;
```

```
                  pipe)
                     mknod "${name}" p
                     ;;
                  *)
                     log_warning_msg "\nUnknown device type: ${dtype}"
                     ;;
               esac
               ;;
            *)
               log_warning_msg "\nUnknown type: ${type}"
               continue
               ;;
         esac

         # Set up the permissions, too.
         chown ${usr}:${grp} "${name}"
         chmod ${perm} "${name}"
      fi
   done

   # Close file descriptor 9 (end redirection)
   exec 0>&9 9>&-
   return 0
}

case "${1}" in
   start)
      log_info_msg "Cleaning file systems:"

      if [ "${SKIPTMPCLEAN}" = "" ]; then
         log_info_msg2 " /tmp"
         cd /tmp &&
         find . -xdev -mindepth 1 ! -name lost+found -delete || failed=1
      fi

      > /run/utmp

      if grep -q '^utmp:' /etc/group ; then
         chmod 664 /run/utmp
         chgrp utmp /run/utmp
      fi

      (exit ${failed})
      evaluate_retval

      if egrep -qv '^(#|$)' /etc/sysconfig/createfiles 2>/dev/null; then
         log_info_msg "Creating files and directories... "
         create_files      # Always returns 0
         evaluate_retval
      fi

      exit $failed
      ;;
   *)
      echo "Usage: ${0} {start}"
      exit 1
      ;;
```

```
esac

# End cleanfs
```

D.12. /etc/rc.d/init.d/console

```
#!/bin/sh
########################################################################
# Begin console
#
# Description : Sets keymap and screen font
#
# Authors     : Gerard Beekmans - gerard@linuxfromscratch.org
#               Alexander E. Patrakov
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

### BEGIN INIT INFO
# Provides:            console
# Required-Start:      $local_fs
# Should-Start:        udev_retry
# Required-Stop:
# Should-Stop:
# Default-Start:       S
# Default-Stop:
# Short-Description:   Sets up a localised console.
# Description:         Sets up fonts and language settings for the user's
#                      local as defined by /etc/sysconfig/console.
# X-LFS-Provided-By:   LFS
### END INIT INFO

. /lib/lsb/init-functions

# Native English speakers probably don't have /etc/sysconfig/console at all
[ -r /etc/sysconfig/console ] && . /etc/sysconfig/console

is_true()
{
   [ "$1" = "1" ] || [ "$1" = "yes" ] || [ "$1" = "true" ]
}

failed=0

case "${1}" in
   start)
      # See if we need to do anything
      if [ -z "${KEYMAP}"         ] && [ -z "${KEYMAP_CORRECTIONS}" ] &&
         [ -z "${FONT}"           ] && [ -z "${LEGACY_CHARSET}"     ] &&
         ! is_true "${UNICODE}"; then
         exit 0
      fi
```

```
    # There should be no bogus failures below this line!
    log_info_msg "Setting up Linux console..."

    # Figure out if a framebuffer console is used
    [ -d /sys/class/graphics/fb0 ] && use_fb=1 || use_fb=0

    # Figure out the command to set the console into the
    # desired mode
    is_true "${UNICODE}" &&
       MODE_COMMAND="echo -en '\033%G' && kbd_mode -u" ||
       MODE_COMMAND="echo -en '\033%@\033(K' && kbd_mode -a"

    # On framebuffer consoles, font has to be set for each vt in
    # UTF-8 mode. This doesn't hurt in non-UTF-8 mode also.

    ! is_true "${use_fb}" || [ -z "${FONT}" ] ||
       MODE_COMMAND="${MODE_COMMAND} && setfont ${FONT}"

    # Apply that command to all consoles mentioned in
    # /etc/inittab. Important: in the UTF-8 mode this should
    # happen before setfont, otherwise a kernel bug will
    # show up and the unicode map of the font will not be
    # used.

    for TTY in `grep '^[^#].*respawn:/sbin/agetty' /etc/inittab |
       grep -o '\btty[[:digit:]]*\b'`
    do
       openvt -f -w -c ${TTY#tty} -- \
          /bin/sh -c "${MODE_COMMAND}" || failed=1
    done

    # Set the font (if not already set above) and the keymap
    [ "${use_fb}" == "1" ] || [ -z "${FONT}" ] || setfont $FONT || failed=1

    [ -z "${KEYMAP}" ] ||
       loadkeys ${KEYMAP} >/dev/null 2>&1 ||
       failed=1

    [ -z "${KEYMAP_CORRECTIONS}" ] ||
       loadkeys ${KEYMAP_CORRECTIONS} >/dev/null 2>&1 ||
       failed=1

    # Convert the keymap from $LEGACY_CHARSET to UTF-8
    [ -z "$LEGACY_CHARSET" ] ||
       dumpkeys -c "$LEGACY_CHARSET" | loadkeys -u >/dev/null 2>&1 ||
       failed=1

    # If any of the commands above failed, the trap at the
    # top would set $failed to 1
    ( exit $failed )
    evaluate_retval

    exit $failed
    ;;

*)
    echo "Usage:  ${0} {start}"
```

```
      exit 1
      ;;
esac

# End console
```

D.13. /etc/rc.d/init.d/localnet

```
#!/bin/sh
########################################################################
# Begin localnet
#
# Description : Loopback device
#
# Authors     : Gerard Beekmans  - gerard@linuxfromscratch.org
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

### BEGIN INIT INFO
# Provides:            localnet
# Required-Start:      mountvirtfs
# Should-Start:        modules
# Required-Stop:
# Should-Stop:
# Default-Start:       S
# Default-Stop:        0 6
# Short-Description:   Starts the local network.
# Description:         Sets the hostname of the machine and starts the
#                      loopback interface.
# X-LFS-Provided-By:   LFS
### END INIT INFO

. /lib/lsb/init-functions
[ -r /etc/sysconfig/network ] && . /etc/sysconfig/network
[ -r /etc/hostname ] && HOSTNAME=`cat /etc/hostname`

case "${1}" in
   start)
      log_info_msg "Bringing up the loopback interface..."
      ip addr add 127.0.0.1/8 label lo dev lo
      ip link set lo up
      evaluate_retval

      log_info_msg "Setting hostname to ${HOSTNAME}..."
      hostname ${HOSTNAME}
      evaluate_retval
      ;;

   stop)
      log_info_msg "Bringing down the loopback interface..."
      ip link set lo down
      evaluate_retval
```

```
      ;;

   restart)
      ${0} stop
      sleep 1
      ${0} start
      ;;

   status)
      echo "Hostname is: $(hostname)"
      ip link show lo
      ;;

   *)
      echo "Usage: ${0} {start|stop|restart|status}"
      exit 1
      ;;
esac

exit 0

# End localnet
```

D.14. /etc/rc.d/init.d/sysctl

```
#!/bin/sh
########################################################################
# Begin sysctl
#
# Description : File uses /etc/sysctl.conf to set kernel runtime
#               parameters
#
# Authors     : Nathan Coulson (nathan@linuxfromscratch.org)
#               Matthew Burgress (matthew@linuxfromscratch.org)
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

### BEGIN INIT INFO
# Provides:            sysctl
# Required-Start:      mountvirtfs
# Should-Start:        console
# Required-Stop:
# Should-Stop:
# Default-Start:       S
# Default-Stop:
# Short-Description:   Makes changes to the proc filesystem
# Description:         Makes changes to the proc filesystem as defined in
#                      /etc/sysctl.conf.  See 'man sysctl(8)'.
# X-LFS-Provided-By:   LFS
### END INIT INFO

. /lib/lsb/init-functions
```

```
case "${1}" in
   start)
      if [ -f "/etc/sysctl.conf" ]; then
         log_info_msg "Setting kernel runtime parameters..."
         sysctl -q -p
         evaluate_retval
      fi
      ;;

   status)
      sysctl -a
      ;;

   *)
      echo "Usage: ${0} {start|status}"
      exit 1
      ;;
esac

exit 0

# End sysctl
```

D.15. /etc/rc.d/init.d/sysklogd

```
#!/bin/sh
########################################################################
# Begin sysklogd
#
# Description : Sysklogd loader
#
# Authors     : Gerard Beekmans - gerard@linuxfromscratch.org
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

### BEGIN INIT INFO
# Provides:            $syslog
# Required-Start:      $first localnet
# Should-Start:
# Required-Stop:       $local_fs
# Should-Stop:         sendsignals
# Default-Start:       3 4 5
# Default-Stop:        0 1 2 6
# Short-Description:   Starts kernel and system log daemons.
# Description:         Starts kernel and system log daemons.
#                      /etc/fstab.
# X-LFS-Provided-By:   LFS
### END INIT INFO

# Note: sysklogd is not started in runlevel 2 due to possible
# remote logging configurations
```

```
. /lib/lsb/init-functions

case "${1}" in
   start)
      log_info_msg "Starting system log daemon..."
      parms=${SYSKLOGD_PARMS-'-m 0'}
      start_daemon /sbin/syslogd $parms
      evaluate_retval

      log_info_msg "Starting kernel log daemon..."
      start_daemon /sbin/klogd
      evaluate_retval
      ;;

   stop)
      log_info_msg "Stopping kernel log daemon..."
      killproc /sbin/klogd
      evaluate_retval

      log_info_msg "Stopping system log daemon..."
      killproc /sbin/syslogd
      evaluate_retval
      ;;

   reload)
      log_info_msg "Reloading system log daemon config file..."
      pid=`pidofproc syslogd`
      kill -HUP "${pid}"
      evaluate_retval
      ;;

   restart)
      ${0} stop
      sleep 1
      ${0} start
      ;;

   status)
      statusproc /sbin/syslogd
      statusproc klogd
      ;;

   *)
      echo "Usage: ${0} {start|stop|reload|restart|status}"
      exit 1
      ;;
esac

exit 0

# End sysklogd
```

D.16. /etc/rc.d/init.d/network

```
#!/bin/sh
```

```
########################################################################
# Begin network
#
# Description : Network Control Script
#
# Authors     : Gerard Beekmans - gerard@linuxfromscratch.org
#               Nathan Coulson - nathan@linuxfromscratch.org
#               Kevin P. Fleming - kpfleming@linuxfromscratch.org
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

### BEGIN INIT INFO
# Provides:            $network
# Required-Start:      $local_fs localnet swap
# Should-Start:        $syslog firewalld iptables nftables
# Required-Stop:       $local_fs localnet swap
# Should-Stop:         $syslog firewalld iptables nftables
# Default-Start:       3 4 5
# Default-Stop:        0 1 2 6
# Short-Description:   Starts and configures network interfaces.
# Description:         Starts and configures network interfaces.
# X-LFS-Provided-By:   LFS
### END INIT INFO

case "${1}" in
   start)
      # Start all network interfaces
      for file in /etc/sysconfig/ifconfig.*
      do
         interface=${file##*/ifconfig.}

         # Skip if $file is * (because nothing was found)
         if [ "${interface}" = "*" ]; then continue; fi

         /sbin/ifup ${interface}
      done
      ;;

   stop)
      # Unmount any network mounted file systems
       umount --all --force --types nfs,cifs,nfs4

      # Reverse list
      net_files=""
      for file in  /etc/sysconfig/ifconfig.*
      do
         net_files="${file} ${net_files}"
      done

      # Stop all network interfaces
      for file in ${net_files}
      do
         interface=${file##*/ifconfig.}
```

```
         # Skip if $file is * (because nothing was found)
         if [ "${interface}" = "*" ]; then continue; fi

         # See if interface exists
         if [ ! -e /sys/class/net/$interface ]; then continue; fi

         # Is interface UP?
         ip link show $interface 2>/dev/null | grep -q "state UP"
         if [ $? -ne 0 ];  then continue; fi

         /sbin/ifdown ${interface}
      done
      ;;

   restart)
      ${0} stop
      sleep 1
      ${0} start
      ;;

   *)
      echo "Usage: ${0} {start|stop|restart}"
      exit 1
      ;;
esac

exit 0

# End network
```

D.17. /etc/rc.d/init.d/sendsignals

```
#!/bin/sh
########################################################################
# Begin sendsignals
#
# Description : Sendsignals Script
#
# Authors     : Gerard Beekmans - gerard@linuxfromscratch.org
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

### BEGIN INIT INFO
# Provides:            sendsignals
# Required-Start:
# Should-Start:
# Required-Stop:       $local_fs swap localnet
# Should-Stop:
# Default-Start:
# Default-Stop:        0 6
# Short-Description:   Attempts to kill remaining processes.
```

```
# Description:         Attempts to kill remaining processes.
# X-LFS-Provided-By:   LFS
### END INIT INFO

. /lib/lsb/init-functions

case "${1}" in
   stop)
      omit=$(pidof mdmon)
      [ -n "$omit" ] && omit="-o $omit"

      log_info_msg "Sending all processes the TERM signal..."
      killall5 -15 $omit
      error_value=${?}

      sleep ${KILLDELAY}

      if [ "${error_value}" = 0 -o "${error_value}" = 2 ]; then
         log_success_msg
      else
         log_failure_msg
      fi

      log_info_msg "Sending all processes the KILL signal..."
      killall5 -9 $omit
      error_value=${?}

      sleep ${KILLDELAY}

      if [ "${error_value}" = 0 -o "${error_value}" = 2 ]; then
         log_success_msg
      else
         log_failure_msg
      fi
      ;;

   *)
      echo "Usage: ${0} {stop}"
      exit 1
      ;;

esac

exit 0

# End sendsignals
```

D.18. /etc/rc.d/init.d/reboot

```
#!/bin/sh
########################################################################
# Begin reboot
#
# Description : Reboot Scripts
#
# Authors     : Gerard Beekmans - gerard@linuxfromscratch.org
```

```
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

### BEGIN INIT INFO
# Provides:            reboot
# Required-Start:
# Should-Start:
# Required-Stop:
# Should-Stop:
# Default-Start:       6
# Default-Stop:
# Short-Description:   Reboots the system.
# Description:         Reboots the System.
# X-LFS-Provided-By:   LFS
### END INIT INFO

. /lib/lsb/init-functions

case "${1}" in
   stop)
      log_info_msg "Restarting system..."
      reboot -d -f -i
      ;;

   *)
      echo "Usage: ${0} {stop}"
      exit 1
      ;;

esac

# End reboot
```

D.19. /etc/rc.d/init.d/halt

```
#!/bin/sh
########################################################################
# Begin halt
#
# Description : Halt Script
#
# Authors     : Gerard Beekmans - gerard@linuxfromscratch.org
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

### BEGIN INIT INFO
# Provides:            halt
# Required-Start:
```

```
# Should-Start:
# Required-Stop:
# Should-Stop:
# Default-Start:       0
# Default-Stop:
# Short-Description:   Halts the system.
# Description:         Halts the System.
# X-LFS-Provided-By:   LFS
### END INIT INFO

case "${1}" in
   stop)
      halt -d -f -i -p
      ;;

   *)
      echo "Usage: {stop}"
      exit 1
      ;;
esac

# End halt
```

D.20. /etc/rc.d/init.d/template

```
#!/bin/sh
########################################################################
# Begin scriptname
#
# Description :
#
# Authors     :
#
# Version     : LFS x.x
#
# Notes       :
#
########################################################################

### BEGIN INIT INFO
# Provides:            template
# Required-Start:
# Should-Start:
# Required-Stop:
# Should-Stop:
# Default-Start:
# Default-Stop:
# Short-Description:
# Description:
# X-LFS-Provided-By:
### END INIT INFO

. /lib/lsb/init-functions

case "${1}" in
   start)
```

```
      log_info_msg "Starting..."
      start_daemon fully_qualified_path
      ;;

   stop)
      log_info_msg "Stopping..."
      killproc fully_qualified_path
      ;;

   restart)
      ${0} stop
      sleep 1
      ${0} start
      ;;

   *)
      echo "Usage: ${0} {start|stop|restart}"
      exit 1
      ;;
esac

exit 0

# End scriptname
```

D.21. /etc/sysconfig/modules

```
################################################################################
# Begin /etc/sysconfig/modules
#
# Description : Module auto-loading configuration
#
# Authors     :
#
# Version     : 00.00
#
# Notes       : The syntax of this file is as follows:
#          <module> [<arg1> <arg2> ...]
#
# Each module should be on its own line, and any options that you want
# passed to the module should follow it.  The line deliminator is either
# a space or a tab.
################################################################################

# End /etc/sysconfig/modules
```

D.22. /etc/sysconfig/createfiles

```
################################################################################
# Begin /etc/sysconfig/createfiles
#
# Description : Createfiles script config file
#
# Authors     :
#
```

```
# Version     : 00.00
#
# Notes       : The syntax of this file is as follows:
#         if type is equal to "file" or "dir"
#          <filename> <type> <permissions> <user> <group>
#         if type is equal to "dev"
#          <filename> <type> <permissions> <user> <group> <devtype>
#             <major> <minor>
#
#         <filename> is the name of the file which is to be created
#         <type> is either file, dir, or dev.
#               file creates a new file
#               dir creates a new directory
#               dev creates a new device
#         <devtype> is either block, char or pipe
#               block creates a block device
#               char creates a character deivce
#               pipe creates a pipe, this will ignore the <major> and
#           <minor> fields
#         <major> and <minor> are the major and minor numbers used for
#     the device.
#############################################################################

# End /etc/sysconfig/createfiles
```

D.23. /etc/sysconfig/udev-retry

```
#############################################################################
# Begin /etc/sysconfig/udev_retry
#
# Description : udev_retry script configuration
#
# Authors     :
#
# Version     : 00.00
#
# Notes       : Each subsystem that may need to be re-triggered after mountfs
#               runs should be listed in this file.  Probable subsystems to be
#               listed here are rtc (due to /var/lib/hwclock/adjtime) and sound
#               (due to both /var/lib/alsa/asound.state and /usr/sbin/alsactl).
#               Entries are whitespace-separated.
#############################################################################

rtc

# End /etc/sysconfig/udev_retry
```

D.24. /sbin/ifup

```
#!/bin/sh
#############################################################################
# Begin /sbin/ifup
#
# Description : Interface Up
#
```

```
# Authors     : Nathan Coulson - nathan@linuxfromscratch.org
#               Kevin P. Fleming - kpfleming@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#               DJ Lucas - dj@linuxfromscratch.org
#
# Version     : LFS 7.7
#
# Notes       : The IFCONFIG variable is passed to the SERVICE script
#               in the /lib/services directory, to indicate what file the
#               service should source to get interface specifications.
#
########################################################################

up()
{
  log_info_msg "Bringing up the ${1} interface..."

  if ip link show $1 > /dev/null 2>&1; then
     link_status=`ip link show $1`

     if [ -n "${link_status}" ]; then
        if ! echo "${link_status}" | grep -q UP; then
           ip link set $1 up
        fi
     fi

  else
     log_failure_msg "Interface ${IFACE} doesn't exist."
     exit 1
  fi

  evaluate_retval
}

RELEASE="7.7"

USAGE="Usage: $0 [ -hV ] [--help] [--version] interface"
VERSTR="LFS ifup, version ${RELEASE}"

while [ $# -gt 0 ]; do
   case "$1" in
      --help | -h)     help="y"; break ;;

      --version | -V)  echo "${VERSTR}"; exit 0 ;;

      -*)              echo "ifup: ${1}: invalid option" >&2
                       echo "${USAGE}" >& 2
                       exit 2 ;;

      *)               break ;;
   esac
done

if [ -n "$help" ]; then
   echo "${VERSTR}"
   echo "${USAGE}"
   echo
```

```
   cat << HERE_EOF
ifup is used to bring up a network interface.  The interface
parameter, e.g. eth0 or eth0:2, must match the trailing part of the
interface specifications file, e.g. /etc/sysconfig/ifconfig.eth0:2.

HERE_EOF
   exit 0
fi

file=/etc/sysconfig/ifconfig.${1}

# Skip backup files
[ "${file}" = "${file%""~""}" ] || exit 0

. /lib/lsb/init-functions

if [ ! -r "${file}" ]; then
   log_failure_msg "Unable to bring up ${1} interface! ${file} is missing or cannot be accessed."
   exit 1
fi

.  $file

if [ "$IFACE" = "" ]; then
   log_failure_msg "Unable to bring up ${1} interface! ${file} does not define an interface [IFACE
   exit 1
fi

# Do not process this service if started by boot, and ONBOOT
# is not set to yes
if [ "${IN_BOOT}" = "1" -a "${ONBOOT}" != "yes" ]; then
   exit 0
fi

# Bring up the interface
if [ "$VIRTINT" != "yes" ]; then
   up ${IFACE}
fi

for S in ${SERVICE}; do
  if [ ! -x "/lib/services/${S}" ]; then
    MSG="\nUnable to process ${file}.  Either "
    MSG="${MSG}the SERVICE '${S} was not present "
    MSG="${MSG}or cannot be executed."
    log_failure_msg "$MSG"
    exit 1
  fi
done

if [ "${SERVICE}" = "wpa" ]; then log_success_msg; fi

# Create/configure the interface
for S in ${SERVICE}; do
  IFCONFIG=${file} /lib/services/${S} ${IFACE} up
done

# Set link up virtual interfaces
```

```
if [ "${VIRTINT}" == "yes" ]; then
   up ${IFACE}
fi

# Bring up any additional interface components
for I in $INTERFACE_COMPONENTS; do up $I; done

# Set MTU if requested. Check if MTU has a "good" value.
if test -n "${MTU}"; then
   if [[ ${MTU} =~ ^[0-9]+$ ]] && [[ $MTU -ge 68 ]] ; then
      for I in $IFACE $INTERFACE_COMPONENTS; do
         ip link set dev $I mtu $MTU;
      done
   else
      log_info_msg2 "Invalid MTU $MTU"
   fi
fi

# Set the route default gateway if requested
if [ -n "${GATEWAY}" ]; then
   if ip route | grep -q default; then
      log_warning_msg "Gateway already setup; skipping."
   else
      log_info_msg "Adding default gateway ${GATEWAY} to the ${IFACE} interface..."
      ip route add default via ${GATEWAY} dev ${IFACE}
      evaluate_retval
   fi
fi

# End /sbin/ifup
```

D.25. /sbin/ifdown

```
#!/bin/bash
########################################################################
# Begin /sbin/ifdown
#
# Description : Interface Down
#
# Authors     : Nathan Coulson - nathan@linuxfromscratch.org
#               Kevin P. Fleming - kpfleming@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
# Notes       : the IFCONFIG variable is passed to the scripts found
#               in the /lib/services directory, to indicate what file the
#               service should source to get interface specifications.
#
########################################################################

RELEASE="7.0"

USAGE="Usage: $0 [ -hV ] [--help] [--version] interface"
VERSTR="LFS ifdown, version ${RELEASE}"
```

```
while [ $# -gt 0 ]; do
   case "$1" in
      --help | -h)     help="y"; break ;;

      --version | -V)  echo "${VERSTR}"; exit 0 ;;

      -*)              echo "ifup: ${1}: invalid option" >&2
                       echo "${USAGE}" >& 2
                       exit 2 ;;

      *)               break ;;
   esac
done

if [ -n "$help" ]; then
   echo "${VERSTR}"
   echo "${USAGE}"
   echo
   cat << HERE_EOF
ifdown is used to bring down a network interface.  The interface
parameter, e.g. eth0 or eth0:2, must match the trailing part of the
interface specifications file, e.g. /etc/sysconfig/ifconfig.eth0:2.

HERE_EOF
   exit 0
fi

file=/etc/sysconfig/ifconfig.${1}

# Skip backup files
[ "${file}" = "${file%""~""}" ] || exit 0

. /lib/lsb/init-functions

if [ ! -r "${file}" ]; then
   log_warning_msg "${file} is missing or cannot be accessed."
   exit 1
fi

. ${file}

if [ "$IFACE" = "" ]; then
   log_failure_msg "${file} does not define an interface [IFACE]."
   exit 1
fi

# We only need to first service to bring down the interface
S=`echo ${SERVICE} | cut -f1 -d" "`

if ip link show ${IFACE} > /dev/null 2>&1; then
   if [ -n "${S}" -a -x "/lib/services/${S}" ]; then
     IFCONFIG=${file} /lib/services/${S} ${IFACE} down
   else
     MSG="Unable to process ${file}.  Either "
     MSG="${MSG}the SERVICE variable was not set "
     MSG="${MSG}or the specified service cannot be executed."
     log_failure_msg "$MSG"
```

```
     exit 1
  fi
else
   log_warning_msg "Interface ${1} doesn't exist."
fi

# Leave the interface up if there are additional interfaces in the device
link_status=`ip link show ${IFACE} 2>/dev/null`

if [ -n "${link_status}" ]; then
   if [ "$(echo "${link_status}" | grep UP)" != "" ]; then
      if [ "$(ip addr show ${IFACE} | grep 'inet ')" == ""  ]; then
         log_info_msg "Bringing down the ${IFACE} interface..."
         ip link set ${IFACE} down
         evaluate_retval
      fi
   fi
fi

# End /sbin/ifdown
```

D.26. /lib/services/ipv4-static

```
#!/bin/sh
########################################################################
# Begin /lib/services/ipv4-static
#
# Description : IPV4 Static Boot Script
#
# Authors     : Nathan Coulson - nathan@linuxfromscratch.org
#               Kevin P. Fleming - kpfleming@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

. /lib/lsb/init-functions
. ${IFCONFIG}

if [ -z "${IP}" ]; then
   log_failure_msg "\nIP variable missing from ${IFCONFIG}, cannot continue."
   exit 1
fi

if [ -z "${PREFIX}" -a -z "${PEER}" ]; then
   log_warning_msg "\nPREFIX variable missing from ${IFCONFIG}, assuming 24."
   PREFIX=24
   args="${args} ${IP}/${PREFIX}"

elif [ -n "${PREFIX}" -a -n "${PEER}" ]; then
   log_failure_msg "\nPREFIX and PEER both specified in ${IFCONFIG}, cannot continue."
   exit 1

elif [ -n "${PREFIX}" ]; then
   args="${args} ${IP}/${PREFIX}"
```

```
elif [ -n "${PEER}" ]; then
   args="${args} ${IP} peer ${PEER}"
fi

if [ -n "${LABEL}" ]; then
   args="${args} label ${LABEL}"
fi

if [ -n "${BROADCAST}" ]; then
   args="${args} broadcast ${BROADCAST}"
fi

case "${2}" in
   up)
      if [ "$(ip addr show ${1} 2>/dev/null | grep ${IP}/)" = "" ]; then
         log_info_msg "Adding IPv4 address ${IP} to the ${1} interface..."
         ip addr add ${args} dev ${1}
         evaluate_retval
      else
         log_warning_msg "Cannot add IPv4 address ${IP} to ${1}.  Already present."
      fi
   ;;

   down)
      if [ "$(ip addr show ${1} 2>/dev/null | grep ${IP}/)" != "" ]; then
         log_info_msg "Removing IPv4 address ${IP} from the ${1} interface..."
         ip addr del ${args} dev ${1}
         evaluate_retval
      fi

      if [ -n "${GATEWAY}" ]; then
         # Only remove the gateway if there are no remaining ipv4 addresses
         if [ "$(ip addr show ${1} 2>/dev/null | grep 'inet ')" != "" ]; then
            log_info_msg "Removing default gateway..."
            ip route del default
            evaluate_retval
         fi
      fi
   ;;

   *)
      echo "Usage: ${0} [interface] {up|down}"
      exit 1
   ;;
esac

# End /lib/services/ipv4-static
```

D.27. /lib/services/ipv4-static-route

```
#!/bin/sh
########################################################################
# Begin /lib/services/ipv4-static-route
#
# Description : IPV4 Static Route Script
```

```
#
# Authors     : Kevin P. Fleming - kpfleming@linuxfromscratch.org
#               DJ Lucas - dj@linuxfromscratch.org
# Update      : Bruce Dubbs - bdubbs@linuxfromscratch.org
#
# Version     : LFS 7.0
#
########################################################################

. /lib/lsb/init-functions
. ${IFCONFIG}

case "${TYPE}" in
   ("" | "network")
      need_ip=1
      need_gateway=1
   ;;

   ("default")
      need_gateway=1
      args="${args} default"
      desc="default"
   ;;

   ("host")
      need_ip=1
   ;;

   ("unreachable")
      need_ip=1
      args="${args} unreachable"
      desc="unreachable "
   ;;

   (*)
      log_failure_msg "Unknown route type (${TYPE}) in ${IFCONFIG}, cannot continue."
      exit 1
   ;;
esac

if [ -n "${GATEWAY}" ]; then
   MSG="The GATEWAY variable cannot be set in ${IFCONFIG} for static routes.\n"
   log_failure_msg "$MSG Use STATIC_GATEWAY only, cannot continue"
   exit 1
fi

if [ -n "${need_ip}" ]; then
   if [ -z "${IP}" ]; then
      log_failure_msg "IP variable missing from ${IFCONFIG}, cannot continue."
      exit 1
   fi

   if [ -z "${PREFIX}" ]; then
      log_failure_msg "PREFIX variable missing from ${IFCONFIG}, cannot continue."
      exit 1
   fi
```

```
   args="${args} ${IP}/${PREFIX}"
   desc="${desc}${IP}/${PREFIX}"
fi

if [ -n "${need_gateway}" ]; then
   if [ -z "${STATIC_GATEWAY}" ]; then
      log_failure_msg "STATIC_GATEWAY variable missing from ${IFCONFIG}, cannot continue."
      exit 1
   fi
   args="${args} via ${STATIC_GATEWAY}"
fi

if [ -n "${SOURCE}" ]; then
        args="${args} src ${SOURCE}"
fi

case "${2}" in
   up)
      log_info_msg "Adding '${desc}' route to the ${1} interface..."
      ip route add ${args} dev ${1}
      evaluate_retval
   ;;

   down)
      log_info_msg "Removing '${desc}' route from the ${1} interface..."
      ip route del ${args} dev ${1}
      evaluate_retval
   ;;

   *)
      echo "Usage: ${0} [interface] {up|down}"
      exit 1
   ;;
esac

# End /lib/services/ipv4-static-route
```

Appendix E. Udev configuration rules

The rules in this appendix are listed for convenience. Installation is normally done via instructions in Section 8.69, “Eudev-3.2.10”.

E.1. 55-lfs.rules

```
# /etc/udev/rules.d/55-lfs.rules: Rule definitions for LFS.

# Core kernel devices

# This causes the system clock to be set as soon as /dev/rtc becomes available.
SUBSYSTEM=="rtc", ACTION=="add", MODE="0644", RUN+="/etc/rc.d/init.d/setclock start"
KERNEL=="rtc", ACTION=="add", MODE="0644", RUN+="/etc/rc.d/init.d/setclock start"

# Comms devices

KERNEL=="ippp[0-9]*",       GROUP="dialout"
KERNEL=="isdn[0-9]*",       GROUP="dialout"
KERNEL=="isdnctrl[0-9]*",   GROUP="dialout"
KERNEL=="dcbri[0-9]*",      GROUP="dialout"
```

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