



# Red Hat Enterprise Linux 7 System Administrator's Guide

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Deployment, Configuration, and Administration of Red Hat Enterprise Linux  
7

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## Abstract

The System Administrator's Guide documents relevant information regarding the deployment, configuration, and administration of Red Hat Enterprise Linux 7. It is oriented towards system administrators with a basic understanding of the system. To expand your expertise, you might also be interested in the Red Hat System Administration I (RH124), Red Hat System Administration II (RH134), Red Hat System Administration III (RH254), or RHCSA Rapid Track (RH199) training courses.

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## **Part I. Basic System Configuration**

This part covers basic system administration tasks such as keyboard configuration, date and time configuration, managing users and groups, and gaining privileges.

# Chapter 1. System Locale and Keyboard Configuration

The *system locale* specifies the language settings of system services and user interfaces. The *keyboard layout* settings control the layout used on the text console and graphical user interfaces.

These settings can be made by modifying the `/etc/locale.conf` configuration file or by using the `localectl` utility. Also, you can use the graphical user interface to perform the task; for a description of this method, see [Red Hat Enterprise Linux 7 Installation Guide](#).

## 1.1. Setting the System Locale

System-wide locale settings are stored in the `/etc/locale.conf` file, which is read at early boot by the `systemd` daemon. The locale settings configured in `/etc/locale.conf` are inherited by every service or user, unless individual programs or individual users override them.

The basic file format of `/etc/locale.conf` is a newline-separated list of variable assignments. For example, German locale with English messages in `/etc/locale.conf` looks as follows:

```
LANG=de_DE.UTF-8
LC_MESSAGES=C
```

Here, the `LC_MESSAGES` option determines the locale used for diagnostic messages written to the standard error output. To further specify locale settings in `/etc/locale.conf`, you can use several other options, the most relevant are summarized in [Table 1.1, “Options configurable in `/etc/locale.conf`”](#). See the `locale(7)` manual page for detailed information on these options. Note that the `LC_ALL` option, which represents all possible options, should not be configured in `/etc/locale.conf`.

**Table 1.1. Options configurable in `/etc/locale.conf`**

Option	Description
<code>LANG</code>	Provides a default value for the system locale.
<code>LC_COLLATE</code>	Changes the behavior of functions which compare strings in the local alphabet.
<code>LC_CTYPE</code>	Changes the behavior of the character handling and classification functions and the multibyte character functions.
<code>LC_NUMERIC</code>	Describes the way numbers are usually printed, with details such as decimal point versus decimal comma.
<code>LC_TIME</code>	Changes the display of the current time, 24-hour versus 12-hour clock.
<code>LC_MESSAGES</code>	Determines the locale used for diagnostic messages written to the standard error output.

### 1.1.1. Displaying the Current Status

The `localectl` command can be used to query and change the system locale and keyboard layout settings. To show the current settings, use the `status` option:

```
localectl status
```

### Example 1.1. Displaying the Current Status

The output of the previous command lists the currently set locale, keyboard layout configured for the console and for the X11 window system.

```
~]$ localectl status
  System Locale: LANG=en_US.UTF-8
    VC Keymap: us
    X11 Layout: n/a
```

### 1.1.2. Listing Available Locales

To list all locales available for your system, type:

```
localectl list-locales
```

### Example 1.2. Listing Locales

Imagine you want to select a specific English locale, but you are not sure if it is available on the system. You can check that by listing all English locales with the following command:

```
~]$ localectl list-locales | grep en_
en_AG
en_AG.utf8
en_AU
en_AU.iso88591
en_AU.utf8
en_BW
en_BW.iso88591
en_BW.utf8

output truncated
```

### 1.1.3. Setting the Locale

To set the default system locale, use the following command as **root**:

```
localectl set-locale LANG=locale
```

Replace *locale* with the locale name, found with the **localectl list-locales** command. The above syntax can also be used to configure parameters from [Table 1.1, “Options configurable in /etc/locale.conf”](#).

### Example 1.3. Changing the Default Locale

For example, if you want to set British English as your default locale, first find the name of this locale by using **list-locales**. Then, as **root**, type the command in the following form:

```
~]# localectl set-locale LANG=en_GB.utf8
```

## 1.2. Changing the Keyboard Layout

The keyboard layout settings enable the user to control the layout used on the text console and graphical user interfaces.

### 1.2.1. Displaying the Current Settings

As mentioned before, you can check your current keyboard layout configuration with the following command:

```
localectl status
```

#### Example 1.4. Displaying the Keyboard Settings

In the following output, you can see the keyboard layout configured for the virtual console and for the X11 window system.

```
~]$ localectl status  
System Locale: LANG=en_US.utf8  
VC Keymap: us  
X11 Layout: us
```

### 1.2.2. Listing Available Keymaps

To list all available keyboard layouts that can be configured on your system, type:

```
localectl list-keymaps
```

#### Example 1.5. Searching for a Particular Keymap

You can use **grep** to search the output of the previous command for a specific keymap name. There are often multiple keymaps compatible with your currently set locale. For example, to find available Czech keyboard layouts, type:

```
~]$ localectl list-keymaps | grep cz  
cz  
cz-cp1250  
cz-lat2  
cz-lat2-prog  
cz-qwerty  
cz-us-qwertz  
sunt5-cz-us  
sunt5-us-cz
```

### 1.2.3. Setting the Keymap

To set the default keyboard layout for your system, use the following command as **root**:

```
localectl set-keymap map
```

Replace *map* with the name of the keymap taken from the output of the **localectl list-keymaps** command. Unless the **--no-convert** option is passed, the selected setting is also applied to the default keyboard mapping of the X11 window system, after converting it to the closest matching X11 keyboard mapping. This also applies in reverse, you can specify both keymaps with the following command as **root**:

```
localectl set-x11-keymap map
```

If you want your X11 layout to differ from the console layout, use the **--no-convert** option.

```
localectl --no-convert set-x11-keymap map
```

With this option, the X11 keymap is specified without changing the previous console layout setting.

### Example 1.6. Setting the X11 Keymap Separately

Imagine you want to use German keyboard layout in the graphical interface, but for console operations you want to retain the US keymap. To do so, type as **root**:

```
~]# localectl --no-convert set-x11-keymap de
```

Then you can verify if your setting was successful by checking the current status:

```
~]$ localectl status  
System Locale: LANG=de_DE.UTF-8  
VC Keymap: us  
X11 Layout: de
```

Apart from keyboard layout (*map*), three other options can be specified:

```
localectl set-x11-keymap map model variant options
```

Replace *model* with the keyboard model name, *variant* and *options* with keyboard variant and option components, which can be used to enhance the keyboard behavior. These options are not set by default. For more information on X11 Model, X11 Variant, and X11 Options see the **kbd(4)** man page.

## 1.3. Additional Resources

For more information on how to configure the keyboard layout on Red Hat Enterprise Linux, see the resources listed below:

### Installed Documentation

- ✦ **localectl(1)** — The manual page for the **localectl** command line utility documents how to use this tool to configure the system locale and keyboard layout.

- ✦ **loadkeys(1)** — The manual page for the **loadkeys** command provides more information on how to use this tool to change the keyboard layout in a virtual console.

## See Also

- ✦ [Chapter 5, \*Gaining Privileges\*](#) documents how to gain administrative privileges by using the **su** and **sudo** commands.
- ✦ [Chapter 9, \*Managing Services with systemd\*](#) provides more information on **systemd** and documents how to use the **systemctl** command to manage system services.

## Chapter 2. Configuring the Date and Time

Modern operating systems distinguish between the following two types of clocks:

- ✦ A *real-time clock* (RTC), commonly referred to as a *hardware clock*, (typically an integrated circuit on the system board) that is completely independent of the current state of the operating system and runs even when the computer is shut down.
- ✦ A *system clock*, also known as a *software clock*, that is maintained by the kernel and its initial value is based on the real-time clock. Once the system is booted and the system clock is initialized, the system clock is completely independent of the real-time clock.

The system time is always kept in *Coordinated Universal Time* (UTC) and converted in applications to local time as needed. *Local time* is the actual time in your current time zone, taking into account *daylight saving time* (DST). The real-time clock can use either UTC or local time. UTC is recommended.

Red Hat Enterprise Linux 7 offers three command line tools that can be used to configure and display information about the system date and time: the **timedatectl** utility, which is new in Red Hat Enterprise Linux 7 and is part of **systemd**; the traditional **date** command; and the **hwclock** utility for accessing the hardware clock.

### 2.1. Using the **timedatectl** Command

The **timedatectl** utility is distributed as part of the **systemd** system and service manager and allows you to review and change the configuration of the system clock. You can use this tool to change the current date and time, set the time zone, or enable automatic synchronization of the system clock with a remote server.

For information on how to display the current date and time in a custom format, see also [Section 2.2, “Using the date Command”](#).

#### 2.1.1. Displaying the Current Date and Time

To display the current date and time along with detailed information about the configuration of the system and hardware clock, run the **timedatectl** command with no additional command line options:

```
timedatectl
```

This displays the local and universal time, the currently used time zone, the status of the Network Time Protocol (**NTP**) configuration, and additional information related to DST.

#### Example 2.1. Displaying the Current Date and Time

The following is an example output of the **timedatectl** command on a system that does not use **NTP** to synchronize the system clock with a remote server:

```
~]$ timedatectl
   Local time: Mon 2013-09-16 19:30:24 CEST
   Universal time: Mon 2013-09-16 17:30:24 UTC
     Timezone: Europe/Prague (CEST, +0200)
   NTP enabled: no
   NTP synchronized: no
   RTC in local TZ: no
```

```
DST active: yes
Last DST change: DST began at
                  Sun 2013-03-31 01:59:59 CET
                  Sun 2013-03-31 03:00:00 CEST
Next DST change: DST ends (the clock jumps one hour backwards) at
                  Sun 2013-10-27 02:59:59 CEST
                  Sun 2013-10-27 02:00:00 CET
```



### Important

Changes to the status of **chrony** or **ntpd** will not be immediately noticed by **timedatectl**. If changes to the configuration or status of these tools is made, enter the following command:

```
~]# systemctl restart systemd-timedated.services
```

## 2.1.2. Changing the Current Time

To change the current time, type the following at a shell prompt as **root**:

```
timedatectl set-time HH:MM:SS
```

Replace *HH* with an hour, *MM* with a minute, and *SS* with a second, all typed in two-digit form.

This command updates both the system time and the hardware clock. The result it is similar to using both the **date --set** and **hwclock --systohc** commands.

The command will fail if an **NTP** service is enabled. See [Section 2.1.5, “Synchronizing the System Clock with a Remote Server”](#) to temporarily disable the service.

### Example 2.2. Changing the Current Time

To change the current time to 11:26 p.m., run the following command as **root**:

```
~]# timedatectl set-time 23:26:00
```

By default, the system is configured to use UTC. To configure your system to maintain the clock in the local time, run the **timedatectl** command with the **set-local-rtc** option as **root**:

```
timedatectl set-local-rtc boolean
```

To configure your system to maintain the clock in the local time, replace *boolean* with **yes** (or, alternatively, **y**, **true**, **t**, or **1**). To configure the system to use UTC, replace *boolean* with **no** (or, alternatively, **n**, **false**, **f**, or **0**). The default option is **no**.

## 2.1.3. Changing the Current Date

To change the current date, type the following at a shell prompt as **root**:

```
timedatectl set-time YYYY-MM-DD
```

Replace *YYYY* with a four-digit year, *MM* with a two-digit month, and *DD* with a two-digit day of the month.

Note that changing the date without specifying the current time results in setting the time to 00:00:00.

### Example 2.3. Changing the Current Date

To change the current date to 2 June 2013 and keep the current time (11:26 p.m.), run the following command as **root**:

```
~]# timedatectl set-time '2013-06-02 23:26:00'
```

## 2.1.4. Changing the Time Zone

To list all available time zones, type the following at a shell prompt:

```
timedatectl list-timezones
```

To change the currently used time zone, type as **root**:

```
timedatectl set-timezone time_zone
```

Replace *time\_zone* with any of the values listed by the **timedatectl list-timezones** command.

### Example 2.4. Changing the Time Zone

To identify which time zone is closest to your present location, use the **timedatectl** command with the **list-timezones** command line option. For example, to list all available time zones in Europe, type:

```
~]# timedatectl list-timezones | grep Europe
Europe/Amsterdam
Europe/Andorra
Europe/Athens
Europe/Belgrade
Europe/Berlin
Europe/Bratislava
...
```

To change the time zone to **Europe/Prague**, type as **root**:

```
~]# timedatectl set-timezone Europe/Prague
```

## 2.1.5. Synchronizing the System Clock with a Remote Server

As opposed to the manual adjustments described in the previous sections, the **timedatectl** command also allows you to enable automatic synchronization of your system clock with a group of remote servers using the **NTP** protocol. Enabling NTP enables the **chronyd** or **ntpd** service, depending on which of them is installed.

The **NTP** service can be enabled and disabled using a command as follows:

```
timedatectl set-ntp boolean
```

To enable your system to synchronize the system clock with a remote **NTP** server, replace *boolean* with **yes** (the default option). To disable this feature, replace *boolean* with **no**.

### Example 2.5. Synchronizing the System Clock with a Remote Server

To enable automatic synchronization of the system clock with a remote server, type:

```
~]# timedatectl set-ntp yes
```

The command will fail if an **NTP** service is not installed. See [Section 15.3.1, “Installing chrony”](#) for more information.

## 2.2. Using the date Command

The **date** utility is available on all Linux systems and allows you to display and configure the current date and time. It is frequently used in scripts to display detailed information about the system clock in a custom format.

For information on how to change the time zone or enable automatic synchronization of the system clock with a remote server, see [Section 2.1, “Using the timedatectl Command”](#).

### 2.2.1. Displaying the Current Date and Time

To display the current date and time, run the **date** command with no additional command line options:

```
date
```

This displays the day of the week followed by the current date, local time, abbreviated time zone, and year.

By default, the **date** command displays the local time. To display the time in UTC, run the command with the **--utc** or **-u** command line option:

```
date --utc
```

You can also customize the format of the displayed information by providing the **+"format"** option on the command line:

```
date +"format"
```

Replace *format* with one or more supported control sequences as illustrated in [Example 2.6, “Displaying the Current Date and Time”](#). See [Table 2.1, “Commonly Used Control Sequences”](#) for a list of the most frequently used formatting options, or the `date(1)` manual page for a complete list of these options.

**Table 2.1. Commonly Used Control Sequences**

Control Sequence	Description
%H	The hour in the <i>HH</i> format (for example, <b>17</b> ).
%M	The minute in the <i>MM</i> format (for example, <b>30</b> ).
%S	The second in the <i>SS</i> format (for example, <b>24</b> ).
%d	The day of the month in the <i>DD</i> format (for example, <b>16</b> ).
%m	The month in the <i>MM</i> format (for example, <b>09</b> ).
%Y	The year in the <i>YYYY</i> format (for example, <b>2013</b> ).
%Z	The time zone abbreviation (for example, <b>CEST</b> ).
%F	The full date in the <i>YYYY-MM-DD</i> format (for example, <b>2013-09-16</b> ). This option is equal to <code>%Y-%m-%d</code> .
%T	The full time in the <i>HH:MM:SS</i> format (for example, <b>17:30:24</b> ). This option is equal to <code>%H:%M:%S</code>

### Example 2.6. Displaying the Current Date and Time

To display the current date and local time, type the following at a shell prompt:

```
~]$ date
Mon Sep 16 17:30:24 CEST 2013
```

To display the current date and time in UTC, type the following at a shell prompt:

```
~]$ date --utc
Mon Sep 16 15:30:34 UTC 2013
```

To customize the output of the `date` command, type:

```
~]$ date +"%Y-%m-%d %H:%M"
2013-09-16 17:30
```

## 2.2.2. Changing the Current Time

To change the current time, run the `date` command with the `--set` or `-s` option as **root**:

```
date --set HH:MM:SS
```

Replace *HH* with an hour, *MM* with a minute, and *SS* with a second, all typed in two-digit form.

By default, the `date` command sets the system clock to the local time. To set the system clock in UTC, run the command with the `--utc` or `-u` command line option:

```
date --set HH:MM:SS --utc
```

**Example 2.7. Changing the Current Time**

To change the current time to 11:26 p.m., run the following command as **root**:

```
~]# date --set 23:26:00
```

**2.2.3. Changing the Current Date**

To change the current date, run the **date** command with the **--set** or **-s** option as **root**:

```
date --set YYYY-MM-DD
```

Replace *YYYY* with a four-digit year, *MM* with a two-digit month, and *DD* with a two-digit day of the month.

Note that changing the date without specifying the current time results in setting the time to 00:00:00.

**Example 2.8. Changing the Current Date**

To change the current date to 2 June 2013 and keep the current time (11:26 p.m.), run the following command as **root**:

```
~]# date --set 2013-06-02 23:26:00
```

**2.3. Using the `hwclock` Command**

**hwclock** is a utility for accessing the hardware clock, also referred to as the Real Time Clock (RTC). The hardware clock is independent of the operating system you use and works even when the machine is shut down. This utility is used for displaying the time from the hardware clock. **hwclock** also contains facilities for compensating for systematic drift in the hardware clock.

The hardware clock stores the values of: year, month, day, hour, minute, and second. It is not able to store the time standard, local time or Coordinated Universal Time (UTC), nor set the Daylight Saving Time (DST).

The **hwclock** utility saves its settings in the `/etc/adjtime` file, which is created with the first change you make, for example, when you set the time manually or synchronize the hardware clock with the system time.

**Note**

In Red Hat Enterprise Linux 6, the **hwclock** command was run automatically on every system shutdown or reboot, but it is not in Red Hat Enterprise Linux 7. When the system clock is synchronized by the Network Time Protocol (NTP) or Precision Time Protocol (PTP), the kernel automatically synchronizes the hardware clock to the system clock every 11 minutes.

For details about NTP, see [Chapter 15, Configuring NTP Using the chrony Suite](#) and [Chapter 16, Configuring NTP Using ntpd](#). For information about PTP, see [Chapter 17, Configuring PTP Using ptp4l](#). For information about setting the hardware clock after executing `ntpdate`, see [Section 16.18, “Configuring the Hardware Clock Update”](#).

### 2.3.1. Displaying the Current Date and Time

Running `hwclock` with no command line options as the `root` user returns the date and time in local time to standard output.

```
hwclock
```

Note that using the `--utc` or `--localtime` options with the `hwclock` command does not mean you are displaying the hardware clock time in UTC or local time. These options are used for setting the hardware clock to keep time in either of them. The time is always displayed in local time. Additionally, using the `hwclock --utc` or `hwclock --local` commands does not change the record in the `/etc/adjtime` file. This command can be useful when you know that the setting saved in `/etc/adjtime` is incorrect but you do not want to change the setting. On the other hand, you may receive misleading information if you use the command an incorrect way. See the `hwclock(8)` manual page for more details.

#### Example 2.9. Displaying the Current Date and Time

To display the current date and the current local time from the hardware clock, run as `root`:

```
~]# hwclock
Tue 15 Apr 2014 04:23:46 PM CEST      -0.329272 seconds
```

CEST is a time zone abbreviation and stands for Central European Summer Time.

For information on how to change the time zone, see [Section 2.1.4, “Changing the Time Zone”](#).

### 2.3.2. Setting the Date and Time

Besides displaying the date and time, you can manually set the hardware clock to a specific time.

When you need to change the hardware clock date and time, you can do so by appending the `--set` and `--date` options along with your specification:

```
hwclock --set --date "dd mmm yyyy HH:MM"
```

Replace `dd` with a day (a two-digit number), `mmm` with a month (a three-letter abbreviation), `yyyy` with a year (a four-digit number), `HH` with an hour (a two-digit number), `MM` with a minute (a two-digit number).

At the same time, you can also set the hardware clock to keep the time in either UTC or local time by adding the `--utc` or `--localtime` options, respectively. In this case, `UTC` or `LOCAL` is recorded in the `/etc/adjtime` file.

#### Example 2.10. Setting the Hardware Clock to a Specific Date and Time

If you want to set the date and time to a specific value, for example, to "21:17, October 21, 2014", and keep the hardware clock in UTC, run the command as **root** in the following format:

```
~]# hwclock --set --date "21 Oct 2014 21:17" --utc
```

### 2.3.3. Synchronizing the Date and Time

You can synchronize the hardware clock and the current system time in both directions.

- ✦ Either you can set the hardware clock to the current system time by using this command:

```
hwclock --systohc
```

Note that if you use NTP, the hardware clock is automatically synchronized to the system clock every 11 minutes, and this command is useful only at boot time to get a reasonable initial system time.

- ✦ Or, you can set the system time from the hardware clock by using the following command:

```
hwclock --hctosys
```

When you synchronize the hardware clock and the system time, you can also specify whether you want to keep the hardware clock in local time or UTC by adding the **--utc** or **--localtime** option. Similarly to using **--set**, **UTC** or **LOCAL** is recorded in the `/etc/adjtime` file.

The `hwclock --systohc --utc` command is functionally similar to `timedatectl set-local-rtc false` and the `hwclock --systohc --localtime` command is an alternative to `timedatectl set-local-rtc true`.

#### Example 2.11. Synchronizing the Hardware Clock with System Time

To set the hardware clock to the current system time and keep the hardware clock in local time, run the following command as **root**:

```
~]# hwclock --systohc --localtime
```

To avoid problems with time zone and DST switching, it is recommended to keep the hardware clock in UTC. The shown [Example 2.11, "Synchronizing the Hardware Clock with System Time"](#) is useful, for example, in case of a multi boot with a Windows system, which assumes the hardware clock runs in local time by default, and all other systems need to accommodate to it by using local time as well. It may also be needed with a virtual machine; if the virtual hardware clock provided by the host is running in local time, the guest system needs to be configured to use local time, too.

## 2.4. Additional Resources

For more information on how to configure the date and time in Red Hat Enterprise Linux 7, see the resources listed below.

### Installed Documentation

- ✦ **timedatectl**(1) — The manual page for the **timedatectl** command line utility documents how to use this tool to query and change the system clock and its settings.
- ✦ **date**(1) — The manual page for the **date** command provides a complete list of supported command line options.
- ✦ **hwclock**(8) — The manual page for the **hwclock** command provides a complete list of supported command line options.

## See Also

- ✦ [Chapter 1, System Locale and Keyboard Configuration](#) documents how to configure the keyboard layout.
- ✦ [Chapter 5, Gaining Privileges](#) documents how to gain administrative privileges by using the **su** and **sudo** commands.
- ✦ [Chapter 9, Managing Services with systemd](#) provides more information on systemd and documents how to use the **systemctl** command to manage system services.

## Chapter 3. Managing Users and Groups

The control of users and groups is a core element of Red Hat Enterprise Linux system administration. This chapter explains how to add, manage, and delete users and groups in the graphical user interface and on the command line, and covers advanced topics, such as creating group directories.

### 3.1. Introduction to Users and Groups

While users can be either people (meaning accounts tied to physical users) or accounts that exist for specific applications to use, groups are logical expressions of organization, tying users together for a common purpose. Users within a group share the same permissions to read, write, or execute files owned by that group.

Each user is associated with a unique numerical identification number called a *user ID* (UID). Likewise, each group is associated with a *group ID* (GID). A user who creates a file is also the owner and group owner of that file. The file is assigned separate read, write, and execute permissions for the owner, the group, and everyone else. The file owner can be changed only by **root**, and access permissions can be changed by both the **root** user and file owner.

Additionally, Red Hat Enterprise Linux supports *access control lists* (ACLs) for files and directories which allow permissions for specific users outside of the owner to be set. For more information about this feature, see [Chapter 4, Access Control Lists](#).

#### Reserved User and Group IDs

Red Hat Enterprise Linux reserves user and group IDs below 1000 for system users and groups. By default, the **User Manager** does not display the system users. Reserved user and group IDs are documented in the *setup* package. To view the documentation, use this command:

```
cat /usr/share/doc/setup*/uidgid
```

The recommended practice is to assign non-reserved IDs starting at 5,000, as the reserved range can increase in the future. To make the IDs assigned to new users by default start at 5,000, change the **UID\_MIN** and **GID\_MIN** directives in the `/etc/login.defs` file:

```
[file contents truncated]
UID_MIN          5000
[file contents truncated]
GID_MIN          5000
[file contents truncated]
```



#### Note

For users created before you changed **UID\_MIN** and **GID\_MIN** directives, UIDs will still start at the default 1000.

Even with new user and group IDs beginning with 5,000, it is recommended not to raise IDs reserved by the system above 1000 to avoid conflict with systems that retain the 1000 limit.

#### 3.1.1. User Private Groups

Red Hat Enterprise Linux uses a *user private group (UPG)* scheme, which makes UNIX groups easier to manage. A user private group is created whenever a new user is added to the system. It has the same name as the user for which it was created and that user is the only member of the user private group.

User private groups make it safe to set default permissions for a newly created file or directory, allowing both the user and *the group of that user* to make modifications to the file or directory.

The setting which determines what permissions are applied to a newly created file or directory is called a *umask* and is configured in the `/etc/bashrc` file. Traditionally on UNIX-based systems, the **umask** is set to `022`, which allows only the user who created the file or directory to make modifications. Under this scheme, all other users, *including members of the creator's group*, are not allowed to make any modifications. However, under the UPG scheme, this “group protection” is not necessary since every user has their own private group. See [Section 3.3.4, “Setting Default Permissions for New Files Using \*\*umask\*\*”](#) for more information.

A list of all groups is stored in the `/etc/group` configuration file.

### 3.1.2. Shadow Passwords

In environments with multiple users, it is very important to use *shadow passwords* provided by the *shadow-utils* package to enhance the security of system authentication files. For this reason, the installation program enables shadow passwords by default.

The following is a list of the advantages shadow passwords have over the traditional way of storing passwords on UNIX-based systems:

- Shadow passwords improve system security by moving encrypted password hashes from the world-readable `/etc/passwd` file to `/etc/shadow`, which is readable only by the **root** user.
- Shadow passwords store information about password aging.
- Shadow passwords allow to enforce some of the security policies set in the `/etc/login.defs` file.

Most utilities provided by the *shadow-utils* package work properly whether or not shadow passwords are enabled. However, since password aging information is stored exclusively in the `/etc/shadow` file, some utilities and commands do not work without first enabling shadow passwords:

- The **chage** utility for setting password-aging parameters. For details, see the [Password Security](#) section in the *Red Hat Enterprise Linux 7 Security Guide*.
- The **gpasswd** utility for administrating the `/etc/group` file.
- The **usermod** command with the **-e**, **--expiredate** or **-f**, **--inactive** option.
- The **useradd** command with the **-e**, **--expiredate** or **-f**, **--inactive** option.

## 3.2. Managing Users in a Graphical Environment

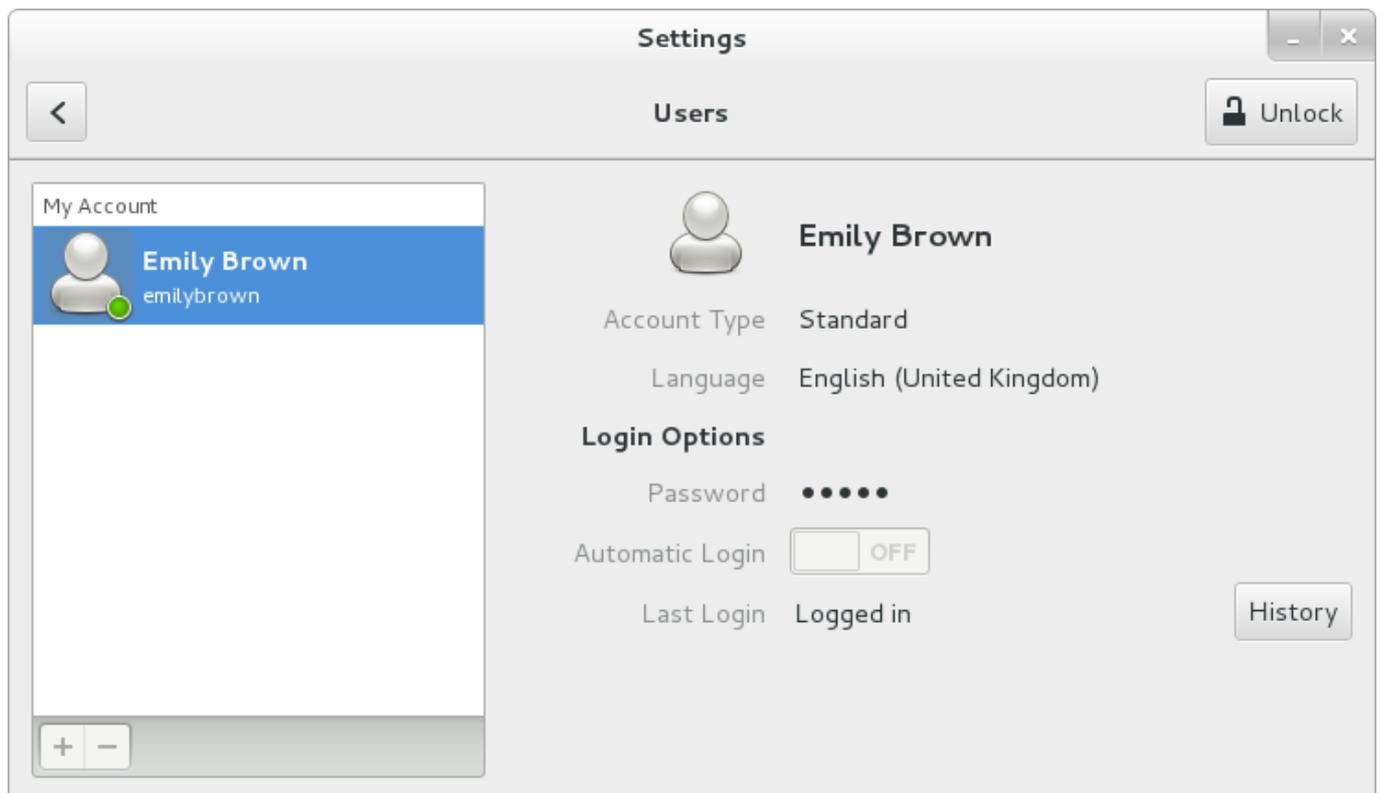
The **Users** utility allows you to view, modify, add, and delete local users in the graphical user interface.

### 3.2.1. Using the Users Settings Tool

Press the **Super** key to enter the Activities Overview, type **Users** and then press **Enter**. The **Users** settings tool appears. The **Super** key appears in a variety of guises, depending on the keyboard and other hardware, but often as either the Windows or Command key, and typically to the left of the

Spacebar. Alternatively, you can open the **Users** utility from the **Settings** menu after clicking your user name in the top right corner of the screen.

To make changes to the user accounts, first select the **Unlock** button and authenticate yourself as indicated by the dialog box that appears. Note that unless you have superuser privileges, the application will prompt you to authenticate as **root**. To add and remove users, select the **+** and **-** button respectively. To add a user to the administrative group **wheel**, change the **Account Type** from **Standard** to **Administrator**. To edit a user's language setting, select the language and a drop-down menu appears.



**Figure 3.1. The Users Settings Tool**

When a new user is created, the account is disabled until a password is set. The **Password** drop-down menu, shown in [Figure 3.2, “The Password Menu”](#), contains the options to set a password by the administrator immediately, choose a password by the user at the first login, or create a guest account with no password required to log in. You can also disable or enable an account from this menu.

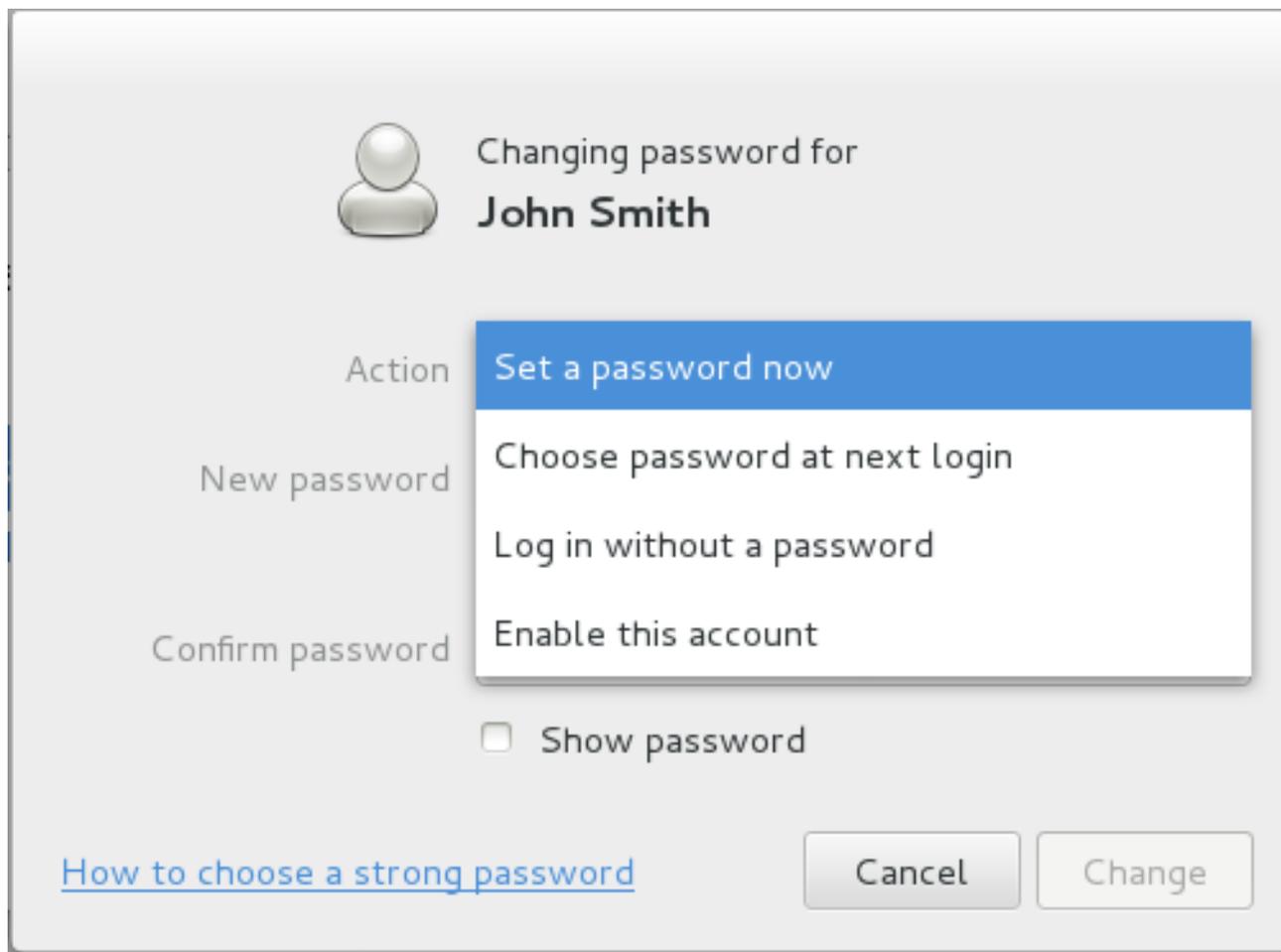


Figure 3.2. The Password Menu

### 3.3. Using Command-Line Tools

Apart from the **Users** settings tool described in [Section 3.2, “Managing Users in a Graphical Environment”](#), which is designed for basic managing of users, you can use command line tools for managing users and groups that are listed in [Table 3.1, “Command line utilities for managing users and groups”](#).

Table 3.1. Command line utilities for managing users and groups

Utilities	Description
<b>id</b>	Displays user and group IDs.
<b>useradd, usermod, userdel</b>	Standard utilities for adding, modifying, and deleting user accounts.
<b>groupadd, groupmod, groupdel</b>	Standard utilities for adding, modifying, and deleting groups.
<b>gpasswd</b>	Utility primarily used for modification of group password in the <code>/etc/gshadow</code> file which is used by the <code>newgrp</code> command.
<b>pwck, grpck</b>	Utilities that can be used for verification of the password, group, and associated shadow files.
<b>pwconv, pwunconv</b>	Utilities that can be used for the conversion of passwords to shadow passwords, or back from shadow passwords to standard passwords.
<b>grpconv, grpunconv</b>	Similar to the previous, these utilities can be used for conversion of shadowed information for group accounts.

### 3.3.1. Adding a New User

To add a new user to the system, type the following at a shell prompt as **root**:

```
useradd [options] username
```

...where *options* are command-line options as described in [Table 3.2, “Common useradd command-line options”](#).

By default, the **useradd** command creates a locked user account. To unlock the account, run the following command as **root** to assign a password:

```
passwd username
```

Optionally, you can set a password aging policy. See the [Password Security](#) section in the *Red Hat Enterprise Linux 7 Security Guide*.

**Table 3.2. Common useradd command-line options**

Option	Description
<b>-c</b> <i>'comment'</i>	<i>comment</i> can be replaced with any string. This option is generally used to specify the full name of a user.
<b>-d</b> <i>home_directory</i>	Home directory to be used instead of default <b>/home/username/</b> .
<b>-e</b> <i>date</i>	Date for the account to be disabled in the format YYYY-MM-DD.
<b>-f</b> <i>days</i>	Number of days after the password expires until the account is disabled. If <b>0</b> is specified, the account is disabled immediately after the password expires. If <b>-1</b> is specified, the account is not disabled after the password expires.
<b>-g</b> <i>group_name</i>	Group name or group number for the user's default (primary) group. The group must exist prior to being specified here.
<b>-G</b> <i>group_list</i>	List of additional (supplementary, other than default) group names or group numbers, separated by commas, of which the user is a member. The groups must exist prior to being specified here.
<b>-m</b>	Create the home directory if it does not exist.
<b>-M</b>	Do not create the home directory.
<b>-N</b>	Do not create a user private group for the user.
<b>-p</b> <i>password</i>	The password encrypted with <b>crypt</b> .
<b>-r</b>	Create a system account with a UID less than 1000 and without a home directory.
<b>-s</b>	User's login shell, which defaults to <b>/bin/bash</b> .
<b>-u</b> <i>uid</i>	User ID for the user, which must be unique and greater than 999.

The command-line options associated with the **usermod** command are essentially the same. Note that if you want to add a user to another supplementary group, you need to use the **-a**, **--append** option with the **-G** option. Otherwise the list of supplementary groups for the user will be overwritten by those specified with the **usermod -G** command.



## Important

The default range of IDs for system and normal users has been changed in Red Hat Enterprise Linux 7 from earlier releases. Previously, UID 1-499 was used for system users and values above for normal users. The default range for system users is now 1-999. This change might cause problems when migrating to Red Hat Enterprise Linux 7 with existing users having UIDs and GIDs between 500 and 999. The default ranges of UID and GID can be changed in the `/etc/login.defs` file.

## Explaining the Process

The following steps illustrate what happens if the command `useradd juan` is issued on a system that has shadow passwords enabled:

1. A new line for `juan` is created in `/etc/passwd`:

```
juan:x:1001:1001:~/home/juan:/bin/bash
```

The line has the following characteristics:

- ✦ It begins with the user name `juan`.
  - ✦ There is an `x` for the password field indicating that the system is using shadow passwords.
  - ✦ A UID greater than 999 is created. Under Red Hat Enterprise Linux 7, UIDs below 1000 are reserved for system use and should not be assigned to users.
  - ✦ A GID greater than 999 is created. Under Red Hat Enterprise Linux 7, GIDs below 1000 are reserved for system use and should not be assigned to users.
  - ✦ The optional `GECOS` information is left blank. The `GECOS` field can be used to provide additional information about the user, such as their full name or phone number.
  - ✦ The home directory for `juan` is set to `/home/juan/`.
  - ✦ The default shell is set to `/bin/bash`.
2. A new line for `juan` is created in `/etc/shadow`:

```
juan:!!:14798:0:99999:7:::
```

The line has the following characteristics:

- ✦ It begins with the username `juan`.
- ✦ Two exclamation marks (`!!`) appear in the password field of the `/etc/shadow` file, which locks the account.



## Note

If an encrypted password is passed using the `-p` flag, it is placed in the `/etc/shadow` file on the new line for the user.

- ✦ The password is set to never expire.

3. A new line for a group named **juan** is created in `/etc/group`:

```
juan:x:1001:
```

A group with the same name as a user is called a *user private group*. For more information on user private groups, see [Section 3.1.1, “User Private Groups”](#).

The line created in `/etc/group` has the following characteristics:

- ✦ It begins with the group name **juan**.
- ✦ An **x** appears in the password field indicating that the system is using shadow group passwords.
- ✦ The GID matches the one listed for **juan**'s primary group in `/etc/passwd`.

4. A new line for a group named **juan** is created in `/etc/gshadow`:

```
juan:!::
```

The line has the following characteristics:

- ✦ It begins with the group name **juan**.
- ✦ An exclamation mark (!) appears in the password field of the `/etc/gshadow` file, which locks the group.
- ✦ All other fields are blank.

5. A directory for user **juan** is created in the `/home` directory:

```
~]# ls -ld /home/juan
drwx-----. 4 juan juan 4096 Mar  3 18:23 /home/juan
```

This directory is owned by user **juan** and group **juan**. It has *read*, *write*, and *execute* privileges *only* for the user **juan**. All other permissions are denied.

6. The files within the `/etc/skel/` directory (which contain default user settings) are copied into the new `/home/juan/` directory:

```
~]# ls -la /home/juan
total 28
drwx-----. 4 juan juan 4096 Mar  3 18:23 .
drwxr-xr-x. 5 root root 4096 Mar  3 18:23 ..
-rw-r--r--. 1 juan juan  18 Jun 22  2010 .bash_logout
-rw-r--r--. 1 juan juan  176 Jun 22  2010 .bash_profile
-rw-r--r--. 1 juan juan  124 Jun 22  2010 .bashrc
drwxr-xr-x. 4 juan juan 4096 Nov 23 15:09 .mozilla
```

At this point, a locked account called **juan** exists on the system. To activate it, the administrator must next assign a password to the account using the `passwd` command and, optionally, set password aging guidelines (see the [Password Security](#) section in the *Red Hat Enterprise Linux 7 Security Guide* for details).

### 3.3.2. Adding a New Group

To add a new group to the system, type the following at a shell prompt as **root**:

```
groupadd [options] group_name
```

...where *options* are command-line options as described in [Table 3.3, “Common groupadd command-line options”](#).

**Table 3.3. Common groupadd command-line options**

Option	Description
<b>-f, --force</b>	When used with <b>-g gid</b> and <i>gid</i> already exists, <b>groupadd</b> will choose another unique <i>gid</i> for the group.
<b>-g gid</b>	Group ID for the group, which must be unique and greater than 999.
<b>-K, --key key=value</b>	Override <b>/etc/login.defs</b> defaults.
<b>-o, --non-unique</b>	Allows creating groups with duplicate GID.
<b>-p, --password password</b>	Use this encrypted password for the new group.
<b>-r</b>	Create a system group with a GID less than 1000.

### 3.3.3. Creating Group Directories

System administrators usually like to create a group for each major project and assign people to the group when they need to access that project's files. With this traditional scheme, file management is difficult; when someone creates a file, it is associated with the primary group to which they belong. When a single person works on multiple projects, it becomes difficult to associate the right files with the right group. However, with the UPG scheme, groups are automatically assigned to files created within a directory with the *setgid* bit set. The *setgid* bit makes managing group projects that share a common directory very simple because any files a user creates within the directory are owned by the group that owns the directory.

For example, a group of people need to work on files in the **/opt/myproject/** directory. Some people are trusted to modify the contents of this directory, but not everyone.

1. As **root**, create the **/opt/myproject/** directory by typing the following at a shell prompt:

```
mkdir /opt/myproject
```

2. Add the **myproject** group to the system:

```
groupadd myproject
```

3. Associate the contents of the **/opt/myproject/** directory with the **myproject** group:

```
chown root:myproject /opt/myproject
```

4. Allow users in the group to create files within the directory and set the *setgid* bit:

```
chmod 2775 /opt/myproject
```

At this point, all members of the **myproject** group can create and edit files in the **/opt/myproject/** directory without the administrator having to change file permissions every time users write new files. To verify that the permissions have been set correctly, run the following command:

```
~]# ls -ld /opt/myproject
drwxrwsr-x. 3 root myproject 4096 Mar  3 18:31 /opt/myproject
```

5. Add users to the **myproject** group:

```
usermod -aG myproject username
```

### 3.3.4. Setting Default Permissions for New Files Using **umask**

When a process creates a file, the file has certain default permissions, for example, **-rw-rw-r--**. These initial permissions are partially defined by the *file mode creation mask*, also called *file permission mask* or *umask*. Every process has its own umask, for example, **bash** has umask **0022** by default. Process umask can be changed.

#### What umask consists of

A umask consists of bits corresponding to standard file permissions. For example, for umask **0137**, the digits mean that:

- ✦ **0** = no meaning, it is always **0** (umask does not affect special bits)
- ✦ **1** = for owner permissions, the execute bit is set
- ✦ **3** = for group permissions, the execute and write bits are set
- ✦ **7** = for others permissions, the execute, write, and read bits are set

Umask can be represented in binary, octal, or symbolic notation. For example, the octal representation **0137** equals symbolic representation **u=rw-,g=r--,o=---**. Symbolic notation specification is the reverse of the octal notation specification: it shows the allowed permissions, not the prohibited permissions.

#### How umask works

Umask *prohibits permissions* from being set for a file:

- ✦ When a bit is set in umask, it is unset in the file.
- ✦ When a bit is not set in umask, it can be set in the file, depending on other factors.

The following figure shows how umask **0137** affects creating a new file.

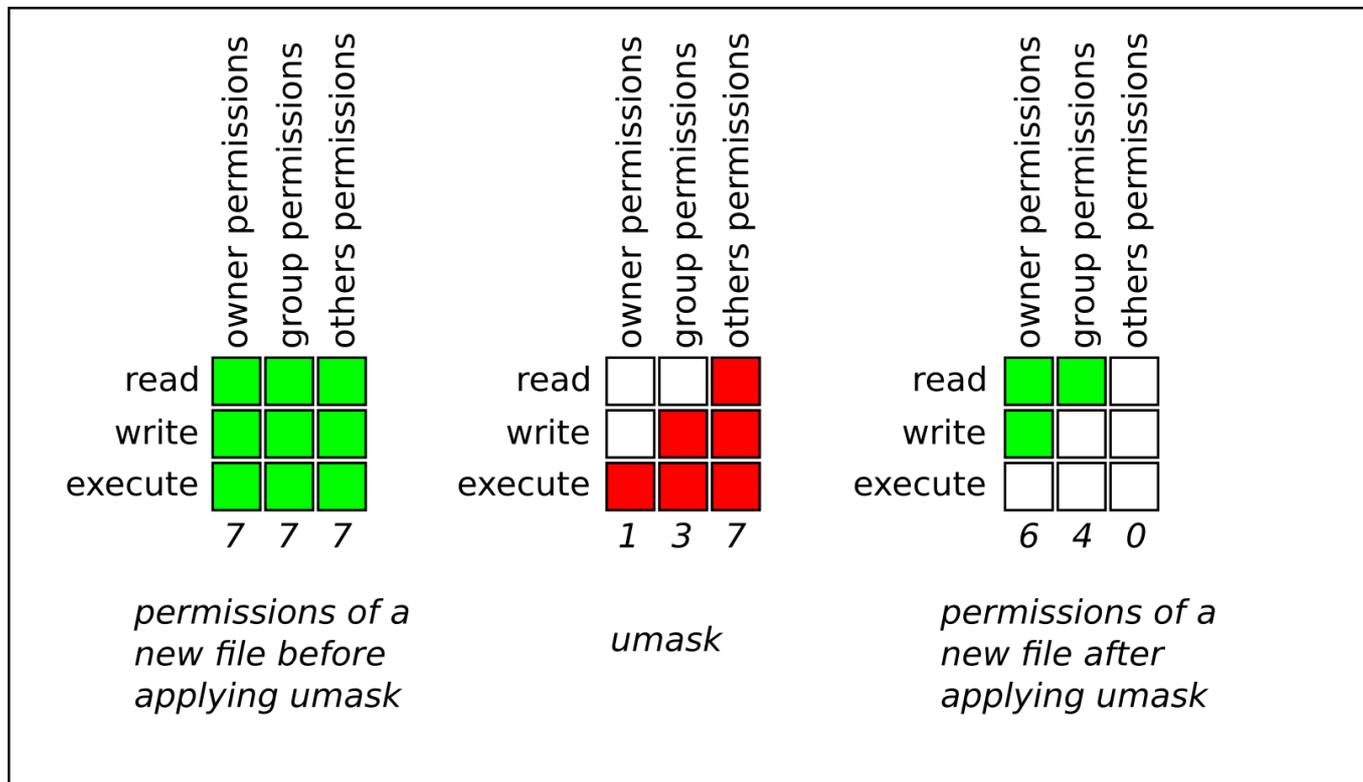


Figure 3.3. Applying umask when creating a file



### Important

For security reasons, a regular file cannot have execute permissions by default. Therefore, even if umask is `0000`, which does not prohibit any permissions, a new regular file still does not have execute permissions. However, directories can be created with execute permissions:

```
[john@server tmp]$ umask 0000
[john@server tmp]$ touch file
[john@server tmp]$ mkdir directory
[john@server tmp]$ ls -lh .
total 0
drwxrwxrwx. 2 john john 40 Nov  2 13:17 directory
-rw-rw-rw-. 1 john john  0 Nov  2 13:17 file
```

#### 3.3.4.1. Managing umask in Shells

For popular shells, such as **bash**, **ksh**, **zsh** and **tcsh**, umask is managed using the **umask** shell builtin. Processes started from shell inherit its umask.

#### Displaying the current mask

To show the current umask in octal notation:

```
~]$ umask
0022
```

To show the current umask in symbolic notation:

```
~]$ umask -S
u=rwx,g=rx,o=rx
```

### Setting mask in shell using umask

To set umask for the current shell session using octal notation run:

```
~]$ umask octal_mask
```

Substitute *octal\_mask* with four or less digits from **0** to **7**. When three or less digits are provided, permissions are set as if the command contained leading zeros. For example, umask **7** translates to **0007**.

#### Example 3.1. Setting umask Using Octal Notation

To prohibit new files from having write and execute permissions for owner and group, and from having any permissions for others:

```
~]$ umask 0337
```

Or simply:

```
~]$ umask 337
```

To set umask for the current shell session using symbolic notation:

```
~]$ umask -S symbolic_mask
```

#### Example 3.2. Setting umask Using Symbolic Notation

To set umask **0337** using symbolic notation:

```
~]$ umask -S u=r,g=r,o=
```

### Working with the default shell umask

Shells usually have a configuration file where their default umask is set. For **bash**, it is **/etc/bashrc**. To show the default **bash** umask:

```
~]$ grep -i -B 1 umask /etc/bashrc
```

The output shows if umask is set, either using the **umask** command or the **UMASK** variable. In the following example, umask is set to **022** using the **umask** command:

```
~]$ grep -i -B 1 umask /etc/bashrc
# By default, we want umask to get set. This sets it for non-login
shell.
```

```
--
if [ $UID -gt 199 ] && [ "`id -gn`" = "`id -un`" ]; then
    umask 002
else
    umask 022
```

To change the default umask for **bash**, change the **umask** command call or the **UMASK** variable assignment in **/etc/bashrc**. This example changes the default umask to **0227**:

```
if [ $UID -gt 199 ] && [ "`id -gn`" = "`id -un`" ]; then
    umask 002
else
    umask 227
```

### Working with the default shell umask of a specific user

By default, **bash** umask of a new user defaults to the one defined in **/etc/bashrc**.

To change **bash** umask for a particular user, add a call to the **umask** command in **\$HOME/.bashrc** file of that user. For example, to change **bash** umask of user **john** to **0227**:

```
john@server ~]$ echo 'umask 227' >> /home/john/.bashrc
```

### Setting default permissions for newly created home directories

To change permissions with which user home directories are created, change the **UMASK** variable in the **/etc/login.defs** file:

```
# The permission mask is initialized to this value. If not specified,
# the permission mask will be initialized to 022.
UMASK 077
```

## 3.4. Additional Resources

For more information on how to manage users and groups on Red Hat Enterprise Linux, see the resources listed below.

### Installed Documentation

For information about various utilities for managing users and groups, see the following manual pages:

- ✦ **useradd(8)** — The manual page for the **useradd** command documents how to use it to create new users.
- ✦ **userdel(8)** — The manual page for the **userdel** command documents how to use it to delete users.
- ✦ **usermod(8)** — The manual page for the **usermod** command documents how to use it to modify users.
- ✦ **groupadd(8)** — The manual page for the **groupadd** command documents how to use it to create new groups.

- ✦ **groupdel**(8) — The manual page for the **groupdel** command documents how to use it to delete groups.
- ✦ **groupmod**(8) — The manual page for the **groupmod** command documents how to use it to modify group membership.
- ✦ **passwd**(1) — The manual page for the **passwd** command documents how to manage the **/etc/group** file.
- ✦ **grpck**(8) — The manual page for the **grpck** command documents how to use it to verify the integrity of the **/etc/group** file.
- ✦ **pwck**(8) — The manual page for the **pwck** command documents how to use it to verify the integrity of the **/etc/passwd** and **/etc/shadow** files.
- ✦ **pwconv**(8) — The manual page for the **pwconv**, **pwunconv**, **grpconv**, and **grpunconv** commands documents how to convert shadowed information for passwords and groups.
- ✦ **id**(1) — The manual page for the **id** command documents how to display user and group IDs.
- ✦ **umask**(2) — The manual page for the **umask** command documents how to work with the file mode creation mask.

For information about related configuration files, see:

- ✦ **group**(5) — The manual page for the **/etc/group** file documents how to use this file to define system groups.
- ✦ **passwd**(5) — The manual page for the **/etc/passwd** file documents how to use this file to define user information.
- ✦ **shadow**(5) — The manual page for the **/etc/shadow** file documents how to use this file to set passwords and account expiration information for the system.

## Online Documentation

- ✦ [Red Hat Enterprise Linux 7 Security Guide](#) — The *Security Guide* for Red Hat Enterprise Linux 7 provides additional information how to ensure password security and secure the workstation by enabling password aging and user account locking.

## See Also

- ✦ [Chapter 5, Gaining Privileges](#) documents how to gain administrative privileges by using the **su** and **sudo** commands.

## Chapter 4. Access Control Lists

Files and directories have permission sets for the owner of the file, the group associated with the file, and all other users for the system. However, these permission sets have limitations. For example, different permissions cannot be configured for different users. Thus, *Access Control Lists* (ACLs) were implemented.

The Red Hat Enterprise Linux kernel provides ACL support for the ext3 file system and NFS-exported file systems. ACLs are also recognized on ext3 file systems accessed via Samba.

Along with support in the kernel, the **acl** package is required to implement ACLs. It contains the utilities used to add, modify, remove, and retrieve ACL information.

The **cp** and **mv** commands copy or move any ACLs associated with files and directories.

### 4.1. Mounting File Systems

Before using ACLs for a file or directory, the partition for the file or directory must be mounted with ACL support. If it is a local ext3 file system, it can be mounted with the following command:

```
mount -t ext3 -o acl device-name partition
```

For example:

```
mount -t ext3 -o acl /dev/VolGroup00/LogVol02 /work
```

Alternatively, if the partition is listed in the **/etc/fstab** file, the entry for the partition can include the **acl** option:

```
LABEL=/work    /work    ext3    acl    1 2
```

If an ext3 file system is accessed via Samba and ACLs have been enabled for it, the ACLs are recognized because Samba has been compiled with the **--with-acl-support** option. No special flags are required when accessing or mounting a Samba share.

#### 4.1.1. NFS

By default, if the file system being exported by an NFS server supports ACLs and the NFS client can read ACLs, ACLs are utilized by the client system.

To disable ACLs on NFS shares when configuring the server, include the **no\_acl** option in the **/etc/exports** file. To disable ACLs on an NFS share when mounting it on a client, mount it with the **no\_acl** option via the command line or the **/etc/fstab** file.

### 4.2. Setting Access ACLs

There are two types of ACLs: *access ACLs* and *default ACLs*. An access ACL is the access control list for a specific file or directory. A default ACL can only be associated with a directory; if a file within the directory does not have an access ACL, it uses the rules of the default ACL for the directory. Default ACLs are optional.

ACLs can be configured:

1. Per user

2. Per group
3. Via the effective rights mask
4. For users not in the user group for the file

The **setfacl** utility sets ACLs for files and directories. Use the **-m** option to add or modify the ACL of a file or directory:

```
# setfacl -m rules files
```

Rules (*rules*) must be specified in the following formats. Multiple rules can be specified in the same command if they are separated by commas.

**u:uid:perms**

Sets the access ACL for a user. The user name or UID may be specified. The user may be any valid user on the system.

**g:gid:perms**

Sets the access ACL for a group. The group name or GID may be specified. The group may be any valid group on the system.

**m:perms**

Sets the effective rights mask. The mask is the union of all permissions of the owning group and all of the user and group entries.

**o:perms**

Sets the access ACL for users other than the ones in the group for the file.

Permissions (*perms*) must be a combination of the characters **r**, **w**, and **x** for read, write, and execute.

If a file or directory already has an ACL, and the **setfacl** command is used, the additional rules are added to the existing ACL or the existing rule is modified.

#### Example 4.1. Give read and write permissions

For example, to give read and write permissions to user andrius:

```
# setfacl -m u:andrius:rw /project/somefile
```

To remove all the permissions for a user, group, or others, use the **-x** option and do not specify any permissions:

```
# setfacl -x rules files
```

#### Example 4.2. Remove all permissions

For example, to remove all permissions from the user with UID 500:

```
# setfacl -x u:500 /project/somefile
```

## 4.3. Setting Default ACLs

To set a default ACL, add **d :** before the rule and specify a directory instead of a file name.

### Example 4.3. Setting default ACLs

For example, to set the default ACL for the **/share/** directory to read and execute for users not in the user group (an access ACL for an individual file can override it):

```
# setfacl -m d:o:rx /share
```

## 4.4. Retrieving ACLs

To determine the existing ACLs for a file or directory, use the **getfacl** command. In the example below, the **getfacl** is used to determine the existing ACLs for a file.

### Example 4.4. Retrieving ACLs

```
# getfacl home/john/picture.png
```

The above command returns the following output:

```
# file: home/john/picture.png
# owner: john
# group: john
user::rw-
group::r--
other::r--
```

If a directory with a default ACL is specified, the default ACL is also displayed as illustrated below. For example, **getfacl home/sales/** will display similar output:

```
# file: home/sales/
# owner: john
# group: john
user::rw-
user:barryg:r--
group::r--
mask::r--
other::r--
default:user::rwx
default:user:john:rwx
default:group::r-x
default:mask::rwx
default:other::r-x
```

## 4.5. Archiving File Systems With ACLs

By default, the **dump** command now preserves ACLs during a backup operation. When archiving a file or file system with **tar**, use the **--acls** option to preserve ACLs. Similarly, when using **cp** to copy files with ACLs, include the **--preserve=mode** option to ensure that ACLs are copied across too. In addition, the **-a** option (equivalent to **-dR --preserve=all**) of **cp** also preserves ACLs during a backup along with other information such as timestamps, SELinux contexts, and the like. For more information about **dump**, **tar**, or **cp**, refer to their respective **man** pages.

The **star** utility is similar to the **tar** utility in that it can be used to generate archives of files; however, some of its options are different. Refer to [Table 4.1, “Command Line Options for star”](#) for a listing of more commonly used options. For all available options, refer to **man star**. The **star** package is required to use this utility.

**Table 4.1. Command Line Options for star**

Option	Description
<b>-c</b>	Creates an archive file.
<b>-n</b>	Do not extract the files; use in conjunction with <b>-x</b> to show what extracting the files does.
<b>-r</b>	Replaces files in the archive. The files are written to the end of the archive file, replacing any files with the same path and file name.
<b>-t</b>	Displays the contents of the archive file.
<b>-u</b>	Updates the archive file. The files are written to the end of the archive if they do not exist in the archive, or if the files are newer than the files of the same name in the archive. This option only works if the archive is a file or an unblocked tape that may backspace.
<b>-x</b>	Extracts the files from the archive. If used with <b>-U</b> and a file in the archive is older than the corresponding file on the file system, the file is not extracted.
<b>-help</b>	Displays the most important options.
<b>-xhelp</b>	Displays the least important options.
<b>-/</b>	Do not strip leading slashes from file names when extracting the files from an archive. By default, they are stripped when files are extracted.
<b>-acl</b>	When creating or extracting, archives or restores any ACLs associated with the files and directories.

## 4.6. Compatibility with Older Systems

If an ACL has been set on any file on a given file system, that file system has the **ext\_attr** attribute. This attribute can be seen using the following command:

```
# tune2fs -l filesystem-device
```

A file system that has acquired the **ext\_attr** attribute can be mounted with older kernels, but those kernels do not enforce any ACLs which have been set.

Versions of the **e2fsck** utility included in version 1.22 and higher of the **e2fsprogs** package (including the versions in Red Hat Enterprise Linux 2.1 and 4) can check a file system with the **ext\_attr** attribute. Older versions refuse to check it.

## 4.7. ACL References

Refer to the following man pages for more information.

- » **man acl** — Description of ACLs
- » **man getfacl** — Discusses how to get file access control lists
- » **man setfacl** — Explains how to set file access control lists
- » **man star** — Explains more about the **star** utility and its many options

## Chapter 5. Gaining Privileges

System administrators, and in some cases users, need to perform certain tasks with administrative access. Accessing the system as the **root** user is potentially dangerous and can lead to widespread damage to the system and data. This chapter covers ways to gain administrative privileges using `setuid` programs such as **su** and **sudo**. These programs allow specific users to perform tasks which would normally be available only to the **root** user while maintaining a higher level of control and system security.

See the *Red Hat Enterprise Linux 7 Security Guide* for more information on administrative controls, potential dangers and ways to prevent data loss resulting from improper use of privileged access.

### 5.1. The `su` Command

When a user executes the **su** command, they are prompted for the **root** password and, after authentication, are given a **root** shell prompt.

Once logged in using the **su** command, the user **is** the **root** user and has absolute administrative access to the system. Note that this access is still subject to the restrictions imposed by SELinux, if it is enabled. In addition, once a user has become **root**, it is possible for them to use the **su** command to change to any other user on the system without being prompted for a password.

Because this program is so powerful, administrators within an organization may want to limit who has access to the command.

One of the simplest ways to do this is to add users to the special administrative group called *wheel*. To do this, type the following command as **root**:

```
~]# usermod -a -G wheel username
```

In the previous command, replace *username* with the user name you want to add to the **wheel** group.

You can also use the **Users** settings tool to modify group memberships, as follows. Note that you need administrator privileges to perform this procedure.

1. Press the **Super** key to enter the Activities Overview, type **Users** and then press **Enter**. The **Users** settings tool appears. The **Super** key appears in a variety of guises, depending on the keyboard and other hardware, but often as either the Windows or Command key, and typically to the left of the **Spacebar**.
2. To enable making changes, click the **Unlock** button, and enter a valid administrator password.
3. Click a user icon in the left column to display the user's properties in the right-hand pane.
4. Change the **Account Type** from **Standard** to **Administrator**. This will add the user to the **wheel** group.

See [Section 3.2, “Managing Users in a Graphical Environment”](#) for more information about the **Users** tool.

After you add the desired users to the **wheel** group, it is advisable to only allow these specific users to use the **su** command. To do this, edit the *Pluggable Authentication Module* (PAM) configuration file for **su**, `/etc/pam.d/su`. Open this file in a text editor and uncomment the following line by removing the **#** character:

```
#auth                required                pam_wheel.so use_uid
```

This change means that only members of the administrative group **wheel** can switch to another user using the **su** command.



### Note

The **root** user is part of the **wheel** group by default.

## 5.2. The **sudo** Command

The **sudo** command offers another approach to giving users administrative access. When trusted users precede an administrative command with **sudo**, they are prompted for *their own* password. Then, when they have been authenticated and assuming that the command is permitted, the administrative command is executed as if they were the **root** user.

The basic format of the **sudo** command is as follows:

```
sudo command
```

In the above example, *command* would be replaced by a command normally reserved for the **root** user, such as **mount**.

The **sudo** command allows for a high degree of flexibility. For instance, only users listed in the **/etc/sudoers** configuration file are allowed to use the **sudo** command and the command is executed in *the user's shell*, not a **root** shell. This means the **root** shell can be completely disabled as shown in the *Red Hat Enterprise Linux 7 Security Guide*.

Each successful authentication using the **sudo** command is logged to the file **/var/log/messages** and the command issued along with the issuer's user name is logged to the file **/var/log/secure**. If additional logging is required, use the **pam\_tty\_audit** module to enable TTY auditing for specified users by adding the following line to your **/etc/pam.d/system-auth** file:

```
session required pam_tty_audit.so disable=pattern enable=pattern
```

where *pattern* represents a comma-separated listing of users with an optional use of globs. For example, the following configuration will enable TTY auditing for the **root** user and disable it for all other users:

```
session required pam_tty_audit.so disable=* enable=root
```



### Important

Configuring the **pam\_tty\_audit** PAM module for TTY auditing records only TTY input. This means that, when the audited user logs in, **pam\_tty\_audit** records the exact keystrokes the user makes into the **/var/log/audit/audit.log** file. For more information, see the **pam\_tty\_audit(8)** manual page.

Another advantage of the **sudo** command is that an administrator can allow different users access to specific commands based on their needs.

Administrators wanting to edit the **sudo** configuration file, `/etc/sudoers`, should use the **visudo** command.

To give someone full administrative privileges, type **visudo** and add a line similar to the following in the user privilege specification section:

```
juan ALL=(ALL) ALL
```

This example states that the user, **juan**, can use **sudo** from any host and execute any command.

The example below illustrates the granularity possible when configuring **sudo**:

```
%users localhost=/usr/sbin/shutdown -h now
```

This example states that any member of the **users** system group can issue the command `/sbin/shutdown -h now` as long as it is issued from the console.

The man page for **sudoers** has a detailed listing of options for this file.



### Important

There are several potential risks to keep in mind when using the **sudo** command. You can avoid them by editing the `/etc/sudoers` configuration file using **visudo** as described above. Leaving the `/etc/sudoers` file in its default state gives every user in the **wheel** group unlimited **root** access.

- By default, **sudo** stores the sudoer's password for a five minute timeout period. Any subsequent uses of the command during this period will not prompt the user for a password. This could be exploited by an attacker if the user leaves his workstation unattended and unlocked while still being logged in. This behavior can be changed by adding the following line to the `/etc/sudoers` file:

```
Defaults    timestamp_timeout=value
```

where *value* is the desired timeout length in minutes. Setting the *value* to 0 causes **sudo** to require a password every time.

- If a sudoer's account is compromised, an attacker can use **sudo** to open a new shell with administrative privileges:

```
sudo /bin/bash
```

Opening a new shell as **root** in this or similar fashion gives the attacker administrative access for a theoretically unlimited amount of time, bypassing the timeout period specified in the `/etc/sudoers` file and never requiring the attacker to input a password for **sudo** again until the newly opened session is closed.

## 5.3. Additional Resources

While programs allowing users to gain administrative privileges are a potential security risk, security itself is beyond the scope of this particular book. You should therefore refer to the resources listed below for more information regarding security and privileged access.

## Installed Documentation

- ✦ **su(1)** — The manual page for **su** provides information regarding the options available with this command.
- ✦ **sudo(8)** — The manual page for **sudo** includes a detailed description of this command and lists options available for customizing its behavior.
- ✦ **pam(8)** — The manual page describing the use of Pluggable Authentication Modules (PAM) for Linux.

## Online Documentation

- ✦ [Red Hat Enterprise Linux 7 Security Guide](#) — The *Security Guide* for Red Hat Enterprise Linux 7 provides a more in-depth look at potential security issues pertaining to setuid programs as well as techniques used to alleviate these risks.

## See Also

- ✦ [Chapter 3, Managing Users and Groups](#) documents how to manage system users and groups in the graphical user interface and on the command line.

## Part II. Subscription and Support

To receive updates to the software on a Red Hat Enterprise Linux system it must be subscribed to the *Red Hat Content Delivery Network* (CDN) and the appropriate repositories enabled. This part describes how to subscribe a system to the Red Hat Content Delivery Network.

Red Hat provides support via the [Customer Portal](#), and you can access this support directly from the command line using the **Red Hat Support Tool**. This part describes the use of this command-line tool.

## Chapter 6. Registering the System and Managing Subscriptions

The subscription service provides a mechanism to handle Red Hat software inventory and allows you to install additional software or update already installed programs to newer versions using the **yum** package manager. In Red Hat Enterprise Linux 7 the recommended way to register your system and attach subscriptions is to use *Red Hat Subscription Management*.



### Note

It is also possible to register the system and attach subscriptions after installation during the initial setup process. For detailed information about the initial setup see the [Initial Setup](#) chapter in the [Installation Guide](#) for Red Hat Enterprise Linux 7. Note that the Initial Setup application is only available on systems installed with the X Window System at the time of installation.

### 6.1. Registering the System and Attaching Subscriptions

Complete the following steps to register your system and attach one or more subscriptions using Red Hat Subscription Management. Note that all **subscription-manager** commands are supposed to be run as **root**.

1. Run the following command to register your system. You will be prompted to enter your user name and password. Note that the user name and password are the same as your login credentials for Red Hat Customer Portal.

```
subscription-manager register
```

2. Determine the pool ID of a subscription that you require. To do so, type the following at a shell prompt to display a list of all subscriptions that are available for your system:

```
subscription-manager list --available
```

For each available subscription, this command displays its name, unique identifier, expiration date, and other details related to your subscription. To list subscriptions for all architectures, add the **--all** option. The pool ID is listed on a line beginning with **Pool ID**.

3. Attach the appropriate subscription to your system by entering a command as follows:

```
subscription-manager attach --pool=pool_id
```

Replace *pool\_id* with the pool ID you determined in the previous step.

To verify the list of subscriptions your system has currently attached, at any time, run:

```
subscription-manager list --consumed
```

For more details on how to register your system using Red Hat Subscription Management and associate it with subscriptions, see the designated [solution article](#). For comprehensive information about subscriptions, see the [Red Hat Subscription Management](#) collection of guides.

## 6.2. Managing Software Repositories

When a system is subscribed to the Red Hat Content Delivery Network, a repository file is created in the `/etc/yum.repos.d/` directory. To verify that, use `yum` to list all enabled repositories:

```
yum repolist
```

Red Hat Subscription Management also allows you to manually enable or disable software repositories provided by Red Hat. To list all available repositories, use the following command:

```
subscription-manager repos --list
```

The repository names depend on the specific version of Red Hat Enterprise Linux you are using and are in the following format:

```
rhel-variant-rhsc1-version-rpms
rhel-variant-rhsc1-version-debug-rpms
rhel-variant-rhsc1-version-source-rpms
```

Where *variant* is the Red Hat Enterprise Linux system variant (**server** or **workstation**), and *version* is the Red Hat Enterprise Linux system version (**6** or **7**), for example:

```
rhel-server-rhsc1-7-eus-rpms
rhel-server-rhsc1-7-eus-source-rpms
rhel-server-rhsc1-7-eus-debug-rpms
```

To enable a repository, enter a command as follows:

```
subscription-manager repos --enable repository
```

Replace *repository* with a name of the repository to enable.

Similarly, to disable a repository, use the following command:

```
subscription-manager repos --disable repository
```

[Section 8.5, “Configuring Yum and Yum Repositories”](#) provides detailed information about managing software repositories using `yum`.

## 6.3. Removing Subscriptions

To remove a particular subscription, complete the following steps.

1. Determine the serial number of the subscription you want to remove by listing information about already attached subscriptions:

```
subscription-manager list --consumed
```

The serial number is the number listed as **serial**. For instance, **744993814251016831** in the example below:

```
SKU:                ES0113909
Contract:           01234567
Account:            1234567
Serial:             744993814251016831
Pool ID:            8a85f9894bba16dc014bccdd905a5e23
Active:             False
Quantity Used:      1
Service Level:      SELF-SUPPORT
Service Type:       L1-L3
Status Details:
Subscription Type: Standard
Starts:              02/27/2015
Ends:                02/27/2016
System Type:        Virtual
```

2. Enter a command as follows to remove the selected subscription:

```
subscription-manager remove --serial=serial_number
```

Replace *serial\_number* with the serial number you determined in the previous step.

To remove all subscriptions attached to the system, run the following command:

```
subscription-manager remove --all
```

## 6.4. Additional Resources

For more information on how to register your system using Red Hat Subscription Management and associate it with subscriptions, see the resources listed below.

### Installed Documentation

- ✦ **subscription-manager(8)** — the manual page for Red Hat Subscription Management provides a complete list of supported options and commands.

### Related Books

- ✦ [Red Hat Subscription Management](#) collection of guides — These guides contain detailed information how to use Red Hat Subscription Management.
- ✦ [Installation Guide](#) — see the [Initial Setup](#) chapter for detailed information on how to register during the initial setup process.

### See Also

- ✦ [Chapter 5, Gaining Privileges](#) documents how to gain administrative privileges by using the **su** and **sudo** commands.
- ✦ [Chapter 8, Yum](#) provides information about using the **yum** packages manager to install and update software.

## Chapter 7. Accessing Support Using the Red Hat Support Tool

The **Red Hat Support Tool**, in the *redhat-support-tool* package, can function as both an interactive shell and as a single-execution program. It can be run over **SSH** or from any terminal. It enables, for example, searching the Red Hat Knowledgebase from the command line, copying solutions directly on the command line, opening and updating support cases, and sending files to Red Hat for analysis.

### 7.1. Installing the Red Hat Support Tool

The **Red Hat Support Tool** is installed by default on Red Hat Enterprise Linux. If required, to ensure that it is, enter the following command as **root**:

```
~]# yum install redhat-support-tool
```

### 7.2. Registering the Red Hat Support Tool Using the Command Line

To register the Red Hat Support Tool to the customer portal using the command line, proceed as follows:

```
1. ~]# redhat-support-tool config user username
```

Where *username* is the user name of the Red Hat Customer Portal account.

```
2. ~]# redhat-support-tool config password  
Please enter the password for username:
```

### 7.3. Using the Red Hat Support Tool in Interactive Shell Mode

To start the tool in interactive mode, enter the following command:

```
~]$ redhat-support-tool  
Welcome to the Red Hat Support Tool.  
Command (? for help):
```

The tool can be run as an unprivileged user, with a consequently reduced set of commands, or as **root**.

The commands can be listed by entering the **?** character. The program or menu selection can be exited by entering the **q** or **e** character. You will be prompted for your Red Hat Customer Portal user name and password when you first search the Knowledgebase or support cases. Alternately, set the user name and password for your Red Hat Customer Portal account using interactive mode, and optionally save it to the configuration file.

### 7.4. Configuring the Red Hat Support Tool

When in interactive mode, the configuration options can be listed by entering the command **config --help**:

```
~]# redhat-support-tool
```

Welcome to the Red Hat Support Tool.

Command (? for help): **config --help**

Usage: config [options] config.option <new option value>

Use the 'config' command to set or get configuration file values.

Options:

-h, --help show this help message and exit

-g, --global Save configuration option in /etc/redhat-support-tool.conf.

-u, --unset Unset configuration option.

The configuration file options which can be set are:

user : The Red Hat Customer Portal user.

password : The Red Hat Customer Portal password.

debug : CRITICAL, ERROR, WARNING, INFO, or DEBUG

url : The support services URL.

Default=https://api.access.redhat.com

proxy\_url : A proxy server URL.

proxy\_user: A proxy server user.

proxy\_password: A password for the proxy server user.

ssl\_ca : Path to certificate authorities to trust during communication.

kern\_debug\_dir: Path to the directory where kernel debug symbols should be downloaded and cached. Default=/var/lib/redhat-support-tool/debugkernels

Examples:

- config user

- config user my-rhn-username

- config --unset user

### Procedure 7.1. Registering the Red Hat Support Tool Using Interactive Mode

To register the Red Hat Support Tool to the customer portal using interactive mode, proceed as follows:

1. Start the tool by entering the following command:

```
~]# redhat-support-tool
```

2. Enter your Red Hat Customer Portal user name:

```
Command (? for help): config user username
```

To save your user name to the global configuration file, add the **-g** option.

3. Enter your Red Hat Customer Portal password:

```
Command (? for help): config password  
Please enter the password for username:
```

#### 7.4.1. Saving Settings to the Configuration Files

The **Red Hat Support Tool**, unless otherwise directed, stores values and options locally in the home directory of the current user, using the `~/redhat-support-tool/redhat-support-tool.conf` configuration file. If required, it is recommended to save passwords to this file because it is only readable by that particular user. When the tool starts, it will read values from the global configuration file `/etc/redhat-support-tool.conf` and from the local configuration file. Locally stored values and options take precedence over globally stored settings.



### Warning

It is recommended **not** to save passwords in the global `/etc/redhat-support-tool.conf` configuration file because the password is just **base64** encoded and can easily be decoded. In addition, the file is world readable.

To save a value or option to the global configuration file, add the `-g, --global` option as follows:

```
Command (? for help): config setting -g value
```



### Note

In order to be able to save settings globally, using the `-g, --global` option, the **Red Hat Support Tool** must be run as **root** because normal users do not have the permissions required to write to `/etc/redhat-support-tool.conf`.

To remove a value or option from the local configuration file, add the `-u, --unset` option as follows:

```
Command (? for help): config setting -u value
```

This will clear, unset, the parameter from the tool and fall back to the equivalent setting in the global configuration file, if available.



### Note

When running as an unprivileged user, values stored in the global configuration file cannot be removed using the `-u, --unset` option, but they can be cleared, unset, from the current running instance of the tool by using the `-g, --global` option simultaneously with the `-u, --unset` option. If running as **root**, values and options can be removed from the global configuration file using `-g, --global` simultaneously with the `-u, --unset` option.

## 7.5. Opening and Updating Support Cases Using Interactive Mode

### Procedure 7.2. Opening a New Support Case Using Interactive Mode

To open a new support case using interactive mode, proceed as follows:

1. Start the tool by entering the following command:

```
~]# redhat-support-tool
```

2. Enter the **opencase** command:

```
Command (? for help): opencase
```

3. Follow the on screen prompts to select a product and then a version.
4. Enter a summary of the case.
5. Enter a description of the case and press **Ctrl+D** on an empty line when complete.
6. Select a severity of the case.
7. Optionally chose to see if there is a solution to this problem before opening a support case.
8. Confirm you would still like to open the support case.

```
Support case 0123456789 has successfully been opened
```

9. Optionally chose to attach an SOS report.
10. Optionally chose to attach a file.

### Procedure 7.3. Viewing and Updating an Existing Support Case Using Interactive Mode

To view and update an existing support case using interactive mode, proceed as follows:

1. Start the tool by entering the following command:

```
~]# redhat-support-tool
```

2. Enter the **getcase** command:

```
Command (? for help): getcase case-number
```

Where *case-number* is the number of the case you want to view and update.

3. Follow the on screen prompts to view the case, modify or add comments, and get or add attachments.

### Procedure 7.4. Modifying an Existing Support Case Using Interactive Mode

To modify the attributes of an existing support case using interactive mode, proceed as follows:

1. Start the tool by entering the following command:

```
~]# redhat-support-tool
```

2. Enter the **modifycase** command:

```
Command (? for help): modifycase case-number
```

Where *case-number* is the number of the case you want to view and update.

3. The modify selection list appears:

```
Type the number of the attribute to modify or 'e' to return to the
previous menu.
 1 Modify Type
 2 Modify Severity
 3 Modify Status
 4 Modify Alternative-ID
 5 Modify Product
 6 Modify Version
End of options.
```

Follow the on screen prompts to modify one or more of the options.

4. For example, to modify the status, enter **3**:

```
Selection: 3
 1  Waiting on Customer
 2  Waiting on Red Hat
 3  Closed
Please select a status (or 'q' to exit):
```

## 7.6. Viewing Support Cases on the Command Line

Viewing the contents of a case on the command line provides a quick and easy way to apply solutions from the command line.

To view an existing support case on the command line, enter a command as follows:

```
~]# redhat-support-tool getcase case-number
```

Where *case-number* is the number of the case you want to download.

## 7.7. Additional Resources

The Red Hat Knowledgebase article [Red Hat Support Tool](#) has additional information, examples, and video tutorials.

## Part III. Installing and Managing Software

All software on a Red Hat Enterprise Linux system is divided into RPM packages, which can be installed, upgraded, or removed. This part describes how to manage packages on Red Hat Enterprise Linux using **Yum**.

## Chapter 8. Yum

**Yum** is the Red Hat package manager that is able to query for information about available packages, fetch packages from repositories, install and uninstall them, and update an entire system to the latest available version. Yum performs automatic dependency resolution when updating, installing, or removing packages, and thus is able to automatically determine, fetch, and install all available dependent packages.

Yum can be configured with new, additional repositories, or *package sources*, and also provides many plug-ins which enhance and extend its capabilities. Yum is able to perform many of the same tasks that **RPM** can; additionally, many of the command-line options are similar. Yum enables easy and simple package management on a single machine or on groups of them.

The following sections assume your system was registered with Red Hat Subscription Management during installation as described in the [Red Hat Enterprise Linux 7 Installation Guide](#). If your system is not subscribed, see [Chapter 6, Registering the System and Managing Subscriptions](#).



### Important

Yum provides secure package management by enabling GPG (Gnu Privacy Guard; also known as GnuPG) signature verification on GPG-signed packages to be turned on for all package repositories (package sources), or for individual repositories. When signature verification is enabled, yum will refuse to install any packages not GPG-signed with the correct key for that repository. This means that you can trust that the **RPM** packages you download and install on your system are from a trusted source, such as Red Hat, and were not modified during transfer. See [Section 8.5, “Configuring Yum and Yum Repositories”](#) for details on enabling signature-checking with yum, or [Section A.3.2, “Checking Package Signatures”](#) for information on working with and verifying GPG-signed **RPM** packages in general.

Yum also enables you to easily set up your own repositories of **RPM** packages for download and installation on other machines. When possible, yum uses *parallel download* of multiple packages and metadata to speed up downloading.

Learning yum is a worthwhile investment because it is often the fastest way to perform system administration tasks, and it provides capabilities beyond those provided by the **PackageKit** graphical package management tools.



### Note

You must have superuser privileges in order to use yum to install, update or remove packages on your system. All examples in this chapter assume that you have already obtained superuser privileges by using either the **su** or **sudo** command.

## 8.1. Checking For and Updating Packages

Yum enables you to check if your system has any updates waiting to be applied. You can list packages that need to be updated and update them as a whole, or you can update a selected individual package.

### 8.1.1. Checking For Updates

To see which installed packages on your system have updates available, use the following command:

```
yum check-update
```

### Example 8.1. Example output of the `yum check-update` command

The output of `yum check-update` can look as follows:

```
~]# yum check-update
Loaded plugins: product-id, search-disabled-repos, subscription-manager
dracut.x86_64                                033-360.el7_2      rhel-7-
server-rpms
dracut-config-rescue.x86_64                 033-360.el7_2      rhel-7-server-
rpms
kernel.x86_64                               3.10.0-327.el7     rhel-7-server-
rpms
rpm.x86_64                                   4.11.3-17.el7     rhel-7-server-
rpms
rpm-libs.x86_64                             4.11.3-17.el7     rhel-7-server-
rpms
rpm-python.x86_64                           4.11.3-17.el7     rhel-7-server-
rpms
yum.noarch                                   3.4.3-132.el7     rhel-7-server-
rpms
```

The packages in the above output are listed as having updates available. The first package in the list is **dracut**. Each line in the example output consists of several rows, in case of **dracut**:

- ❖ **dracut** — the name of the package,
- ❖ **x86\_64** — the CPU architecture the package was built for,
- ❖ **033** — the version of the updated package to be installed,
- ❖ **360 . el7** — the release of the updated package,
- ❖ **\_2** — a build version, added as part of a z-stream update,
- ❖ **rhel-7-server-rpms** — the repository in which the updated package is located.

The output also shows that we can update the kernel (the *kernel* package), yum and RPM themselves (the *yum* and *rpm* packages), as well as their dependencies (such as the *rpm-libs*, and *rpm-python* packages), all using the **yum** command.

## 8.1.2. Updating Packages

You can choose to update a single package, multiple packages, or all packages at once. If any dependencies of the package or packages you update have updates available themselves, then they are updated too.

### Updating a Single Package

To update a single package, run the following command as **root**:

```
yum update package_name
```

### Example 8.2. Updating the rpm package

To update the *rpm* package, type:

```
~]# yum update rpm
Loaded plugins: langpacks, product-id, subscription-manager
Updating Red Hat repositories.
INFO:rhsm-app.repolib:repos updated: 0
Setting up Update Process
Resolving Dependencies
--> Running transaction check
---> Package rpm.x86_64 0:4.11.1-3.el7 will be updated
--> Processing Dependency: rpm = 4.11.1-3.el7 for package: rpm-libs-
4.11.1-3.el7.x86_64
--> Processing Dependency: rpm = 4.11.1-3.el7 for package: rpm-python-
4.11.1-3.el7.x86_64
--> Processing Dependency: rpm = 4.11.1-3.el7 for package: rpm-build-
4.11.1-3.el7.x86_64
---> Package rpm.x86_64 0:4.11.2-2.el7 will be an update
--> Running transaction check
...
--> Finished Dependency Resolution

Dependencies Resolved
=====
=====
Package                               Arch      Version      Repository
Size
=====
=====
Updating:
rpm                                   x86_64    4.11.2-2.el7  rhel
1.1 M
Updating for dependencies:
rpm-build                             x86_64    4.11.2-2.el7  rhel
139 k
rpm-build-libs                       x86_64    4.11.2-2.el7  rhel
98 k
rpm-libs                              x86_64    4.11.2-2.el7  rhel
261 k
rpm-python                           x86_64    4.11.2-2.el7  rhel
74 k

Transaction Summary
=====
=====
Upgrade 1 Package (+4 Dependent packages)

Total size: 1.7 M
Is this ok [y/d/N]:
```

This output contains several items of interest:

1. **Loaded plugins: langpacks, product-id, subscription-manager** — Yum always informs you which yum plug-ins are installed and enabled. See [Section 8.6, “Yum Plug-ins”](#) for general information on yum plug-ins, or [Section 8.6.3, “Working with Yum Plug-ins”](#) for descriptions of specific plug-ins.
2. **rpm.x86\_64** — you can download and install a new *rpm* package as well as its dependencies. Transaction check is performed for each of these packages.
3. Yum presents the update information and then prompts you for confirmation of the update; yum runs interactively by default. If you already know which transactions the **yum** command plans to perform, you can use the **-y** option to automatically answer **yes** to any questions that yum asks (in which case it runs non-interactively). However, you should always examine which changes yum plans to make to the system so that you can easily troubleshoot any problems that might arise. You can also choose to download the package without installing it. To do so, select the **d** option at the download prompt. This launches a background download of the selected package.

If a transaction fails, you can view yum transaction history by using the **yum history** command as described in [Section 8.4, “Working with Transaction History”](#).



### Important

Yum always *installs* a new kernel regardless of whether you are using the **yum update** or **yum install** command.

When using **RPM**, on the other hand, it is important to use the **rpm -i kernel** command which installs a new kernel instead of **rpm -u kernel** which *replaces* the current kernel. See [Section A.2.1, “Installing and Upgrading Packages”](#) for more information on installing and upgrading kernels with **RPM**.

Similarly, it is possible to update a package group. Type as **root**:

```
yum group update group_name
```

Here, replace *group\_name* with a name of the package group you want to update. For more information on package groups, see [Section 8.3, “Working with Package Groups”](#).

Yum also offers the **upgrade** command that is equal to **update** with enabled **obsoletes** configuration option (see [Section 8.5.1, “Setting \[main\] Options”](#)). By default, **obsoletes** is turned on in `/etc/yum.conf`, which makes these two commands equivalent.

## Updating All Packages and Their Dependencies

To update all packages and their dependencies, use the **yum update** command without any arguments:

```
yum update
```

## Updating Security-Related Packages

If packages have security updates available, you can update only these packages to their latest versions. Type as **root**:

```
yum update --security
```

You can also update packages only to versions containing the latest security updates. Type as **root**:

```
yum update-minimal --security
```

For example, assume that:

- the *kernel-3.10.0-1* package is installed on your system;
- the *kernel-3.10.0-2* package was released as a security update;
- the *kernel-3.10.0-3* package was released as a bug fix update.

Then **yum update-minimal --security** updates the package to *kernel-3.10.0-2*, and **yum update --security** updates the package to *kernel-3.10.0-3*.

### 8.1.3. Preserving Configuration File Changes

You will inevitably make changes to the configuration files installed by packages as you use your Red Hat Enterprise Linux system. **RPM**, which yum uses to perform changes to the system, provides a mechanism for ensuring their integrity. See [Section A.2.1, “Installing and Upgrading Packages”](#) for details on how to manage changes to configuration files across package upgrades.

### 8.1.4. Upgrading the System Off-line with ISO and Yum

For systems that are disconnected from the Internet or Red Hat Network, using the **yum update** command with the Red Hat Enterprise Linux installation ISO image is an easy and quick way to upgrade systems to the latest minor version. The following steps illustrate the upgrading process:

1. Create a target directory to mount your ISO image. This directory is not automatically created when mounting, so create it before proceeding to the next step. As **root**, type:

```
mkdir mount_dir
```

Replace *mount\_dir* with a path to the mount directory. Typically, users create it as a subdirectory in the **/media** directory.

2. Mount the Red Hat Enterprise Linux 7 installation ISO image to the previously created target directory. As **root**, type:

```
mount -o loop iso_name mount_dir
```

Replace *iso\_name* with a path to your ISO image and *mount\_dir* with a path to the target directory. Here, the **-o loop** option is required to mount the file as a block device.

3. Copy the **media.repo** file from the mount directory to the **/etc/yum.repos.d/** directory. Note that configuration files in this directory must have the *.repo* extension to function properly.

```
cp mount_dir/media.repo /etc/yum.repos.d/new.repo
```

This creates a configuration file for the yum repository. Replace *new.repo* with the filename, for example *rhel7.repo*.

4. Edit the new configuration file so that it points to the Red Hat Enterprise Linux installation ISO. Add the following line into the `/etc/yum.repos.d/new.repo` file:

```
baseurl=file:///mount_dir
```

Replace `mount_dir` with a path to the mount point.

5. Update all yum repositories including `/etc/yum.repos.d/new.repo` created in previous steps. As **root**, type:

```
yum update
```

This upgrades your system to the version provided by the mounted ISO image.

6. After successful upgrade, you can unmount the ISO image. As **root**, type:

```
umount mount_dir
```

where `mount_dir` is a path to your mount directory. Also, you can remove the mount directory created in the first step. As **root**, type:

```
rmdir mount_dir
```

7. If you will not use the previously created configuration file for another installation or update, you can remove it. As **root**, type:

```
rm /etc/yum.repos.d/new.repo
```

### Example 8.3. Upgrading from Red Hat Enterprise Linux 7.0 to 7.1

If required to upgrade a system without access to the Internet using an ISO image with the newer version of the system, called for example `rhel-server-7.1-x86_64-dvd.iso`, create a target directory for mounting, such as `/media/rhel17/`. As **root**, change into the directory with your ISO image and type:

```
~]# mount -o loop rhel-server-7.1-x86_64-dvd.iso /media/rhel17/
```

Then set up a yum repository for your image by copying the `media.repo` file from the mount directory:

```
~]# cp /media/rhel17/media.repo /etc/yum.repos.d/rhel17.repo
```

To make yum recognize the mount point as a repository, add the following line into the `/etc/yum.repos.d/rhel17.repo` copied in the previous step:

```
baseurl=file:///media/rhel17/
```

Now, updating the yum repository will upgrade your system to a version provided by `rhel-server-7.1-x86_64-dvd.iso`. As **root**, execute:

```
~]# yum update
```

When your system is successfully upgraded, you can unmount the image, remove the target directory and the configuration file:

```
~]# umount /media/rhel7/
```

```
~]# rmdir /media/rhel7/
```

```
~]# rm /etc/yum.repos.d/rhel7.repo
```

## 8.2. Working with Packages

Yum enables you to perform a complete set of operations with software packages, including searching for packages, viewing information about them, installing and removing.

### 8.2.1. Searching Packages

You can search all RPM package names, descriptions and summaries by using the following command:

```
yum search term...
```

Replace *term* with a package name you want to search.

#### Example 8.4. Searching for packages matching a specific string

To list all packages that match “vim”, “gvim”, or “emacs”, type:

```
~]$ yum search vim gvim emacs
Loaded plugins: langpacks, product-id, search-disabled-repos,
subscription-manager
===== N/S matched: vim
=====
vim-X11.x86_64 : The VIM version of the vi editor for the X Window
System
vim-common.x86_64 : The common files needed by any version of the VIM
editor
[output truncated]

===== N/S matched: emacs
=====
emacs.x86_64 : GNU Emacs text editor
emacs-auctex.noarch : Enhanced TeX modes for Emacs
[output truncated]

Name and summary matches mostly, use "search all" for everything.
Warning: No matches found for: gvim
```

The **yum search** command is useful for searching for packages you do not know the name of, but for which you know a related term. Note that by default, **yum search** returns matches in package name and summary, which makes the search faster. Use the **yum search all** command for a more

exhaustive but slower search.

## Filtering the Results

All of yum's list commands allow you to filter the results by appending one or more *glob expressions* as arguments. Glob expressions are normal strings of characters which contain one or more of the wildcard characters `*` (which expands to match any character subset) and `?` (which expands to match any single character).

Be careful to escape the glob expressions when passing them as arguments to a **yum** command, otherwise the Bash shell will interpret these expressions as *pathname expansions*, and potentially pass all files in the current directory that match the glob expressions to **yum**. To make sure the glob expressions are passed to **yum** as intended, use one of the following methods:

- escape the wildcard characters by preceding them with a backslash character
- double-quote or single-quote the entire glob expression.

Examples in the following section demonstrate usage of both these methods.

### 8.2.2. Listing Packages

To list information on all installed *and* available packages type the following at a shell prompt:

```
yum list all
```

To list installed *and* available packages that match inserted glob expressions use the following command:

```
yum list glob_expression...
```

#### Example 8.5. Listing ABRT-related packages

Packages with various ABRT add-ons and plug-ins either begin with “abrt-addon-”, or “abrt-plugin-”. To list these packages, type the following command at a shell prompt. Note how the wildcard characters are escaped with a backslash character:

```
~]$ yum list abrt-addon\* abrt-plugin\*
Loaded plugins: langpacks, product-id, search-disabled-repos,
subscription-manager
Installed Packages
abrt-addon-ccpp.x86_64                2.1.11-35.e17
@rhel-7-server-rpms
abrt-addon-kerneloops.x86_64        2.1.11-35.e17
@rhel-7-server-rpms
abrt-addon-pstoreoops.x86_64        2.1.11-35.e17
@rhel-7-server-rpms
abrt-addon-python.x86_64            2.1.11-35.e17
@rhel-7-server-rpms
abrt-addon-vmcore.x86_64            2.1.11-35.e17
@rhel-7-server-rpms
abrt-addon-xorg.x86_64              2.1.11-35.e17
@rhel-7-server-rpms
```

To list all packages installed on your system use the **installed** keyword. The rightmost column in the output lists the repository from which the package was retrieved.

```
yum list installed glob_expression...
```

### Example 8.6. Listing all installed versions of the krb package

The following example shows how to list all installed packages that begin with “krb” followed by exactly one character and a hyphen. This is useful when you want to list all versions of certain component as these are distinguished by numbers. The entire glob expression is quoted to ensure proper processing.

```
~]$ yum list installed "krb?-*"
Loaded plugins: langpacks, product-id, search-disabled-repos,
subscription-manager
Installed Packages
krb5-libs.x86_64                1.13.2-10.el7
@rhel-7-server-rpms
```

To list all packages in all enabled repositories that are available to install, use the command in the following form:

```
yum list available glob_expression...
```

### Example 8.7. Listing available gstreamer plug-ins

For instance, to list all available packages with names that contain “gstreamer” and then “plugin”, run the following command:

```
~]$ yum list available gstreamer\*plugin\*
Loaded plugins: langpacks, product-id, search-disabled-repos,
subscription-manager
Available Packages
gstreamer-plugins-bad-free.i686      0.10.23-20.el7
rhel-7-server-rpms
gstreamer-plugins-base.i686        0.10.36-10.el7
rhel-7-server-rpms
gstreamer-plugins-good.i686        0.10.31-11.el7
rhel-7-server-rpms
gstreamer1-plugins-bad-free.i686    1.4.5-3.el7
rhel-7-server-rpms
gstreamer1-plugins-base.i686      1.4.5-2.el7
rhel-7-server-rpms
gstreamer1-plugins-base-devel.i686 1.4.5-2.el7
rhel-7-server-rpms
gstreamer1-plugins-base-devel.x86_64 1.4.5-2.el7
rhel-7-server-rpms
gstreamer1-plugins-good.i686      1.4.5-2.el7
rhel-7-server-rpms
```

## Listing Repositories

To list the repository ID, name, and number of packages for each *enabled* repository on your system, use the following command:

```
yum repolist
```

To list more information about these repositories, add the **-v** option. With this option enabled, information including the file name, overall size, date of the last update, and base URL are displayed for each listed repository. As an alternative, you can use the **repoinfo** command that produces the same output.

```
yum repolist -v
```

```
yum repoinfo
```

To list both enabled and disabled repositories use the following command. A status column is added to the output list to show which of the repositories are enabled.

```
yum repolist all
```

By passing **disabled** as a first argument, you can reduce the command output to disabled repositories. For further specification you can pass the ID or name of repositories or related glob\_expressions as arguments. Note that if there is an exact match between the repository ID or name and the inserted argument, this repository is listed even if it does not pass the *enabled* or *disabled* filter.

### 8.2.3. Displaying Package Information

To display information about one or more packages, use the following command (glob expressions are valid here as well):

```
yum info package_name...
```

Replace *package\_name* with the name of the package.

#### Example 8.8. Displaying information on the abrt package

To display information about the *abrt* package, type:

```
~]$ yum info abrt
Loaded plugins: langpacks, product-id, search-disabled-repos,
subscription-manager
Installed Packages
Name           : abrt
Arch           : x86_64
Version        : 2.1.11
Release        : 35.el7
Size           : 2.3 M
Repo           : installed
From repo      : rhel-7-server-rpms
Summary        : Automatic bug detection and reporting tool
URL            : https://fedorahosted.org/abrt/
```

```
License      : GPLv2+
Description : abrt is a tool to help users to detect defects in
applications and
              : to create a bug report with all information needed by
maintainer to fix
              : it. It uses plugin system to extend its functionality.
```

The `yum info package_name` command is similar to the `rpm -q --info package_name` command, but provides as additional information the name of the yum repository the RPM package was installed from (look for the **From repo :** line in the output).

## Using yumdb

You can also query the yum database for alternative and useful information about a package by using the following command:

```
yumdb info package_name
```

This command provides additional information about a package, including the checksum of the package (and the algorithm used to produce it, such as SHA-256), the command given on the command line that was invoked to install the package (if any), and the reason why the package is installed on the system (where **user** indicates it was installed by the user, and **dep** means it was brought in as a dependency).

### Example 8.9. Querying yumdb for information on the yum package

To display additional information about the `yum` package, type:

```
~]$ yumdb info yum
Loaded plugins: langpacks, product-id
yum-3.4.3-132.el7.noarch
  changed_by = 1000
  checksum_data =
a9d0510e2ff0d04d04476c693c0313a11379053928efd29561f9a837b3d9eb02
  checksum_type = sha256
  command_line = upgrade
  from_repo = rhel-7-server-rpms
  from_repo_revision = 1449144806
  from_repo_timestamp = 1449144805
  installed_by = 4294967295
  origin_url =
https://cdn.redhat.com/content/dist/rhel/server/7/7Server/x86_64/os/Pac
kages/yum-3.4.3-132.el7.noarch.rpm
  reason = user
  releasever = 7Server
  var_uuid = 147a7d49-b60a-429f-8d8f-3edb6ce6f4a1
```

For more information on the `yumdb` command, see the `yumdb(8)` manual page.

## 8.2.4. Installing Packages

To install a single package and all of its non-installed dependencies, enter a command in the following form as **root**:

```
yum install package_name
```

You can also install multiple packages simultaneously by appending their names as arguments. To do so, type as **root**:

```
yum install package_name package_name...
```

If you are installing packages on a *multilib* system, such as an AMD64 or Intel64 machine, you can specify the architecture of the package (as long as it is available in an enabled repository) by appending *.arch* to the package name:

```
yum install package_name.arch
```

### Example 8.10. Installing packages on multilib system

To install the *sqlite* package for the **i686** architecture, type:

```
~]# yum install sqlite.i686
```

You can use glob expressions to quickly install multiple similarly named packages. Execute as **root**:

```
yum install glob_expression...
```

### Example 8.11. Installing all audacious plugins

Global expressions are useful when you want to install several packages with similar names. To install all audacious plug-ins, use the command in the following form:

```
~]# yum install audacious-plugins-*
```

In addition to package names and glob expressions, you can also provide file names to **yum install**. If you know the name of the binary you want to install, but not its package name, you can give **yum install** the path name. As **root**, type:

```
yum install /usr/sbin/named
```

Yum then searches through its package lists, finds the package which provides **/usr/sbin/named**, if any, and prompts you as to whether you want to install it.

As you can see in the above examples, the **yum install** command does not require strictly defined arguments. It can process various formats of package names and glob expressions, which makes installation easier for users. On the other hand, it takes some time until **yum** parses the input correctly, especially if you specify a large number of packages. To optimize the package search, you can use the following commands to explicitly define how to parse the arguments:

```
yum install-n name
```

```
yum install-na name.architecture
```

```
yum install-nevra name-epoch:version-release.architecture
```

With **install-n**, **yum** interprets *name* as the exact name of the package. The **install-na** command tells **yum** that the subsequent argument contains the package name and architecture divided by the dot character. With **install-nevra**, **yum** will expect an argument in the form *name-epoch:version-release.architecture*. Similarly, you can use **yum remove-n**, **yum remove-na**, and **yum remove-nevra** when searching for packages to be removed.



## Note

If you know you want to install the package that contains the **named** binary, but you do not know in which **bin/** or **sbin/** directory the file is installed, use the **yum provides** command with a glob expression:

```
~]# yum provides "*bin/named"
Loaded plugins: langpacks, product-id, search-disabled-repos,
subscription-
                : manager
32:bind-9.9.4-14.el7.x86_64 : The Berkeley Internet Name Domain
(BIND) DNS
                : (Domain Name System) server
Repo           : rhel-7-server-rpms
Matched from:
Filename       : /usr/sbin/named
```

**yum provides *\*/file\_name*** is a useful way to find the packages that contain *file\_name*.

### Example 8.12. Installation Process

The following example provides an overview of installation with use of **yum**. To download and install the latest version of the *httpd* package, execute as **root**:

```
~]# yum install httpd
Loaded plugins: langpacks, product-id, subscription-manager
Resolving Dependencies
--> Running transaction check
---> Package httpd.x86_64 0:2.4.6-12.el7 will be updated
---> Package httpd.x86_64 0:2.4.6-13.el7 will be an update
--> Processing Dependency: 2.4.6-13.el7 for package: httpd-2.4.6-13.el7.x86_64
--> Running transaction check
---> Package httpd-tools.x86_64 0:2.4.6-12.el7 will be updated
---> Package httpd-tools.x86_64 0:2.4.6-13.el7 will be an update
--> Finished Dependency Resolution

Dependencies Resolved
```

After executing the above command, **yum** loads the necessary plug-ins and runs the transaction check. In this case, *httpd* is already installed. Since the installed package is older than the latest currently available version, it will be updated. The same applies to the *httpd-tools* package that *httpd* depends on. Then, a transaction summary is displayed:

```

=====
=====
Package           Arch      Version           Repository
Size
=====
=====
Updating:
  httpd           x86_64    2.4.6-13.el7     rhel-x86_64-server-7
1.2 M
Updating for dependencies:
  httpd-tools     x86_64    2.4.6-13.el7     rhel-x86_64-server-7
77 k

Transaction Summary
=====
=====
Upgrade 1 Package (+1 Dependent package)

Total size: 1.2 M
Is this ok [y/d/N]:

```

In this step **yum** prompts you to confirm the installation. Apart from **y** (yes) and **N** (no) options, you can choose **d** (download only) to download the packages but not to install them directly. If you choose **y**, the installation proceeds with the following messages until it is finished successfully.

```

Downloading packages:
Running transaction check
Running transaction test
Transaction test succeeded
Running transaction
  Updating      : httpd-tools-2.4.6-13.el7.x86_64
1/4
  Updating      : httpd-2.4.6-13.el7.x86_64
2/4
  Cleanup       : httpd-2.4.6-12.el7.x86_64
3/4
  Cleanup       : httpd-tools-2.4.6-12.el7.x86_64
4/4
  Verifying     : httpd-2.4.6-13.el7.x86_64
1/4
  Verifying     : httpd-tools-2.4.6-13.el7.x86_64
2/4
  Verifying     : httpd-tools-2.4.6-12.el7.x86_64
3/4
  Verifying     : httpd-2.4.6-12.el7.x86_64
4/4

Updated:
  httpd.x86_64 0:2.4.6-13.el7

```

```
Dependency Updated:
  httpd-tools.x86_64 0:2.4.6-13.el7
```

```
Complete!
```

To install a previously downloaded package from the local directory on your system, use the following command:

```
yum localinstall path
```

Replace *path* with the path to the package you want to install.

### 8.2.5. Downloading Packages

As shown in [Example 8.12, “Installation Process”](#), at a certain point of installation process you are prompted to confirm the installation with the following message:

```
...
Total size: 1.2 M
Is this ok [y/d/N]:
...
```

With the **d** option, yum downloads the packages without installing them immediately. You can install these packages later offline with the **yum localinstall** command or you can share them with a different device. Downloaded packages are saved in one of the subdirectories of the cache directory, by default

`/var/cache/yum/$basearch/$releasever/packages/`. The downloading proceeds in background mode so that you can use **yum** for other operations in parallel.

### 8.2.6. Removing Packages

Similarly to package installation, yum enables you to uninstall them. To uninstall a particular package, as well as any packages that depend on it, run the following command as **root**:

```
yum remove package_name...
```

As when you install multiple packages, you can remove several at once by adding more package names to the command.

#### Example 8.13. Removing several packages

To remove *totem*, type the following at a shell prompt:

```
~]# yum remove totem
```

Similar to **install**, **remove** can take these arguments:

- ✧ package names
- ✧ glob expressions
- ✧ file lists

» package provides



## Warning

Yum is not able to remove a package without also removing packages which depend on it. This type of operation, which can only be performed by **RPM**, is not advised, and can potentially leave your system in a non-functioning state or cause applications to not work correctly or crash. For further information, see [Section A.2.2, “Uninstalling Packages”](#) in the **RPM** chapter.

## 8.3. Working with Package Groups

A package group is a collection of packages that serve a common purpose, for instance *System Tools* or *Sound and Video*. Installing a package group pulls a set of dependent packages, saving time considerably. The **yum groups** command is a top-level command that covers all the operations that act on package groups in yum.

### 8.3.1. Listing Package Groups

The **summary** option is used to view the number of installed groups, available groups, available environment groups, and both installed and available language groups:

```
yum groups summary
```

#### Example 8.14. Example output of yum groups summary

```
~]$ yum groups summary
Loaded plugins: langpacks, product-id, subscription-manager
Available Environment Groups: 12
Installed Groups: 10
Available Groups: 12
```

To list all package groups from yum repositories add the **list** option. You can filter the command output by group names.

```
yum group list glob_expression...
```

Several optional arguments can be passed to this command, including **hidden** to list also groups not marked as user visible, and **ids** to list group IDs. You can add **language**, **environment**, **installed**, or **available** options to reduce the command output to a specific group type.

To list mandatory and optional packages contained in a particular group, use the following command:

```
yum group info glob_expression...
```

#### Example 8.15. Viewing information on the LibreOffice package group

```

~]$ yum group info LibreOffice
Loaded plugins: langpacks, product-id, subscription-manager

Group: LibreOffice
Group-Id: libreoffice
Description: LibreOffice Productivity Suite
Mandatory Packages:
=libreoffice-calc
  libreoffice-draw
-libreoffice-emailmerge
  libreoffice-graphicfilter
=libreoffice-impress
=libreoffice-math
=libreoffice-writer
+libreoffice-xsltfilter
Optional Packages:
  libreoffice-base
  libreoffice-pyuno

```

As you can see in the above example, the packages included in the package group can have different states that are marked with the following symbols:

- ✦ " - " — Package is not installed and it will not be installed as a part of the package group.
- ✦ " + " — Package is not installed but it will be installed on the next **yum upgrade** or **yum group upgrade**.
- ✦ " = " — Package is installed and it was installed as a part of the package group.
- ✦ *no symbol* — Package is installed but it was installed outside of the package group. This means that the **yum group remove** will not remove these packages.

These distinctions take place only when the **group\_command** configuration parameter is set to **objects**, which is the default setting. Set this parameter to a different value if you do not want yum to track if a package was installed as a part of the group or separately, which will make "*no symbol*" packages equivalent to "=" packages.

You can alter the above package states using the **yum group mark** command. For example, **yum group mark packages** marks any given installed packages as members of a specified group. To avoid installation of new packages on group update, use **yum group mark blacklist**. See the **yum(8)** man page for more information on capabilities of **yum group mark**.



### Note

You can identify an environmental group with use of the **@^** prefix and a package group can be marked with **@**. When using **yum group list**, **info**, **install**, or **remove**, pass **@group\_name** to specify a package group, **@^group\_name** to specify an environmental group, or **group\_name** to include both.

## 8.3.2. Installing a Package Group

Each package group has a name and a group ID (*groupid*). To list the names of all package groups, and their group IDs, which are displayed in parentheses, type:

```
yum group list ids
```

### Example 8.16. Finding name and groupid of a package group

To find the name or ID of a package group, for example a group related to the KDE desktop environment, type:

```
~]$ yum group list ids kde\  
Available environment groups:  
    KDE Plasma Workspaces (kde-desktop-environment)  
Done
```

Some groups are hidden by settings in the configured repositories. For example, on a server, make use of the **hidden** command option to list hidden groups too:

```
~]$ yum group list hidden ids kde\  
Loaded plugins: product-id, subscription-manager  
Available Groups:  
    KDE (kde-desktop)  
Done
```

You can install a package group by passing its full group name, without the groupid part, to the **group install** command. As **root**, type:

```
yum group install "group name"
```

You can also install by groupid. As **root**, execute the following command:

```
yum group install groupid
```

You can pass the groupid or quoted group name to the **install** command if you prepend it with an **@** symbol, which tells **yum** that you want to perform **group install**. As **root**, type:

```
yum install @group
```

Replace *group* with the groupid or quoted group name. The same logic applies to environmental groups:

```
yum install @^group
```

### Example 8.17. Four equivalent ways of installing the KDE Desktop group

As mentioned before, you can use four alternative, but equivalent ways to install a package group. For KDE Desktop, the commands look as follows:

```
~]# yum group install "KDE Desktop"  
~]# yum group install kde-desktop  
~]# yum install @"KDE Desktop"  
~]# yum install @kde-desktop
```

### 8.3.3. Removing a Package Group

You can remove a package group using syntax similar to the **install** syntax, with use of either name of the package group or its id. As **root**, type:

```
yum group remove group_name
```

```
yum group remove groupid
```

Also, you can pass the groupid or quoted name to the **remove** command if you prepend it with an **@**-symbol, which tells yum that you want to perform **group remove**. As **root**, type:

```
yum remove @group
```

Replace *group* with the groupid or quoted group name. Similarly, you can replace an environmental group:

```
yum remove @^group
```

#### Example 8.18. Four equivalent ways of removing the KDE Desktop group

Similarly to install, you can use four alternative, but equivalent ways to remove a package group. For KDE Desktop, the commands look as follows:

```
~]# yum group remove "KDE Desktop"
~]# yum group remove kde-desktop
~]# yum remove @"KDE Desktop"
~]# yum remove @kde-desktop
```

## 8.4. Working with Transaction History

The **yum history** command enables users to review information about a timeline of yum transactions, the dates and times they occurred, the number of packages affected, whether these transactions succeeded or were aborted, and if the RPM database was changed between transactions. Additionally, this command can be used to undo or redo certain transactions. All history data is stored in the *history DB in the /var/lib/yum/history/* directory.

### 8.4.1. Listing Transactions

To display a list of the twenty most recent transactions, as **root**, either run **yum history** with no additional arguments, or type the following at a shell prompt:

```
yum history list
```

To display all transactions, add the **all** keyword:

```
yum history list all
```

To display only transactions in a given range, use the command in the following form:

```
yum history list start_id..end_id
```

You can also list only transactions regarding a particular package or packages. To do so, use the command with a package name or a glob expression:

```
yum history list glob_expression...
```

### Example 8.19. Listing the five oldest transactions

In the output of `yum history list`, the most recent transaction is displayed at the top of the list. To display information about the five oldest transactions stored in the history data base, type:

```
~]# yum history list 1..5
Loaded plugins: langpacks, product-id, subscription-manager
ID      | Login user          | Date and time      | Action(s)
| Altered
-----
-----
      5 | User <user>        | 2013-07-29 15:33 | Install      |
1
      4 | User <user>        | 2013-07-21 15:10 | Install      |
1
      3 | User <user>        | 2013-07-16 15:27 | I, U        |
73
      2 | System <unset>     | 2013-07-16 15:19 | Update      |
1
      1 | System <unset>     | 2013-07-16 14:38 | Install      |
1106
history list
```

All forms of the `yum history list` command produce tabular output with each row consisting of the following columns:

- ✦ **ID** — an integer value that identifies a particular transaction.
- ✦ **Login user** — the name of the user whose login session was used to initiate a transaction. This information is typically presented in the *Full Name <username>* form. For transactions that were not issued by a user (such as an automatic system update), **System <unset>** is used instead.
- ✦ **Date and time** — the date and time when a transaction was issued.
- ✦ **Action(s)** — a list of actions that were performed during a transaction as described in [Table 8.1, “Possible values of the Action\(s\) field”](#).
- ✦ **Altered** — the number of packages that were affected by a transaction, possibly followed by additional information as described in [Table 8.2, “Possible values of the Altered field”](#).

**Table 8.1. Possible values of the Action(s) field**

Action	Abbreviation	Description
Downgrade	D	At least one package has been downgraded to an older version.

Action	Abbreviation	Description
Erase	E	At least one package has been removed.
Install	I	At least one new package has been installed.
Obsoleting	O	At least one package has been marked as obsolete.
Reinstall	R	At least one package has been reinstalled.
Update	U	At least one package has been updated to a newer version.

Table 8.2. Possible values of the Altered field

Symbol	Description
<	Before the transaction finished, the <b>rpmdb</b> database was changed outside yum.
>	After the transaction finished, the <b>rpmdb</b> database was changed outside yum.
*	The transaction failed to finish.
#	The transaction finished successfully, but yum returned a non-zero exit code.
E	The transaction finished successfully, but an error or a warning was displayed.
P	The transaction finished successfully, but problems already existed in the <b>rpmdb</b> database.
s	The transaction finished successfully, but the <b>--skip-broken</b> command-line option was used and certain packages were skipped.

To synchronize the **rpmdb** or **yumdb** database contents for any installed package with the currently used **rpmdb** or **yumdb** database, type the following:

```
yum history sync
```

To display some overall statistics about the currently used history database use the following command:

```
yum history stats
```

### Example 8.20. Example output of yum history stats

```
~]# yum history stats
Loaded plugins: langpacks, product-id, subscription-manager
File       : //var/lib/yum/history/history-2012-08-15.sqlite
Size      : 2,766,848
Transactions: 41
Begin time : Wed Aug 15 16:18:25 2012
End time   : Wed Feb 27 14:52:30 2013
Counts    :
  NEVRAC   : 2,204
  NEVRA    : 2,204
  NA       : 1,759
```

```
NEVR    : 2,204
rpm DB  : 2,204
yum DB  : 2,204
history stats
```

Yum also enables you to display a summary of all past transactions. To do so, run the command in the following form as **root**:

```
yum history summary
```

To display only transactions in a given range, type:

```
yum history summary start_id..end_id
```

Similarly to the **yum history list** command, you can also display a summary of transactions regarding a certain package or packages by supplying a package name or a glob expression:

```
yum history summary glob_expression..
```

### Example 8.21. Summary of the five latest transactions

```
~]# yum history summary 1..5
Loaded plugins: langpacks, product-id, subscription-manager
Login user          | Time                | Action(s)          |
Altered
-----
-----
Jaromir ... <jhradilek> | Last day           | Install            |
1
Jaromir ... <jhradilek> | Last week          | Install            |
1
Jaromir ... <jhradilek> | Last 2 weeks       | I, U               |
73
System <unset>       | Last 2 weeks       | I, U               |
1107
history summary
```

All forms of the **yum history summary** command produce simplified tabular output similar to the output of **yum history list**.

As shown above, both **yum history list** and **yum history summary** are oriented towards transactions, and although they allow you to display only transactions related to a given package or packages, they lack important details, such as package versions. To list transactions from the perspective of a package, run the following command as **root**:

```
yum history package-list glob_expression..
```

### Example 8.22. Tracing the history of a package

For example, to trace the history of *subscription-manager* and related packages, type the following at a shell prompt:

```
~]# yum history package-list subscription-manager\*
Loaded plugins: langpacks, product-id, search-disabled-repos,
subscription-manager
ID      | Action(s)      | Package
-----|-----
      2 | Updated        | subscription-manager-1.13.22-1.el7.x86_64
EE
      2 | Update         |                1.15.9-15.el7.x86_64
EE
      2 | Obsoleted      | subscription-manager-firstboot-1.13.22-
1.el7.x86_64 EE
      2 | Updated        | subscription-manager-gui-1.13.22-1.el7.x86_64
EE
      2 | Update         |                1.15.9-15.el7.x86_64
EE
      2 | Obsoleting     | subscription-manager-initial-setup-addon-
1.15.9-15.el7.x86_64 EE
      1 | Install        | subscription-manager-1.13.22-1.el7.x86_64
      1 | Install        | subscription-manager-firstboot-1.13.22-
1.el7.x86_64
      1 | Install        | subscription-manager-gui-1.13.22-1.el7.x86_64
history package-list
```

In this example, three packages were installed during the initial system installation: *subscription-manager*, *subscription-manager-firstboot*, and *subscription-manager-gui*. In the third transaction, all these packages were updated from version 1.10.11 to version 1.10.17.

### 8.4.2. Examining Transactions

To display the summary of a single transaction, as **root**, use the **yum history summary** command in the following form:

```
yum history summary id
```

Here, *id* stands for the ID of the transaction.

To examine a particular transaction or transactions in more detail, run the following command as **root**:

```
yum history info id...
```

The *id* argument is optional and when you omit it, yum automatically uses the last transaction. Note that when specifying more than one transaction, you can also use a range:

```
yum history info start_id..end_id
```

#### Example 8.23. Example output of yum history info

The following is sample output for two transactions, each installing one new package:

```

~]# yum history info 4..5
Loaded plugins: langpacks, product-id, search-disabled-repos,
subscription-manager
Transaction ID : 4..5
Begin time      : Mon Dec 7 16:51:07 2015
Begin rpmdb     : 1252:d2b62b7b5768e855723954852fd7e55f641fbad9
End time       : 17:18:49 2015 (27 minutes)
End rpmdb      : 1253:cf8449dc4c53fc0cbc0a4c48e496a6c50f3d43c5
User           : Maxim Svistunov <msvistun>
Return-Code    : Success
Command Line   : install tigervnc-server.x86_64
Command Line   : reinstall tigervnc-server
Transaction performed with:
  Installed      rpm-4.11.3-17.el7.x86_64 @rhel-7-
server-rpms
  Installed      subscription-manager-1.15.9-15.el7.x86_64 @rhel-7-
server-rpms
  Installed      yum-3.4.3-132.el7.noarch @rhel-7-
server-rpms
Packages Altered:
  Reinstall tigervnc-server-1.3.1-3.el7.x86_64 @rhel-7-server-rpms
  history info

```

You can also view additional information, such as what configuration options were used at the time of the transaction, or from what repository and why were certain packages installed. To determine what additional information is available for a certain transaction, type the following at a shell prompt as **root**:

```
yum history addon-info id
```

Similarly to **yum history info**, when no *id* is provided, yum automatically uses the latest transaction. Another way to refer to the latest transaction is to use the **last** keyword:

```
yum history addon-info last
```

#### Example 8.24. Example output of yum history addon-info

For the fourth transaction in the history, the **yum history addon-info** command provides the following output:

```

~]# yum history addon-info 4
Loaded plugins: langpacks, product-id, subscription-manager
Transaction ID: 4
Available additional history information:
  config-main
  config-repos
  saved_tx

history addon-info

```

In the output of the **yum history addon-info** command, three types of information are available:

- **config-main** — global yum options that were in use during the transaction. See [Section 8.5.1, “Setting \[main\] Options”](#) for information on how to change global options.
- **config-repos** — options for individual yum repositories. See [Section 8.5.2, “Setting \[repository\] Options”](#) for information on how to change options for individual repositories.
- **saved\_tx** — the data that can be used by the **yum load-transaction** command in order to repeat the transaction on another machine (see below).

To display a selected type of additional information, run the following command as **root**:

```
yum history addon-info id information
```

### 8.4.3. Reverting and Repeating Transactions

Apart from reviewing the transaction history, the **yum history** command provides means to revert or repeat a selected transaction. To revert a transaction, type the following at a shell prompt as **root**:

```
yum history undo id
```

To repeat a particular transaction, as **root**, run the following command:

```
yum history redo id
```

Both commands also accept the **last** keyword to undo or repeat the latest transaction.

Note that both **yum history undo** and **yum history redo** commands only revert or repeat the steps that were performed during a transaction. If the transaction installed a new package, the **yum history undo** command will uninstall it, and if the transaction uninstalled a package the command will again install it. This command also attempts to downgrade all updated packages to their previous version, if these older packages are still available.

When managing several identical systems, yum also enables you to perform a transaction on one of them, store the transaction details in a file, and after a period of testing, repeat the same transaction on the remaining systems as well. To store the transaction details to a file, type the following at a shell prompt as **root**:

```
yum -q history addon-info id saved_tx > file_name
```

Once you copy this file to the target system, you can repeat the transaction by using the following command as **root**:

```
yum load-transaction file_name
```

You can configure **load-transaction** to ignore missing packages or rpmdb version. For more information on these configuration options see the **yum.conf(5)** man page.

### 8.4.4. Starting New Transaction History

Yum stores the transaction history in a single SQLite database file. To start new transaction history, run the following command as **root**:

```
yum history new
```

This will create a new, empty database file in the `/var/lib/yum/history/` directory. The old transaction history will be kept, but will not be accessible as long as a newer database file is present in the directory.

## 8.5. Configuring Yum and Yum Repositories



### Note

To expand your expertise, you might also be interested in the [Red Hat System Administration III \(RH254\)](#) and [RHCSA Rapid Track \(RH199\)](#) training courses.

The configuration information for yum and related utilities is located at `/etc/yum.conf`. This file contains one mandatory `[main]` section, which enables you to set yum options that have global effect, and can also contain one or more `[repository]` sections, which allow you to set repository-specific options. However, it is recommended to define individual repositories in new or existing `.repo` files in the `/etc/yum.repos.d/` directory. The values you define in individual `[repository]` sections of the `/etc/yum.conf` file override values set in the `[main]` section.

This section shows you how to:

- set global yum options by editing the `[main]` section of the `/etc/yum.conf` configuration file;
- set options for individual repositories by editing the `[repository]` sections in `/etc/yum.conf` and `.repo` files in the `/etc/yum.repos.d/` directory;
- use yum variables in `/etc/yum.conf` and files in the `/etc/yum.repos.d/` directory so that dynamic version and architecture values are handled correctly;
- add, enable, and disable yum repositories on the command line; and
- set up your own custom yum repository.

### 8.5.1. Setting `[main]` Options

The `/etc/yum.conf` configuration file contains exactly one `[main]` section, and while some of the key-value pairs in this section affect how yum operates, others affect how yum treats repositories. You can add many additional options under the `[main]` section heading in `/etc/yum.conf`.

A sample `/etc/yum.conf` configuration file can look like this:

```
[main]
cachedir=/var/cache/yum/$basearch/$releasever
keepcache=0
debuglevel=2
logfile=/var/log/yum.log
exactarch=1
obsoletes=1
gpgcheck=1
plugins=1
installonly_limit=3
```

```
[comments abridged]
```

```
# PUT YOUR REPOS HERE OR IN separate files named file.repo
# in /etc/yum.repos.d
```

The following are the most commonly used options in the **[main]** section:

### **assumeyes=value**

The **assumeyes** option determines whether or not yum prompts for confirmation of critical actions. Replace *value* with one of:

**0** (*default*) — yum prompts for confirmation of critical actions it performs.

**1** — Do not prompt for confirmation of critical **yum** actions. If **assumeyes=1** is set, yum behaves in the same way as the command-line options **-y** and **--assumeyes**.

### **cachedir=directory**

Use this option to set the directory where yum stores its cache and database files. Replace *directory* with an absolute path to the directory. By default, yum's cache directory is **/var/cache/yum/\$basearch/\$releasever/**.

See [Section 8.5.3, “Using Yum Variables”](#) for descriptions of the **\$basearch** and **\$releasever** yum variables.

### **debuglevel=value**

This option specifies the detail of debugging output produced by yum. Here, *value* is an integer between **1** and **10**. Setting a higher **debuglevel** value causes yum to display more detailed debugging output. **debuglevel=2** is the default, while **debuglevel=0** disables debugging output.

### **exactarch=value**

With this option, you can set yum to consider the exact architecture when updating already installed packages. Replace *value* with:

**0** — Do not take into account the exact architecture when updating packages.

**1** (*default*) — Consider the exact architecture when updating packages. With this setting, yum does not install a package for 32-bit architecture to update a package already installed on the system with 64-bit architecture.

### **exclude=package\_name [more\_package\_names]**

The **exclude** option enables you to exclude packages by keyword during installation or system update. Listing multiple packages for exclusion can be accomplished by quoting a space-delimited list of packages. Shell glob expressions using wildcards (for example, **\*** and **?**) are allowed.

### **gpgcheck=value**

Use the **gpgcheck** option to specify if yum should perform a GPG signature check on packages. Replace *value* with:

**0** — Disable GPG signature-checking on packages in all repositories, including local package installation.

**1** (*default*) — Enable GPG signature-checking on all packages in all repositories, including local package installation. With **gpgcheck** enabled, all packages' signatures are checked.

If this option is set in the **[main]** section of the `/etc/yum.conf` file, it sets the GPG-checking rule for all repositories. However, you can also set **gpgcheck=value** for individual repositories instead; that is, you can enable GPG-checking on one repository while disabling it on another. Setting **gpgcheck=value** for an individual repository in its corresponding `.repo` file overrides the default if it is present in `/etc/yum.conf`.

For more information on GPG signature-checking, see [Section A.3.2, “Checking Package Signatures”](#).

### **group\_command=value**

Use the **group\_command** option to specify how the **yum group install**, **yum group upgrade**, and **yum group remove** commands handle a package group. Replace *value* with one of:

**simple** — Install all members of a package group. Upgrade only previously installed packages, but do not install packages that have been added to the group in the meantime.

**compat** — Similar to **simple** but **yum upgrade** also installs packages that were added to the group since the previous upgrade.

**objects** — (*default.*) With this option, yum keeps track of the previously installed groups and distinguishes between packages installed as a part of the group and packages installed separately. See [Example 8.15, “Viewing information on the LibreOffice package group”](#)

### **group\_package\_types=package\_type [more\_package\_types]**

Here you can specify which type of packages (*optional*, *default* or *mandatory*) is installed when the **yum group install** command is called. The *default* and *mandatory* package types are chosen by default.

### **history\_record=value**

With this option, you can set yum to record transaction history. Replace *value* with one of:

**0** — yum should *not* record history entries for transactions.

**1** (*default*) — yum should record history entries for transactions. This operation takes certain amount of disk space, and some extra time in the transactions, but it provides a lot of information about past operations, which can be displayed with the **yum history** command. **history\_record=1** is the default.

For more information on the **yum history** command, see [Section 8.4, “Working with Transaction History”](#).



#### Note

Yum uses history records to detect modifications to the **rpmdb** data base that have been done outside of yum. In such case, yum displays a warning and automatically searches for possible problems caused by altering **rpmdb**. With **history\_record** turned off, yum is not able to detect these changes and no automatic checks are performed.

**installonlypkgs=space separated list of packages**

Here you can provide a space-separated list of packages which yum can *install*, but will never *update*. See the **yum.conf(5)** manual page for the list of packages which are install-only by default.

If you add the **installonlypkgs** directive to **/etc/yum.conf**, you should ensure that you list *all* of the packages that should be install-only, including any of those listed under the **installonlypkgs** section of **yum.conf(5)**. In particular, kernel packages should always be listed in **installonlypkgs** (as they are by default), and **installonly\_limit** should always be set to a value greater than **2** so that a backup kernel is always available in case the default one fails to boot.

**installonly\_limit=value**

This option sets how many packages listed in the **installonlypkgs** directive can be installed at the same time. Replace *value* with an integer representing the maximum number of versions that can be installed simultaneously for any single package listed in **installonlypkgs**.

The defaults for the **installonlypkgs** directive include several different kernel packages, so be aware that changing the value of **installonly\_limit** also affects the maximum number of installed versions of any single kernel package. The default value listed in **/etc/yum.conf** is **installonly\_limit=3**, and it is not recommended to decrease this value, particularly below **2**.

**keepcache=value**

The **keepcache** option determines whether yum keeps the cache of headers and packages after successful installation. Here, *value* is one of:

**0** (*default*) — Do not retain the cache of headers and packages after a successful installation.

**1** — Retain the cache after a successful installation.

**logfile=file\_name**

To specify the location for logging output, replace *file\_name* with an absolute path to the file in which yum should write its logging output. By default, yum logs to **/var/log/yum.log**.

**max\_connections=number**

Here *value* stands for the maximum number of simultaneous connections, default is 5.

**multilib\_policy=value**

The **multilib\_policy** option sets the installation behavior if several architecture versions are available for package install. Here, *value* stands for:

**best** — install the best-choice architecture for this system. For example, setting **multilib\_policy=best** on an AMD64 system causes yum to install the 64-bit versions of all packages.

**all** — always install every possible architecture for every package. For example, with **multilib\_policy** set to **all** on an AMD64 system, yum would install both the i686 and AMD64 versions of a package, if both were available.

**obsoletes=value**

The **obsoletes** option enables the obsoletes process logic during updates. When one package declares in its spec file that it *obsoletes* another package, the latter package is replaced by the former package when the former package is installed. Obsoletes are declared, for example, when a package is renamed. Replace *value* with one of:

- 0** — Disable yum's obsoletes processing logic when performing updates.
- 1 (default)** — Enable yum's obsoletes processing logic when performing updates.

#### **plugins=***value*

This is a global switch to enable or disable yum plug-ins, *value* is one of:

- 0** — Disable all yum plug-ins globally.



#### **Important**

Disabling all plug-ins is not advised because certain plug-ins provide important yum services. In particular, **product-id** and **subscription-manager** plug-ins provide support for the certificate-based **Content Delivery Network (CDN)**. Disabling plug-ins globally is provided as a convenience option, and is generally only recommended when diagnosing a potential problem with yum.

- 1 (default)** — Enable all yum plug-ins globally. With **plugins=1**, you can still disable a specific yum plug-in by setting **enabled=0** in that plug-in's configuration file.

For more information about various yum plug-ins, see [Section 8.6, “Yum Plug-ins”](#). For further information on controlling plug-ins, see [Section 8.6.1, “Enabling, Configuring, and Disabling Yum Plug-ins”](#).

#### **reposdir=***directory*

Here, *directory* is an absolute path to the directory where **.repo** files are located. All **.repo** files contain repository information (similar to the **[repository]** sections of **/etc/yum.conf**). Yum collects all repository information from **.repo** files and the **[repository]** section of the **/etc/yum.conf** file to create a master list of repositories to use for transactions. If **reposdir** is not set, yum uses the default directory **/etc/yum.repos.d/**.

#### **retries=***value*

This option sets the number of times yum should attempt to retrieve a file before returning an error. *value* is an integer **0** or greater. Setting value to **0** makes yum retry forever. The default value is **10**.

For a complete list of available **[main]** options, see the **[main] OPTIONS** section of the **yum.conf(5)** manual page.

### **8.5.2. Setting [repository] Options**

The **[repository]** sections, where *repository* is a unique repository ID such as **my\_personal\_repo** (spaces are not permitted), allow you to define individual yum repositories. To avoid conflicts, custom repositories should not use names used by Red Hat repositories.

The following is a bare minimum example of the form a **[repository]** section takes:

```
[repository]
name=repository_name
baseurl=repository_url
```

Every **[repository]** section must contain the following directives:

**name=repository\_name**

Here, *repository\_name* is a human-readable string describing the repository.

**baseurl=repository\_url**

Replace *repository\_url* with a URL to the directory where the repodata directory of a repository is located:

- ✦ If the repository is available over HTTP, use: **http://path/to/repo**
- ✦ If the repository is available over FTP, use: **ftp://path/to/repo**
- ✦ If the repository is local to the machine, use: **file:///path/to/local/repo**
- ✦ If a specific online repository requires basic HTTP authentication, you can specify your user name and password by prepending it to the URL as **username:password@link**. For example, if a repository on `http://www.example.com/repo/` requires a username of “user” and a password of “password”, then the **baseurl** link could be specified as **http://user:password@www.example.com/repo/**.

Usually this URL is an HTTP link, such as:

```
baseurl=http://path/to/repo/releases/$releasever/server/$basearch/os/
```

Note that yum always expands the **\$releasever**, **\$arch**, and **\$basearch** variables in URLs. For more information about yum variables, see [Section 8.5.3, “Using Yum Variables”](#).

Other useful **[repository]** directive are:

**enabled=value**

This is a simple way to tell yum to use or ignore a particular repository, *value* is one of:

**0** — Do not include this repository as a package source when performing updates and installs. This is an easy way of quickly turning repositories on and off, which is useful when you desire a single package from a repository that you do not want to enable for updates or installs.

**1** — Include this repository as a package source.

Turning repositories on and off can also be performed by passing either the **--enablerepo=repo\_name** or **--disablerepo=repo\_name** option to **yum**, or through the **Add/Remove Software** window of the **PackageKit** utility.

**async=value**

Controls parallel downloading of repository packages. Here, *value* is one of:

**auto** (*default*) — parallel downloading is used if possible, which means that **yum** automatically disables it for repositories created by plug-ins to avoid failures.

**on** — parallel downloading is enabled for the repository.

**off** — parallel downloading is disabled for the repository.

Many more [**repository**] options exist, part of them have the same form and function as certain [**main**] options. For a complete list, see the [**repository**] **OPTIONS** section of the **yum.conf(5)** manual page.

### Example 8.25. A sample `/etc/yum.repos.d/redhat.repo` file

The following is a sample `/etc/yum.repos.d/redhat.repo` file:

```
#
# Red Hat Repositories
# Managed by (rhsm) subscription-manager
#

[red-hat-enterprise-linux-scalable-file-system-for-rhel-6-entitlement-
rpms]
name = Red Hat Enterprise Linux Scalable File System (for RHEL 6
Entitlement) (RPMs)
baseurl = https://cdn.redhat.com/content/dist/rhel/entitlement-
6/releases/$releasever/$basearch/scalablefilesystem/os
enabled = 1
ggpgcheck = 1
ggpgkey = file:///etc/pki/rpm-gpg/RPM-GPG-KEY-redhat-release
sslverify = 1
sslcacert = /etc/rhsm/ca/redhat-uep.pem
sslclientkey = /etc/pki/entitlement/key.pem
sslclientcert = /etc/pki/entitlement/11300387955690106.pem

[red-hat-enterprise-linux-scalable-file-system-for-rhel-6-entitlement-
source-rpms]
name = Red Hat Enterprise Linux Scalable File System (for RHEL 6
Entitlement) (Source RPMs)
baseurl = https://cdn.redhat.com/content/dist/rhel/entitlement-
6/releases/$releasever/$basearch/scalablefilesystem/source/SRPMs
enabled = 0
ggpgcheck = 1
ggpgkey = file:///etc/pki/rpm-gpg/RPM-GPG-KEY-redhat-release
sslverify = 1
sslcacert = /etc/rhsm/ca/redhat-uep.pem
sslclientkey = /etc/pki/entitlement/key.pem
sslclientcert = /etc/pki/entitlement/11300387955690106.pem

[red-hat-enterprise-linux-scalable-file-system-for-rhel-6-entitlement-
debug-rpms]
name = Red Hat Enterprise Linux Scalable File System (for RHEL 6
Entitlement) (Debug RPMs)
baseurl = https://cdn.redhat.com/content/dist/rhel/entitlement-
6/releases/$releasever/$basearch/scalablefilesystem/debug
enabled = 0
ggpgcheck = 1
ggpgkey = file:///etc/pki/rpm-gpg/RPM-GPG-KEY-redhat-release
```

```

sslverify = 1
sslcacert = /etc/rhsm/ca/redhat-uep.pem
sslclientkey = /etc/pki/entitlement/key.pem
sslclientcert = /etc/pki/entitlement/11300387955690106.pem

```

### 8.5.3. Using Yum Variables

You can use and reference the following built-in variables in **yum** commands and in all yum configuration files (that is, `/etc/yum.conf` and all `.repo` files in the `/etc/yum.repos.d/` directory):

#### **\$releasever**

You can use this variable to reference the release version of Red Hat Enterprise Linux. Yum obtains the value of **\$releasever** from the **distroverpkg=value** line in the `/etc/yum.conf` configuration file. If there is no such line in `/etc/yum.conf`, then yum infers the correct value by deriving the version number from the **redhat-releaseproduct** package that provides the **redhat-release** file.

#### **\$arch**

You can use this variable to refer to the system's CPU architecture as returned when calling Python's `os.uname()` function. Valid values for **\$arch** include: **i586**, **i686** and **x86\_64**.

#### **\$basearch**

You can use **\$basearch** to reference the base architecture of the system. For example, i686 and i586 machines both have a base architecture of **i386**, and AMD64 and Intel64 machines have a base architecture of **x86\_64**.

#### **\$YUM0 - 9**

These ten variables are each replaced with the value of any shell environment variables with the same name. If one of these variables is referenced (in `/etc/yum.conf` for example) and a shell environment variable with the same name does not exist, then the configuration file variable is not replaced.

To define a custom variable or to override the value of an existing one, create a file with the same name as the variable (without the “\$” sign) in the `/etc/yum/vars/` directory, and add the desired value on its first line.

For example, repository descriptions often include the operating system name. To define a new variable called **\$osname**, create a new file with “Red Hat Enterprise Linux” on the first line and save it as `/etc/yum/vars/osname`:

```
~]# echo "Red Hat Enterprise Linux 7" > /etc/yum/vars/osname
```

Instead of “Red Hat Enterprise Linux 7”, you can now use the following in the `.repo` files:

```
name=$osname $releasever
```

### 8.5.4. Viewing the Current Configuration

To display the current values of global yum options (that is, the options specified in the `[main]` section of the `/etc/yum.conf` file), execute the `yum-config-manager` command with no command-line options:

```
yum-config-manager
```

To list the content of a different configuration section or sections, use the command in the following form:

```
yum-config-manager section...
```

You can also use a glob expression to display the configuration of all matching sections:

```
yum-config-manager glob_expression...
```

### Example 8.26. Viewing configuration of the main section

To list all configuration options and their corresponding values for the main section, type the following at a shell prompt:

```
~]$ yum-config-manager main \*
Loaded plugins: langpacks, product-id, subscription-manager
===== main
=====
[main]
alwaysprompt = True
assumeyes = False
bandwidth = 0
bugtracker_url = https://bugzilla.redhat.com/enter_bug.cgi?
product=Red%20Hat%20Enterprise%20Linux%206&component=yum
cache = 0
[output truncated]
```

## 8.5.5. Adding, Enabling, and Disabling a Yum Repository



### Note

To expand your expertise, you might also be interested in the [Red Hat System Administration III \(RH254\)](#) training course.

[Section 8.5.2, “Setting \[repository\] Options”](#) describes various options you can use to define a yum repository. This section explains how to add, enable, and disable a repository by using the `yum-config-manager` command.



## Important

When the system is registered with Red Hat Subscription Management to the certificate-based **Content Delivery Network** (CDN), the **Red Hat Subscription Manager** tools are used to manage repositories in the `/etc/yum.repos.d/redhat.repo` file.

## Adding a Yum Repository

To define a new repository, you can either add a `[repository]` section to the `/etc/yum.conf` file, or to a `.repo` file in the `/etc/yum.repos.d/` directory. All files with the `.repo` file extension in this directory are read by yum, and it is recommended to define your repositories here instead of in `/etc/yum.conf`.



## Warning

Obtaining and installing software packages from unverified or untrusted software sources other than Red Hat's certificate-based **Content Delivery Network** (CDN) constitutes a potential security risk, and could lead to security, stability, compatibility, and maintainability issues.

Yum repositories commonly provide their own `.repo` file. To add such a repository to your system and enable it, run the following command as **root**:

```
yum-config-manager --add-repo repository_url
```

...where `repository_url` is a link to the `.repo` file.

### Example 8.27. Adding example.repo

To add a repository located at `http://www.example.com/example.repo`, type the following at a shell prompt:

```
~]# yum-config-manager --add-repo http://www.example.com/example.repo
Loaded plugins: langpacks, product-id, subscription-manager
adding repo from: http://www.example.com/example.repo
grabbing file http://www.example.com/example.repo to
/etc/yum.repos.d/example.repo
example.repo | 413 B
00:00
repo saved to /etc/yum.repos.d/example.repo
```

## Enabling a Yum Repository

To enable a particular repository or repositories, type the following at a shell prompt as **root**:

```
yum-config-manager --enable repository...
```

...where *repository* is the unique repository ID (use **yum repolist all** to list available repository IDs). Alternatively, you can use a glob expression to enable all matching repositories:

```
yum-config-manager --enable glob_expression...
```

### Example 8.28. Enabling repositories defined in custom sections of `/etc/yum.conf`.

To enable repositories defined in the `[example]`, `[example-debuginfo]`, and `[example-source]` sections, type:

```
~]# yum-config-manager --enable example\*
Loaded plugins: langpacks, product-id, subscription-manager
===== repo: example
=====
[example]
bandwidth = 0
base_persistdir = /var/lib/yum/repos/x86_64/7Server
baseurl = http://www.example.com/repo/7Server/x86_64/
cache = 0
cachedir = /var/cache/yum/x86_64/7Server/example
[output truncated]
```

### Example 8.29. Enabling all repositories

To enable all repositories defined both in the `/etc/yum.conf` file and in the `/etc/yum.repos.d/` directory, type:

```
~]# yum-config-manager --enable \*
Loaded plugins: langpacks, product-id, subscription-manager
===== repo: example
=====
[example]
bandwidth = 0
base_persistdir = /var/lib/yum/repos/x86_64/7Server
baseurl = http://www.example.com/repo/7Server/x86_64/
cache = 0
cachedir = /var/cache/yum/x86_64/7Server/example
[output truncated]
```

When successful, the **yum-config-manager --enable** command displays the current repository configuration.

## Disabling a Yum Repository

To disable a yum repository, run the following command as **root**:

```
yum-config-manager --disable repository...
```

...where *repository* is the unique repository ID (use **yum repolist all** to list available repository IDs). Similarly to **yum-config-manager --enable**, you can use a glob expression to disable all matching repositories at the same time:

```
yum-config-manager --disable glob_expression...
```

### Example 8.30. Disabling all repositories

To disable all repositories defined both in the `/etc/yum.conf` file and in the `/etc/yum.repos.d/` directory, type:

```
~]# yum-config-manager --disable \*
Loaded plugins: langpacks, product-id, subscription-manager
===== repo: example
=====
[example]
bandwidth = 0
base_persistdir = /var/lib/yum/repos/x86_64/7Server
baseurl = http://www.example.com/repo/7Server/x86_64/
cache = 0
cachedir = /var/cache/yum/x86_64/7Server/example
[output truncated]
```

When successful, the `yum-config-manager --disable` command displays the current configuration.

## 8.5.6. Creating a Yum Repository

To set up a yum repository, follow these steps:

1. Install the `createrepo` package. To do so, type the following at a shell prompt as **root**:

```
yum install createrepo
```

2. Copy all packages that you want to have in your repository into one directory, such as `/mnt/local_repo/`.
3. Change to this directory and run the following command:

```
createrepo --database /mnt/local_repo
```

This creates the necessary metadata for your yum repository, as well as the **sqlite** database for speeding up yum operations.

## 8.5.7. Adding the Optional and Supplementary Repositories

The Optional and Supplementary subscription channels provide additional software packages for Red Hat Enterprise Linux that cover open source licensed software (in the Optional channel) and proprietary licensed software (in the Supplementary channel).

Before subscribing to the Optional and Supplementary channels see the [Scope of Coverage Details](#). If you decide to install packages from these channels, follow the steps documented in the article called [How to access Optional and Supplementary channels, and -devel packages using Red Hat Subscription Manager \(RHSM\)?](#) on the Red Hat Customer Portal.

## 8.6. Yum Plug-ins

Yum provides plug-ins that extend and enhance its operations. Certain plug-ins are installed by default. Yum always informs you which plug-ins, if any, are loaded and active whenever you call any **yum** command. For example:

```
~]# yum info yum
Loaded plugins: langpacks, product-id, subscription-manager
[output truncated]
```

Note that the plug-in names which follow **Loaded plugins** are the names you can provide to the **-disableplugin=plugin\_name** option.

### 8.6.1. Enabling, Configuring, and Disabling Yum Plug-ins

To enable yum plug-ins, ensure that a line beginning with **plugins=** is present in the **[main]** section of **/etc/yum.conf**, and that its value is **1**:

```
plugins=1
```

You can disable all plug-ins by changing this line to **plugins=0**.



#### Important

Disabling all plug-ins is not advised because certain plug-ins provide important yum services. In particular, the **product-id** and **subscription-manager** plug-ins provide support for the certificate-based **Content Delivery Network (CDN)**. Disabling plug-ins globally is provided as a convenience option, and is generally only recommended when diagnosing a potential problem with yum.

Every installed plug-in has its own configuration file in the **/etc/yum/pluginconf.d/** directory. You can set plug-in specific options in these files. For example, here is the **aliases** plug-in's **aliases.conf** configuration file:

```
[main]
enabled=1
```

Similar to the **/etc/yum.conf** file, the plug-in configuration files always contain a **[main]** section where the **enabled=** option controls whether the plug-in is enabled when you run **yum** commands. If this option is missing, you can add it manually to the file.

If you disable all plug-ins by setting **enabled=0** in **/etc/yum.conf**, then all plug-ins are disabled regardless of whether they are enabled in their individual configuration files.

If you merely want to disable all yum plug-ins for a single **yum** command, use the **--noplugins** option.

If you want to disable one or more yum plug-ins for a single **yum** command, add the **--disableplugin=plugin\_name** option to the command. For example, to disable the **aliases** plug-in while updating a system, type:

```
~]# yum update --disableplugin=aliases
```

The plug-in names you provide to the `--disableplugin=` option are the same names listed after the **Loaded plugins** line in the output of any `yum` command. You can disable multiple plug-ins by separating their names with commas. In addition, you can match multiple plug-in names or shorten long ones by using glob expressions:

```
~]# yum update --disableplugin=aliases,lang*
```

## 8.6.2. Installing Additional Yum Plug-ins

Yum plug-ins usually adhere to the `yum-plugin-plugin_name` package-naming convention, but not always: the package which provides the `kabi` plug-in is named `kabi-yum-plugins`, for example. You can install a yum plug-in in the same way you install other packages. For instance, to install the `yum-aliases` plug-in, type the following at a shell prompt:

```
~]# yum install yum-plugin-aliases
```

## 8.6.3. Working with Yum Plug-ins

The following list provides descriptions and usage instructions for several useful yum plug-ins. Plug-ins are listed by names, brackets contain the name of the package.

### `search-disabled-repos` (*subscription-manager*)

The `search-disabled-repos` plug-in allows you to temporarily or permanently enable disabled repositories to help resolve dependencies. With this plug-in enabled, when Yum fails to install a package due to failed dependency resolution, it offers to temporarily enable disabled repositories and try again. If the installation succeeds, Yum also offers to enable the used repositories permanently. Note that the plug-in works only with the repositories that are managed by `subscription-manager` and not with custom repositories.



### Important

If `yum` is executed with the `--assumeyes` or `-y` option, or if the `assumeyes` directive is enabled in `/etc/yum.conf`, the plug-in enables disabled repositories, both temporarily and permanently, without prompting for confirmation. This may lead to problems, for example, enabling repositories that you do not want enabled.

To configure the `search-disabled-repos` plug-in, edit the configuration file located in `/etc/yum/pluginconf.d/search-disabled-repos.conf`. For the list of directives you can use in the `[main]` section, see the table below.

**Table 8.3. Supported `search-disabled-repos.conf` directives**

Directive	Description
<code>enabled=value</code>	Allows you to enable or disable the plug-in. The <i>value</i> must be either <b>1</b> (enabled), or <b>0</b> (disabled). The plug-in is enabled by default.
<code>notify_only=value</code>	Allows you to restrict the behavior of the plug-in to notifications only. The <i>value</i> must be either <b>1</b> (notify only without modifying the behavior of Yum), or <b>0</b> (modify the behavior of Yum). By default the plug-in only notifies the user.

Directive	Description
<b>ignored_repos=repositories</b>	Allows you to specify the repositories that will not be enabled by the plug-in.

### **kabi (kabi-yum-plugins)**

The **kabi** plug-in checks whether a driver update package conforms with the official Red Hat *kernel Application Binary Interface* (kABI). With this plug-in enabled, when a user attempts to install a package that uses kernel symbols which are not on a whitelist, a warning message is written to the system log. Additionally, configuring the plug-in to run in enforcing mode prevents such packages from being installed at all.

To configure the **kabi** plug-in, edit the configuration file located in `/etc/yum/pluginconf.d/kabi.conf`. A list of directives that can be used in the `[main]` section is shown in the table below.

**Table 8.4. Supported kabi.conf directives**

Directive	Description
<b>enabled=value</b>	Allows you to enable or disable the plug-in. The <i>value</i> must be either <b>1</b> (enabled), or <b>0</b> (disabled). When installed, the plug-in is enabled by default.
<b>whitelists=directory</b>	Allows you to specify the <i>directory</i> in which the files with supported kernel symbols are located. By default, the <b>kabi</b> plug-in uses files provided by the <i>kernel-abi-whitelists</i> package (that is, the <code>/usr/lib/modules/kabi-rhel70/</code> directory).
<b>enforce=value</b>	Allows you to enable or disable enforcing mode. The <i>value</i> must be either <b>1</b> (enabled), or <b>0</b> (disabled). By default, this option is commented out and the <b>kabi</b> plug-in only displays a warning message.

### **product-id (subscription-manager)**

The **product-id** plug-in manages product identity certificates for products installed from the Content Delivery Network. The **product-id** plug-in is installed by default.

### **langpacks (yum-langpacks)**

The **langpacks** plug-in is used to search for locale packages of a selected language for every package that is installed. The **langpacks** plug-in is installed by default.

### **aliases (yum-plugin-aliases)**

The **aliases** plug-in adds the **alias** command-line option which enables configuring and using aliases for **yum** commands.

### **yum-changelog (yum-plugin-changelog)**

The **yum-changelog** plug-in adds the **--changelog** command-line option that enables viewing package change logs before and after updating.

### **yum-tmprepo (yum-plugin-tmprepo)**

The **yum-tmprepo** plug-in adds the **--tmprepo** command-line option that takes the URL of a repository file, downloads and enables it for only one transaction. This plug-in tries to ensure the safe temporary usage of repositories. By default, it does not allow to disable the **gpg** check.

### **yum-verify (yum-plugin-verify)**

The **yum-verify** plug-in adds the **verify**, **verify-rpm**, and **verify-all** command-line options for viewing verification data on the system.

### **yum-versionlock** (*yum-plugin-versionlock*)

The **yum-versionlock** plug-in excludes other versions of selected packages, which enables protecting packages from being updated by newer versions. With the **versionlock** command-line option, you can view and edit the list of locked packages.

## 8.7. Additional Resources

For more information on how to manage software packages on Red Hat Enterprise Linux, see the resources listed below.

### Installed Documentation

- **yum(8)** — The manual page for the yum command-line utility provides a complete list of supported options and commands.
- **yumdb(8)** — The manual page for the **yumdb** command-line utility documents how to use this tool to query and, if necessary, alter the yum database.
- **yum.conf(5)** — The manual page named **yum.conf** documents available yum configuration options.
- **yum-utils(1)** — The manual page named **yum-utils** lists and briefly describes additional utilities for managing yum configuration, manipulating repositories, and working with yum database.

### Online Resources

- [Yum Guides](#) — The *Yum Guides* page on the project home page provides links to further documentation.
- [Red Hat Access Labs](#) — The Red Hat Access Labs includes a “Yum Repository Configuration Helper”.

### See Also

- [Chapter 5, Gaining Privileges](#) documents how to gain administrative privileges by using the **su** and **sudo** commands.
- [Appendix A, RPM](#) describes the **RPM Package Manager** (RPM), the packaging system used by Red Hat Enterprise Linux.

## Part IV. Infrastructure Services

This part provides information on how to configure services and daemons and enable remote access to a Red Hat Enterprise Linux machine.

## Chapter 9. Managing Services with systemd

### 9.1. Introduction to systemd

**Systemd** is a system and service manager for Linux operating systems. It is designed to be backwards compatible with SysV init scripts, and provides a number of features such as parallel startup of system services at boot time, on-demand activation of daemons, support for system state snapshots, or dependency-based service control logic. In Red Hat Enterprise Linux 7, systemd replaces Upstart as the default init system.

Systemd introduces the concept of *systemd units*. These units are represented by unit configuration files located in one of the directories listed in [Table 9.2, “Systemd Unit Files Locations”](#), and encapsulate information about system services, listening sockets, saved system state snapshots, and other objects that are relevant to the init system. For a complete list of available systemd unit types, see [Table 9.1, “Available systemd Unit Types”](#).

**Table 9.1. Available systemd Unit Types**

Unit Type	File Extension	Description
Service unit	<b>.service</b>	A system service.
Target unit	<b>.target</b>	A group of systemd units.
Automount unit	<b>.automount</b>	A file system automount point.
Device unit	<b>.device</b>	A device file recognized by the kernel.
Mount unit	<b>.mount</b>	A file system mount point.
Path unit	<b>.path</b>	A file or directory in a file system.
Scope unit	<b>.scope</b>	An externally created process.
Slice unit	<b>.slice</b>	A group of hierarchically organized units that manage system processes.
Snapshot unit	<b>.snapshot</b>	A saved state of the systemd manager.
Socket unit	<b>.socket</b>	An inter-process communication socket.
Swap unit	<b>.swap</b>	A swap device or a swap file.
Timer unit	<b>.timer</b>	A systemd timer.

**Table 9.2. Systemd Unit Files Locations**

Directory	Description
<code>/usr/lib/systemd/system/</code>	Systemd unit files distributed with installed RPM packages.
<code>/run/systemd/system/</code>	Systemd unit files created at run time. This directory takes precedence over the directory with installed service unit files.
<code>/etc/systemd/system/</code>	Systemd unit files created by <b>systemctl enable</b> as well as unit files added for extending a service. This directory takes precedence over the directory with runtime unit files.

#### 9.1.1. Main Features

In Red Hat Enterprise Linux 7, the systemd system and service manager provides the following main features:

- ✦ *Socket-based activation* — At boot time, systemd creates listening sockets for all system services that support this type of activation, and passes the sockets to these services as soon as they are started. This not only allows systemd to start services in parallel, but also makes it possible to

restart a service without losing any message sent to it while it is unavailable: the corresponding socket remains accessible and all messages are queued.

Systemd uses *socket units* for socket-based activation.

- ✦ *Bus-based activation* — System services that use D-Bus for inter-process communication can be started on-demand the first time a client application attempts to communicate with them. Systemd uses *D-Bus service files* for bus-based activation.
- ✦ *Device-based activation* — System services that support device-based activation can be started on-demand when a particular type of hardware is plugged in or becomes available. Systemd uses *device units* for device-based activation.
- ✦ *Path-based activation* — System services that support path-based activation can be started on-demand when a particular file or directory changes its state. Systemd uses *path units* for path-based activation.
- ✦ *System state snapshots* — Systemd can temporarily save the current state of all units or restore a previous state of the system from a dynamically created snapshot. To store the current state of the system, systemd uses dynamically created *snapshot units*.
- ✦ *Mount and automount point management* — Systemd monitors and manages mount and automount points. Systemd uses *mount units* for mount points and *automount units* for automount points.
- ✦ *Aggressive parallelization* — Because of the use of socket-based activation, systemd can start system services in parallel as soon as all listening sockets are in place. In combination with system services that support on-demand activation, parallel activation significantly reduces the time required to boot the system.
- ✦ *Transactional unit activation logic* — Before activating or deactivating a unit, systemd calculates its dependencies, creates a temporary transaction, and verifies that this transaction is consistent. If a transaction is inconsistent, systemd automatically attempts to correct it and remove non-essential jobs from it before reporting an error.
- ✦ *Backwards compatibility with SysV init* — Systemd supports SysV init scripts as described in the *Linux Standard Base Core Specification*, which eases the upgrade path to systemd service units.

### 9.1.2. Compatibility Changes

The systemd system and service manager is designed to be mostly compatible with SysV init and Upstart. The following are the most notable compatibility changes with regards to the previous major release of the Red Hat Enterprise Linux system:

- ✦ Systemd has only limited support for runlevels. It provides a number of target units that can be directly mapped to these runlevels and for compatibility reasons, it is also distributed with the earlier **runlevel** command. Not all systemd targets can be directly mapped to runlevels, however, and as a consequence, this command might return **N** to indicate an unknown runlevel. It is recommended that you avoid using the **runlevel** command if possible.

For more information about systemd targets and their comparison with runlevels, see [Section 9.3, “Working with systemd Targets”](#).

- ✦ The **systemctl** utility does not support custom commands. In addition to standard commands such as **start**, **stop**, and **status**, authors of SysV init scripts could implement support for any number of arbitrary commands in order to provide additional functionality. For example, the init script for **iptables** in Red Hat Enterprise Linux 6 could be executed with the **panic** command,

which immediately enabled panic mode and reconfigured the system to start dropping all incoming and outgoing packets. This is not supported in systemd and the **systemctl** only accepts documented commands.

For more information about the **systemctl** utility and its comparison with the earlier **service** utility, see [Section 9.2, “Managing System Services”](#).

- The **systemctl** utility does not communicate with services that have not been started by systemd. When systemd starts a system service, it stores the ID of its main process in order to keep track of it. The **systemctl** utility then uses this PID to query and manage the service. Consequently, if a user starts a particular daemon directly on the command line, **systemctl** is unable to determine its current status or stop it.
- Systemd stops only running services. Previously, when the shutdown sequence was initiated, Red Hat Enterprise Linux 6 and earlier releases of the system used symbolic links located in the `/etc/rc0.d/` directory to stop all available system services regardless of their status. With systemd, only running services are stopped on shutdown.
- System services are unable to read from the standard input stream. When systemd starts a service, it connects its standard input to `/dev/null` to prevent any interaction with the user.
- System services do not inherit any context (such as the **HOME** and **PATH** environment variables) from the invoking user and their session. Each service runs in a clean execution context.
- When loading a SysV init script, systemd reads dependency information encoded in the Linux Standard Base (LSB) header and interprets it at run time.
- All operations on service units are subject to a default timeout of 5 minutes to prevent a malfunctioning service from freezing the system. This value is hardcoded for services that are generated from initscripts and cannot be changed. However, individual configuration files can be used to specify a longer timeout value per service, see [Example 9.21, “Changing the timeout limit”](#)

For a detailed list of compatibility changes introduced with systemd, see the [Migration Planning Guide](#) for Red Hat Enterprise Linux 7.

## 9.2. Managing System Services



### Note

To expand your expertise, you might also be interested in the [Red Hat System Administration II \(RH134\)](#) training course.

Previous versions of Red Hat Enterprise Linux, which were distributed with SysV init or Upstart, used *init scripts* located in the `/etc/rc.d/init.d/` directory. These init scripts were typically written in Bash, and allowed the system administrator to control the state of services and daemons in their system. In Red Hat Enterprise Linux 7, these init scripts have been replaced with *service units*.

Service units end with the `.service` file extension and serve a similar purpose as init scripts. To view, start, stop, restart, enable, or disable system services, use the **systemctl** command as described in [Table 9.3, “Comparison of the service Utility with systemctl”](#), [Table 9.4, “Comparison of the chkconfig Utility with systemctl”](#), and further in this section. The **service** and **chkconfig** commands are still available in the system and work as expected, but are only included for compatibility reasons and should be avoided.

**Table 9.3. Comparison of the service Utility with systemctl**

service	systemctl	Description
<code>service name start</code>	<code>systemctl start name.service</code>	Starts a service.
<code>service name stop</code>	<code>systemctl stop name.service</code>	Stops a service.
<code>service name restart</code>	<code>systemctl restart name.service</code>	Restarts a service.
<code>service name condrestart</code>	<code>systemctl try-restart name.service</code>	Restarts a service only if it is running.
<code>service name reload</code>	<code>systemctl reload name.service</code>	Reloads configuration.
<code>service name status</code>	<code>systemctl status name.service</code> <code>systemctl is-active name.service</code>	Checks if a service is running.
<code>service --status-all</code>	<code>systemctl list-units --type service --all</code>	Displays the status of all services.

Table 9.4. Comparison of the chkconfig Utility with systemctl

chkconfig	systemctl	Description
<code>chkconfig name on</code>	<code>systemctl enable name.service</code>	Enables a service.
<code>chkconfig name off</code>	<code>systemctl disable name.service</code>	Disables a service.
<code>chkconfig --list name</code>	<code>systemctl status name.service</code> <code>systemctl is-enabled name.service</code>	Checks if a service is enabled.
<code>chkconfig --list</code>	<code>systemctl list-unit-files --type service</code>	Lists all services and checks if they are enabled.
<code>chkconfig --list</code>	<code>systemctl list-dependencies --after</code>	Lists services that are ordered to start before the specified unit.
<code>chkconfig --list</code>	<code>systemctl list-dependencies --before</code>	Lists services that are ordered to start after the specified unit.

## Specifying Service Units

For clarity, all command examples in the rest of this section use full unit names with the `.service` file extension, for example:

```
~]# systemctl stop nfs-server.service
```

However, the file extension can be omitted, in which case the `systemctl` utility assumes the argument is a service unit. The following command is equivalent to the one above:

```
~]# systemctl stop nfs-server
```

Additionally, some units have alias names. Those names can have shorter names than units, which can be used instead of the actual unit names. To find all aliases that can be used for a particular unit, use:

```
~]# systemctl show nfs-server.service -p Names
```

## Behavior of `systemctl` in a `chroot` Environment

If you change the root directory using the `chroot` command, most `systemctl` commands refuse to perform any action. The reason for this is that the `systemd` process and the user that used the `chroot` command do not have the same view of the filesystem. This happens, for example, when `systemctl` is invoked from a `kickstart` file.

The exception to this are unit file commands such as the `systemctl enable` and `systemctl disable` commands. These commands do not need a running system and do not affect running processes, but they do affect unit files. Therefore, you can run these commands even in `chroot` environment. For example, to enable the `httpd` service on a system under the `/srv/website1/` directory:

```
~]# chroot /srv/website1
~]# systemctl enable httpd.service
Created symlink /etc/systemd/system/multi-
user.target.wants/httpd.service, pointing to
/usr/lib/systemd/system/httpd.service.
```

### 9.2.1. Listing Services

To list all currently loaded service units, type the following at a shell prompt:

```
systemctl list-units --type service
```

For each service unit file, this command displays its full name (**UNIT**) followed by a note whether the unit file has been loaded (**LOAD**), its high-level (**ACTIVE**) and low-level (**SUB**) unit file activation state, and a short description (**DESCRIPTION**).

By default, the `systemctl list-units` command displays only active units. If you want to list all loaded units regardless of their state, run this command with the `--all` or `-a` command line option:

```
systemctl list-units --type service --all
```

You can also list all available service units to see if they are enabled. To do so, type:

```
systemctl list-unit-files --type service
```

For each service unit, this command displays its full name (**UNIT FILE**) followed by information whether the service unit is enabled or not (**STATE**). For information on how to determine the status of individual service units, see [Section 9.2.2, “Displaying Service Status”](#).

#### Example 9.1. Listing Services

To list all currently loaded service units, run the following command:

```
~]$ systemctl list-units --type service
UNIT                                LOAD    ACTIVE SUB    DESCRIPTION
abrt-ccpp.service                   loaded active exited  Install ABRT
coredump hook
abrt-oops.service                   loaded active running ABRT kernel log
watcher
abrt-vmcore.service                 loaded active exited  Harvest vmcores
```

```

for ABRT
abrt-xorg.service          loaded active running ABRT Xorg log
watcher
abrt-d.service            loaded active running ABRT Automated
Bug Reporting Tool
...
systemd-vconsole-setup.service loaded active exited  Setup Virtual
Console
tog-pegasus.service       loaded active running OpenPegasus CIM
Server

```

LOAD = Reflects whether the unit definition was properly loaded.  
ACTIVE = The high-level unit activation state, i.e. generalization of  
SUB.

SUB = The low-level unit activation state, values depend on unit  
type.

**46 loaded units listed.** Pass `--all` to see loaded but inactive units,  
too.

To show all installed unit files use `'systemctl list-unit-files'`

To list all installed service unit files to determine if they are enabled, type:

```

~]$ systemctl list-unit-files --type service
UNIT FILE                                STATE
abrt-ccpp.service                       enabled
abrt-oops.service                       enabled
abrt-vmcore.service                    enabled
abrt-xorg.service                       enabled
abrt-d.service                          enabled
...
wpa_supplicant.service                  disabled
ypbind.service                          disabled

208 unit files listed.

```

## 9.2.2. Displaying Service Status

To display detailed information about a service unit that corresponds to a system service, type the following at a shell prompt:

```
systemctl status name.service
```

Replace *name* with the name of the service unit you want to inspect (for example, **gdm**). This command displays the name of the selected service unit followed by its short description, one or more fields described in [Table 9.5, “Available Service Unit Information”](#), and if it is executed by the **root** user, also the most recent log entries.

**Table 9.5. Available Service Unit Information**

Field	Description
<b>Loaded</b>	Information whether the service unit has been loaded, the absolute path to the unit file, and a note whether the unit is enabled.

Field	Description
<b>Active</b>	Information whether the service unit is running followed by a time stamp.
<b>Main PID</b>	The PID of the corresponding system service followed by its name.
<b>Status</b>	Additional information about the corresponding system service.
<b>Process</b>	Additional information about related processes.
<b>CGroup</b>	Additional information about related Control Groups (cgroups).

To only verify that a particular service unit is running, run the following command:

```
systemctl is-active name.service
```

Similarly, to determine whether a particular service unit is enabled, type:

```
systemctl is-enabled name.service
```

Note that both **systemctl is-active** and **systemctl is-enabled** return an exit status of **0** if the specified service unit is running or enabled. For information on how to list all currently loaded service units, see [Section 9.2.1, “Listing Services”](#).

### Example 9.2. Displaying Service Status

The service unit for the GNOME Display Manager is named **gdm.service**. To determine the current status of this service unit, type the following at a shell prompt:

```
~]# systemctl status gdm.service
gdm.service - GNOME Display Manager
  Loaded: loaded (/usr/lib/systemd/system/gdm.service; enabled)
  Active: active (running) since Thu 2013-10-17 17:31:23 CEST; 5min
  ago
  Main PID: 1029 (gdm)
  CGroup: /system.slice/gdm.service
          └─1029 /usr/sbin/gdm
          └─1037 /usr/libexec/gdm-simple-slave --display-id
/org/gno...
          └─1047 /usr/bin/Xorg :0 -background none -verbose -auth
/r...

Oct 17 17:31:23 localhost systemd[1]: Started GNOME Display Manager.
```

### Example 9.3. Displaying Services Ordered to Start Before a Service

To determine what services are ordered to start before the specified service, type the following at a shell prompt:

```
~]# systemctl list-dependencies --after gdm.service
gdm.service
└─dbus.socket
└─getty@tty1.service
└─livesys.service
└─plymouth-quit.service
└─system.slice
```

```
|—systemd-journald.socket
|—systemd-user-sessions.service
└─basic.target
[output truncated]
```

### Example 9.4. Displaying Services Ordered to Start After a Service

To determine what services are ordered to start after the specified service, type the following at a shell prompt:

```
~]# systemctl list-dependencies --before gdm.service
gdm.service
|—dracut-shutdown.service
|—graphical.target
|   |—systemd-readahead-done.service
|   |—systemd-readahead-done.timer
|   └─systemd-update-utmp-runlevel.service
└─shutdown.target
    |—systemd-reboot.service
    └─final.target
        └─systemd-reboot.service
```

## 9.2.3. Starting a Service

To start a service unit that corresponds to a system service, type the following at a shell prompt as **root**:

```
systemctl start name.service
```

Replace *name* with the name of the service unit you want to start (for example, **gdm**). This command starts the selected service unit in the current session. For information on how to enable a service unit to be started at boot time, see [Section 9.2.6, “Enabling a Service”](#). For information on how to determine the status of a certain service unit, see [Section 9.2.2, “Displaying Service Status”](#).

### Example 9.5. Starting a Service

The service unit for the Apache HTTP Server is named **httpd.service**. To activate this service unit and start the **httpd** daemon in the current session, run the following command as **root**:

```
~]# systemctl start httpd.service
```

## 9.2.4. Stopping a Service

To stop a service unit that corresponds to a system service, type the following at a shell prompt as **root**:

```
systemctl stop name.service
```

Replace *name* with the name of the service unit you want to stop (for example, **bluetooth**). This command stops the selected service unit in the current session. For information on how to disable a

service unit and prevent it from being started at boot time, see [Section 9.2.7, “Disabling a Service”](#). For information on how to determine the status of a certain service unit, see [Section 9.2.2, “Displaying Service Status”](#).

### Example 9.6. Stopping a Service

The service unit for the **bluetoothd** daemon is named **bluetooth.service**. To deactivate this service unit and stop the **bluetoothd** daemon in the current session, run the following command as **root**:

```
~]# systemctl stop bluetooth.service
```

## 9.2.5. Restarting a Service

To restart a service unit that corresponds to a system service, type the following at a shell prompt as **root**:

```
systemctl restart name.service
```

Replace *name* with the name of the service unit you want to restart (for example, **httpd**). This command stops the selected service unit in the current session and immediately starts it again. Importantly, if the selected service unit is not running, this command starts it too. To tell systemd to restart a service unit only if the corresponding service is already running, run the following command as **root**:

```
systemctl try-restart name.service
```

Certain system services also allow you to reload their configuration without interrupting their execution. To do so, type as **root**:

```
systemctl reload name.service
```

Note that system services that do not support this feature ignore this command altogether. For convenience, the **systemctl** command also supports the **reload-or-restart** and **reload-or-try-restart** commands that restart such services instead. For information on how to determine the status of a certain service unit, see [Section 9.2.2, “Displaying Service Status”](#).

### Example 9.7. Restarting a Service

In order to prevent users from encountering unnecessary error messages or partially rendered web pages, the Apache HTTP Server allows you to edit and reload its configuration without the need to restart it and interrupt actively processed requests. To do so, type the following at a shell prompt as **root**:

```
~]# systemctl reload httpd.service
```

## 9.2.6. Enabling a Service

To configure a service unit that corresponds to a system service to be automatically started at boot time, type the following at a shell prompt as **root**:

```
systemctl enable name.service
```

Replace *name* with the name of the service unit you want to enable (for example, **httpd**). This command reads the **[Install]** section of the selected service unit and creates appropriate symbolic links to the **/usr/lib/systemd/system/name.service** file in the **/etc/systemd/system/** directory and its subdirectories. This command does not, however, rewrite links that already exist. If you want to ensure that the symbolic links are re-created, use the following command as **root**:

```
systemctl reenable name.service
```

This command disables the selected service unit and immediately enables it again. For information on how to determine whether a certain service unit is enabled to start at boot time, see [Section 9.2.2, “Displaying Service Status”](#). For information on how to start a service in the current session, see [Section 9.2.3, “Starting a Service”](#).

### Example 9.8. Enabling a Service

To configure the Apache HTTP Server to start automatically at boot time, run the following command as **root**:

```
~]# systemctl enable httpd.service  
Created symlink from /etc/systemd/system/multi-  
user.target.wants/httpd.service to  
/usr/lib/systemd/system/httpd.service.
```

## 9.2.7. Disabling a Service

To prevent a service unit that corresponds to a system service from being automatically started at boot time, type the following at a shell prompt as **root**:

```
systemctl disable name.service
```

Replace *name* with the name of the service unit you want to disable (for example, **bluetooth**). This command reads the **[Install]** section of the selected service unit and removes appropriate symbolic links to the **/usr/lib/systemd/system/name.service** file from the **/etc/systemd/system/** directory and its subdirectories. In addition, you can mask any service unit to prevent it from being started manually or by another service. To do so, run the following command as **root**:

```
systemctl mask name.service
```

This command replaces the **/etc/systemd/system/name.service** file with a symbolic link to **/dev/null**, rendering the actual unit file inaccessible to systemd. To revert this action and unmask a service unit, type as **root**:

```
systemctl unmask name.service
```

For information on how to determine whether a certain service unit is enabled to start at boot time, see [Section 9.2.2, “Displaying Service Status”](#). For information on how to stop a service in the current session, see [Section 9.2.4, “Stopping a Service”](#).

### Example 9.9. Disabling a Service

[Example 9.6, “Stopping a Service”](#) illustrates how to stop the `bluetooth.service` unit in the current session. To prevent this service unit from starting at boot time, type the following at a shell prompt as `root`:

```
~]# systemctl disable bluetooth.service
Removed symlink
/etc/systemd/system/bluetooth.target.wants/bluetooth.service.
Removed symlink /etc/systemd/system/dbus-org.bluez.service.
```

## 9.3. Working with systemd Targets

Previous versions of Red Hat Enterprise Linux, which were distributed with SysV init or Upstart, implemented a predefined set of *runlevels* that represented specific modes of operation. These runlevels were numbered from 0 to 6 and were defined by a selection of system services to be run when a particular runlevel was enabled by the system administrator. In Red Hat Enterprise Linux 7, the concept of runlevels has been replaced with *systemd targets*.

Systemd targets are represented by *target units*. Target units end with the `.target` file extension and their only purpose is to group together other systemd units through a chain of dependencies. For example, the `graphical.target` unit, which is used to start a graphical session, starts system services such as the GNOME Display Manager (`gdm.service`) or Accounts Service (`accounts-daemon.service`) and also activates the `multi-user.target` unit. Similarly, the `multi-user.target` unit starts other essential system services such as NetworkManager (`NetworkManager.service`) or D-Bus (`dbus.service`) and activates another target unit named `basic.target`.

Red Hat Enterprise Linux 7 is distributed with a number of predefined targets that are more or less similar to the standard set of runlevels from the previous releases of this system. For compatibility reasons, it also provides aliases for these targets that directly map them to SysV runlevels. [Table 9.6, “Comparison of SysV Runlevels with systemd Targets”](#) provides a complete list of SysV runlevels and their corresponding systemd targets.

**Table 9.6. Comparison of SysV Runlevels with systemd Targets**

Runlevel	Target Units	Description
0	<code>runlevel0.target</code> , <code>poweroff.target</code>	Shut down and power off the system.
1	<code>runlevel1.target</code> , <code>rescue.target</code>	Set up a rescue shell.
2	<code>runlevel2.target</code> , <code>multi-user.target</code>	Set up a non-graphical multi-user system.
3	<code>runlevel3.target</code> , <code>multi-user.target</code>	Set up a non-graphical multi-user system.
4	<code>runlevel4.target</code> , <code>multi-user.target</code>	Set up a non-graphical multi-user system.
5	<code>runlevel5.target</code> , <code>graphical.target</code>	Set up a graphical multi-user system.

Runlevel	Target Units	Description
6	<code>runlevel16.target, reboot.target</code>	Shut down and reboot the system.

To view, change, or configure `systemd` targets, use the `systemctl` utility as described in [Table 9.7, “Comparison of SysV init Commands with systemctl”](#) and in the sections below. The `runlevel` and `telinit` commands are still available in the system and work as expected, but are only included for compatibility reasons and should be avoided.

**Table 9.7. Comparison of SysV init Commands with systemctl**

Old Command	New Command	Description
<code>runlevel</code>	<code>systemctl list-units --type target</code>	Lists currently loaded target units.
<code>telinit runlevel</code>	<code>systemctl isolate name.target</code>	Changes the current target.

### 9.3.1. Viewing the Default Target

To determine which target unit is used by default, run the following command:

```
systemctl get-default
```

This command resolves the symbolic link located at `/etc/systemd/system/default.target` and displays the result. For information on how to change the default target, see [Section 9.3.3, “Changing the Default Target”](#). For information on how to list all currently loaded target units, see [Section 9.3.2, “Viewing the Current Target”](#).

#### Example 9.10. Viewing the Default Target

To display the default target unit, type:

```
~]$ systemctl get-default
graphical.target
```

### 9.3.2. Viewing the Current Target

To list all currently loaded target units, type the following command at a shell prompt:

```
systemctl list-units --type target
```

For each target unit, this command displays its full name (**UNIT**) followed by a note whether the unit has been loaded (**LOAD**), its high-level (**ACTIVE**) and low-level (**SUB**) unit activation state, and a short description (**DESCRIPTION**).

By default, the `systemctl list-units` command displays only active units. If you want to list all loaded units regardless of their state, run this command with the `--all` or `-a` command line option:

```
systemctl list-units --type target --all
```

See [Section 9.3.1, “Viewing the Default Target”](#) for information on how to display the default target. For information on how to change the current target, see [Section 9.3.4, “Changing the Current Target”](#).

**Example 9.11. Viewing the Current Target**

To list all currently loaded target units, run the following command:

```
~]$ systemctl list-units --type target
UNIT                                LOAD  ACTIVE SUB    DESCRIPTION
basic.target                        loaded active active Basic System
cryptsetup.target                  loaded active active Encrypted Volumes
getty.target                       loaded active active Login Prompts
graphical.target                   loaded active active Graphical Interface
local-fs-pre.target                loaded active active Local File Systems (Pre)
local-fs.target                    loaded active active Local File Systems
multi-user.target                  loaded active active Multi-User System
network.target                     loaded active active Network
paths.target                       loaded active active Paths
remote-fs.target                   loaded active active Remote File Systems
sockets.target                     loaded active active Sockets
sound.target                       loaded active active Sound Card
spice-vdagentd.target              loaded active active Agent daemon for Spice
guests
swap.target                        loaded active active Swap
sysinit.target                     loaded active active System Initialization
time-sync.target                   loaded active active System Time Synchronized
timers.target                       loaded active active Timers
```

LOAD = Reflects whether the unit definition was properly loaded.

ACTIVE = The high-level unit activation state, i.e. generalization of SUB.

SUB = The low-level unit activation state, values depend on unit type.

**17 loaded units listed.** Pass `--all` to see loaded but inactive units, too.

To show all installed unit files use `'systemctl list-unit-files'`.

**9.3.3. Changing the Default Target**

To configure the system to use a different target unit by default, type the following at a shell prompt as **root**:

```
systemctl set-default name.target
```

Replace *name* with the name of the target unit you want to use by default (for example, **multi-user**). This command replaces the `/etc/systemd/system/default.target` file with a symbolic link to `/usr/lib/systemd/system/name.target`, where *name* is the name of the target unit you want to use. For information on how to change the current target, see [Section 9.3.4, “Changing the Current Target”](#). For information on how to list all currently loaded target units, see [Section 9.3.2, “Viewing the Current Target”](#).

**Example 9.12. Changing the Default Target**

To configure the system to use the **multi-user.target** unit by default, run the following command as **root**:

```
~]# systemctl set-default multi-user.target
rm '/etc/systemd/system/default.target'
ln -s '/usr/lib/systemd/system/multi-user.target'
'/etc/systemd/system/default.target'
```

### 9.3.4. Changing the Current Target

To change to a different target unit in the current session, type the following at a shell prompt as **root**:

```
systemctl isolate name.target
```

Replace *name* with the name of the target unit you want to use (for example, **multi-user**). This command starts the target unit named *name* and all dependent units, and immediately stops all others. For information on how to change the default target, see [Section 9.3.3, “Changing the Default Target”](#). For information on how to list all currently loaded target units, see [Section 9.3.2, “Viewing the Current Target”](#).

#### Example 9.13. Changing the Current Target

To turn off the graphical user interface and change to the **multi-user.target** unit in the current session, run the following command as **root**:

```
~]# systemctl isolate multi-user.target
```

### 9.3.5. Changing to Rescue Mode

*Rescue mode* provides a convenient single-user environment and allows you to repair your system in situations when it is unable to complete a regular booting process. In rescue mode, the system attempts to mount all local file systems and start some important system services, but it does not activate network interfaces or allow more users to be logged into the system at the same time. In Red Hat Enterprise Linux 7, rescue mode is equivalent to *single user mode* and requires the root password.

To change the current target and enter rescue mode in the current session, type the following at a shell prompt as **root**:

```
systemctl rescue
```

This command is similar to **systemctl isolate rescue.target**, but it also sends an informative message to all users that are currently logged into the system. To prevent systemd from sending this message, run this command with the **--no-wall** command line option:

```
systemctl --no-wall rescue
```

For information on how to enter emergency mode, see [Section 9.3.6, “Changing to Emergency Mode”](#).

**Example 9.14. Changing to Rescue Mode**

To enter rescue mode in the current session, run the following command as **root**:

```
~]# systemctl rescue
```

```
Broadcast message from root@localhost on pts/0 (Fri 2013-10-25 18:23:15 CEST):
```

```
The system is going down to rescue mode NOW!
```

**9.3.6. Changing to Emergency Mode**

*Emergency mode* provides the most minimal environment possible and allows you to repair your system even in situations when the system is unable to enter rescue mode. In emergency mode, the system mounts the root file system only for reading, does not attempt to mount any other local file systems, does not activate network interfaces, and only starts a few essential services. In Red Hat Enterprise Linux 7, emergency mode requires the root password.

To change the current target and enter emergency mode, type the following at a shell prompt as **root**:

```
systemctl emergency
```

This command is similar to **systemctl isolate emergency.target**, but it also sends an informative message to all users that are currently logged into the system. To prevent systemd from sending this message, run this command with the **--no-wall** command line option:

```
systemctl --no-wall emergency
```

For information on how to enter rescue mode, see [Section 9.3.5, “Changing to Rescue Mode”](#).

**Example 9.15. Changing to Emergency Mode**

To enter emergency mode without sending a message to all users that are currently logged into the system, run the following command as **root**:

```
~]# systemctl --no-wall emergency
```

**9.4. Shutting Down, Suspending, and Hibernating the System**

In Red Hat Enterprise Linux 7, the **systemctl** utility replaces a number of power management commands used in previous versions of the Red Hat Enterprise Linux system. The commands listed in [Table 9.8, “Comparison of Power Management Commands with systemctl”](#) are still available in the system for compatibility reasons, but it is advised that you use **systemctl** when possible.

**Table 9.8. Comparison of Power Management Commands with systemctl**

Old Command	New Command	Description
halt	systemctl halt	Halts the system.

Old Command	New Command	Description
<code>poweroff</code>	<code>systemctl poweroff</code>	Powers off the system.
<code>reboot</code>	<code>systemctl reboot</code>	Restarts the system.
<code>pm-suspend</code>	<code>systemctl suspend</code>	Suspends the system.
<code>pm-hibernate</code>	<code>systemctl hibernate</code>	Hibernates the system.
<code>pm-suspend-hybrid</code>	<code>systemctl hybrid-sleep</code>	Hibernates and suspends the system.

### 9.4.1. Shutting Down the System

The `systemctl` utility provides commands for shutting down the system, however the traditional `shutdown` command is also supported. Although the `shutdown` command will call the `systemctl` utility to perform the shutdown, it has an advantage in that it also supports a time argument. This is particularly useful for scheduled maintenance and to allow more time for users to react to the warning that a system shutdown has been scheduled. The option to cancel the shutdown can also be an advantage.

#### Using systemctl Commands

To shut down the system and power off the machine, type the following at a shell prompt as `root`:

```
systemctl poweroff
```

To shut down and halt the system without powering off the machine, run the following command as `root`:

```
systemctl halt
```

By default, running either of these commands causes `systemd` to send an informative message to all users that are currently logged into the system. To prevent `systemd` from sending this message, run the selected command with the `--no-wall` command line option, for example:

```
systemctl --no-wall poweroff
```

#### Using the shutdown Command

To shut down the system and power off the machine at a certain time, use a command in the following format as `root`:

```
shutdown --poweroff hh:mm
```

Where `hh:mm` is the time in 24 hour clock format. The `/run/nologin` file is created 5 minutes before system shutdown to prevent new logins. When a time argument is used, an optional message, the `wall message`, can be appended to the command.

To shut down and halt the system after a delay, without powering off the machine, use a command in the following format as `root`:

```
shutdown --halt +m
```

Where `+m` is the delay time in minutes. The `now` keyword is an alias for `+0`.

A pending shutdown can be canceled by the **root** user as follows:

```
shutdown -c
```

See the **shutdown(8)** manual page for further command options.

### 9.4.2. Restarting the System

To restart the system, run the following command as **root**:

```
systemctl reboot
```

By default, this command causes systemd to send an informative message to all users that are currently logged into the system. To prevent systemd from sending this message, run this command with the **--no-wall** command line option:

```
systemctl --no-wall reboot
```

### 9.4.3. Suspending the System

To suspend the system, type the following at a shell prompt as **root**:

```
systemctl suspend
```

This command saves the system state in RAM and with the exception of the RAM module, powers off most of the devices in the machine. When you turn the machine back on, the system then restores its state from RAM without having to boot again. Because the system state is saved in RAM and not on the hard disk, restoring the system from suspend mode is significantly faster than restoring it from hibernation, but as a consequence, a suspended system state is also vulnerable to power outages.

For information on how to hibernate the system, see [Section 9.4.4, “Hibernating the System”](#).

### 9.4.4. Hibernating the System

To hibernate the system, type the following at a shell prompt as **root**:

```
systemctl hibernate
```

This command saves the system state on the hard disk drive and powers off the machine. When you turn the machine back on, the system then restores its state from the saved data without having to boot again. Because the system state is saved on the hard disk and not in RAM, the machine does not have to maintain electrical power to the RAM module, but as a consequence, restoring the system from hibernation is significantly slower than restoring it from suspend mode.

To hibernate and suspend the system, run the following command as **root**:

```
systemctl hybrid-sleep
```

For information on how to suspend the system, see [Section 9.4.3, “Suspending the System”](#).

## 9.5. Controlling systemd on a Remote Machine

In addition to controlling the `systemd` system and service manager locally, the `systemctl` utility also allows you to interact with `systemd` running on a remote machine over the SSH protocol. Provided that the `sshd` service on the remote machine is running, you can connect to this machine by running the `systemctl` command with the `--host` or `-H` command line option:

```
systemctl --host user_name@host_name command
```

Replace `user_name` with the name of the remote user, `host_name` with the machine's host name, and `command` with any of the `systemctl` commands described above. Note that the remote machine must be configured to allow the selected user remote access over the SSH protocol. For more information on how to configure an SSH server, see [Chapter 10, OpenSSH](#).

### Example 9.16. Remote Management

To log in to a remote machine named `server-01.example.com` as the `root` user and determine the current status of the `httpd.service` unit, type the following at a shell prompt:

```
~]$ systemctl -H root@server-01.example.com status httpd.service
>>>>>> systemd unit files -- update
root@server-01.example.com's password:
httpd.service - The Apache HTTP Server
  Loaded: loaded (/usr/lib/systemd/system/httpd.service; enabled)
  Active: active (running) since Fri 2013-11-01 13:58:56 CET; 2h 48min
ago
  Main PID: 649
  Status: "Total requests: 0; Current requests/sec: 0; Current
traffic: 0 B/sec"
  CGroup: /system.slice/httpd.service
```

## 9.6. Creating and Modifying systemd Unit Files

A unit file contains configuration directives that describe the unit and define its behavior. Several `systemctl` commands work with unit files in the background. To make finer adjustments, system administrator must edit or create unit files manually. [Table 9.2, "Systemd Unit Files Locations"](#) lists three main directories where unit files are stored on the system, the `/etc/systemd/system/` directory is reserved for unit files created or customized by the system administrator.

Unit file names take the following form:

```
unit_name.type_extension
```

Here, `unit_name` stands for the name of the unit and `type_extension` identifies the unit type, see [Table 9.1, "Available systemd Unit Types"](#) for a complete list of unit types. For example, there usually is `sshd.service` as well as `sshd.socket` unit present on your system.

Unit files can be supplemented with a directory for additional configuration files. For example, to add custom configuration options to `sshd.service`, create the `sshd.service.d/custom.conf` file and insert additional directives there. For more information on configuration directories, see [Section 9.6.4, "Modifying Existing Unit Files"](#).

Also, the `sshd.service.wants/` and `sshd.service.requires/` directories can be created. These directories contain symbolic links to unit files that are dependencies of the `sshd` service. The symbolic links are automatically created either during installation according to `[Install]` unit file

options (see [Table 9.11, “Important \[Install\] Section Options”](#)) or at runtime based on [Unit] options (see [Table 9.9, “Important \[Unit\] Section Options”](#)). It is also possible to create these directories and symbolic links manually.

Many unit file options can be set using the so called *unit specifiers* – wildcard strings that are dynamically replaced with unit parameters when the unit file is loaded. This enables creation of generic unit files that serve as templates for generating instantiated units. See [Section 9.6.5, “Working with Instantiated Units”](#) for details.

### 9.6.1. Understanding the Unit File Structure

Unit files typically consist of three sections:

- ✦ [Unit] — contains generic options that are not dependent on the type of the unit. These options provide unit description, specify the unit’s behavior, and set dependencies to other units. For a list of most frequently used [Unit] options, see [Table 9.9, “Important \[Unit\] Section Options”](#).
- ✦ [unit type] — if a unit has type-specific directives, these are grouped under a section named after the unit type. For example, service unit files contain the [Service] section, see [Table 9.10, “Important \[Service\] Section Options”](#) for most frequently used [Service] options.
- ✦ [Install] — contains information about unit installation used by **systemctl enable** and **disable** commands, see [Table 9.11, “Important \[Install\] Section Options”](#) for a list of [Install] options.

**Table 9.9. Important [Unit] Section Options**

Option [a]	Description
<b>Description</b>	A meaningful description of the unit. This text is displayed for example in the output of the <b>systemctl status</b> command.
<b>Documentation</b>	Provides a list of URIs referencing documentation for the unit.
<b>After</b> [b]	Defines the order in which units are started. The unit starts only after the units specified in <b>After</b> are active. Unlike <b>Requires</b> , <b>After</b> does not explicitly activate the specified units. The <b>Before</b> option has the opposite functionality to <b>After</b> .
<b>Requires</b>	Configures dependencies on other units. The units listed in <b>Requires</b> are activated together with the unit. If any of the required units fail to start, the unit is not activated.
<b>Wants</b>	Configures weaker dependencies than <b>Requires</b> . If any of the listed units does not start successfully, it has no impact on the unit activation. This is the recommended way to establish custom unit dependencies.
<b>Conflicts</b>	Configures negative dependencies, an opposite to <b>Requires</b> .
<p>[a] For a complete list of options configurable in the [Unit] section, see the <b>systemd.unit(5)</b> manual page.</p> <p>[b] In most cases, it is sufficient to set only the ordering dependencies with <b>After</b> and <b>Before</b> unit file options. If you also set a requirement dependency with <b>Wants</b> (recommended) or <b>Requires</b>, the ordering dependency still needs to be specified. That is because ordering and requirement dependencies work independently from each other.</p>	

**Table 9.10. Important [Service] Section Options**

Option [a]	Description
------------	-------------

Option	Description
<b>Type</b>	Configures the unit process startup type that affects the functionality of <b>ExecStart</b> and related options. One of: <ul style="list-style-type: none"> <li>➤ <b>simple</b> – The default value. The process started with <b>ExecStart</b> is the main process of the service.</li> <li>➤ <b>forking</b> – The process started with <b>ExecStart</b> spawns a child process that becomes the main process of the service. The parent process exits when the startup is complete.</li> <li>➤ <b>oneshot</b> – This type is similar to <b>simple</b>, but the process exits before starting consequent units.</li> <li>➤ <b>dbus</b> – This type is similar to <b>simple</b>, but consequent units are started only after the main process gains a D-Bus name.</li> <li>➤ <b>notify</b> – This type is similar to <b>simple</b>, but consequent units are started only after a notification message is sent via the <code>sd_notify()</code> function.</li> <li>➤ <b>idle</b> – similar to <b>simple</b>, the actual execution of the service binary is delayed until all jobs are finished, which avoids mixing the status output with shell output of services.</li> </ul>
<b>ExecStart</b>	Specifies commands or scripts to be executed when the unit is started. <b>ExecStartPre</b> and <b>ExecStartPost</b> specify custom commands to be executed before and after <b>ExecStart</b> . <b>Type=oneshot</b> enables specifying multiple custom commands that are then executed sequentially.
<b>ExecStop</b>	Specifies commands or scripts to be executed when the unit is stopped.
<b>ExecReload</b>	Specifies commands or scripts to be executed when the unit is reloaded.
<b>Restart</b>	With this option enabled, the service is restarted after its process exits, with the exception of a clean stop by the <b>systemctl</b> command.
<b>RemainAfterExit</b>	If set to True, the service is considered active even when all its processes exited. Default value is False. This option is especially useful if <b>Type=oneshot</b> is configured.
[a] For a complete list of options configurable in the [Service] section, see the <b>systemd.service(5)</b> manual page.	

Table 9.11. Important [Install] Section Options

Option [a]	Description
<b>Alias</b>	Provides a space-separated list of additional names for the unit. Most <b>systemctl</b> commands, excluding <b>systemctl enable</b> , can use aliases instead of the actual unit name.
<b>RequiredBy</b>	A list of units that depend on the unit. When this unit is enabled, the units listed in <b>RequiredBy</b> gain a <b>Require</b> dependency on the unit.
<b>WantedBy</b>	A list of units that weakly depend on the unit. When this unit is enabled, the units listed in <b>WantedBy</b> gain a <b>Want</b> dependency on the unit.
<b>Also</b>	Specifies a list of units to be installed or uninstalled along with the unit.
<b>DefaultInstance</b>	Limited to instantiated units, this option specifies the default instance for which the unit is enabled. See <a href="#">Section 9.6.5, “Working with Instantiated Units”</a>
[a] For a complete list of options configurable in the [Install] section, see the <b>systemd.unit(5)</b> manual page.	

A whole range of options that can be used to fine tune the unit configuration, [Example 9.17](#), “[postfix.service Unit File](#)” shows an example of a service unit installed on the system. Moreover, unit file options can be defined in a way that enables dynamic creation of units as described in [Section 9.6.5](#), “[Working with Instantiated Units](#)”.

### Example 9.17. postfix.service Unit File

What follows is the content of the `/usr/lib/systemd/system/postfix.service` unit file as currently provided by the `postfix` package:

```
[Unit]
Description=Postfix Mail Transport Agent
After=syslog.target network.target
Conflicts=sendmail.service exim.service

[Service]
Type=forking
PIDFile=/var/spool/postfix/pid/master.pid
EnvironmentFile=-/etc/sysconfig/network
ExecStartPre=-/usr/libexec/postfix/aliasesdb
ExecStartPre=-/usr/libexec/postfix/chroot-update
ExecStart=/usr/sbin/postfix start
ExecReload=/usr/sbin/postfix reload
ExecStop=/usr/sbin/postfix stop

[Install]
WantedBy=multi-user.target
```

The [Unit] section describes the service, specifies the ordering dependencies, as well as conflicting units. In [Service], a sequence of custom scripts is specified to be executed during unit activation, on stop, and on reload. **EnvironmentFile** points to the location where environment variables for the service are defined, **PIDFile** specifies a stable PID for the main process of the service. Finally, the [Install] section lists units that depend on the service.

## 9.6.2. Creating Custom Unit Files

There are several use cases for creating unit files from scratch: you could run a custom daemon, create a second instance of some existing service (as in [Example 9.19](#), “[Creating a second instance of the sshd service](#)”), or import a SysV init script (more in [Section 9.6.3](#), “[Converting SysV Init Scripts to Unit Files](#)”). On the other hand, if you intend just to modify or extend the behavior of an existing unit, use the instructions from [Section 9.6.4](#), “[Modifying Existing Unit Files](#)”. The following procedure describes the general process of creating a custom service:

1. Prepare the executable file with the custom service. This can be a custom-created script, or an executable delivered by a software provider. If required, prepare a PID file to hold a constant PID for the main process of the custom service. It is also possible to include environment files to store shell variables for the service. Make sure the source script is executable (by executing the `chmod a+x`) and is not interactive.
2. Create a unit file in the `/etc/systemd/system/` directory and make sure it has correct file permissions. Execute as **root**:

```
touch /etc/systemd/system/name.service
chmod 664 /etc/systemd/system/name.service
```

Replace *name* with a name of the service to be created. Note that file does not need to be executable.

- Open the ***name.service*** file created in the previous step, and add the service configuration options. There is a variety of options that can be used depending on the type of service you wish to create, see [Section 9.6.1, “Understanding the Unit File Structure”](#). The following is an example unit configuration for a network-related service:

```
[Unit]
Description=service_description
After=network.target

[Service]
ExecStart=path_to_executable
Type=forking
PIDFile=path_to_pidfile

[Install]
WantedBy=default.target
```

Where:

- ✦ *service\_description* is an informative description that is displayed in journal log files and in the output of the **systemctl status** command.
  - ✦ the **After** setting ensures that the service is started only after the network is running. Add a space-separated list of other relevant services or targets.
  - ✦ *path\_to\_executable* stands for the path to the actual service executable.
  - ✦ **Type=forking** is used for daemons that make the fork system call. The main process of the service is created with the PID specified in *path\_to\_pidfile*. Find other startup types in [Table 9.10, “Important \[Service\] Section Options”](#).
  - ✦ **WantedBy** states the target or targets that the service should be started under. Think of these targets as of a replacement of the older concept of runlevels, see [Section 9.3, “Working with systemd Targets”](#) for details.
- Notify systemd that a new ***name.service*** file exists by executing the following command as **root**:

```
systemctl daemon-reload
systemctl start name.service
```



### Warning

Always run the **systemctl daemon-reload** command after creating new unit files or modifying existing unit files. Otherwise, the **systemctl start** or **systemctl enable** commands could fail due to a mismatch between states of systemd and actual service unit files on disk.

The *name.service* unit can now be managed as any other system service with commands described in [Section 9.2, “Managing System Services”](#).

**Example 9.18. Creating the emacs.service File**

When using the **Emacs** text editor, it is often faster and more convenient to have it running in the background instead of starting a new instance of the program whenever editing a file. The following steps show how to create a unit file for Emacs, so that it can be handled like a service.

1. Create a unit file in the `/etc/systemd/system/` directory and make sure it has the correct file permissions. Execute as **root**:

```
~]# touch /etc/systemd/system/emacs.service
~]# chmod 664 /etc/systemd/system/emacs.service
```

2. Add the following content to the file:

```
[Unit]
Description=Emacs: the extensible, self-documenting text editor

[Service]
Type=forking
ExecStart=/usr/bin/emacs --daemon
ExecStop=/usr/bin/emacsclient --eval "(kill-emacs)"
Environment=SSH_AUTH_SOCK=%t/keyring/ssh
Restart=always

[Install]
WantedBy=default.target
```

With the above configuration, the `/usr/bin/emacs` executable is started in daemon mode on service start. The `SSH_AUTH_SOCK` environment variable is set using the `"%t"` unit specifier that stands for the runtime directory. The service also restarts the emacs process if it exits unexpectedly.

3. Execute the following commands to reload the configuration and start the custom service:

```
~]# systemctl daemon-reload
~]# systemctl start emacs.service
```

As the editor is now registered as a systemd service, you can use all standard **systemctl** commands. For example, run **systemctl status emacs** to display the editor's status or **systemctl enable emacs** to make the editor start automatically on system boot.

**Example 9.19. Creating a second instance of the sshd service**

System Administrators often need to configure and run multiple instances of a service. This is done by creating copies of the original service configuration files and modifying certain parameters to avoid conflicts with the primary instance of the service. The following procedure shows how to create a second instance of the **sshd** service:

1. Create a copy of the `sshd_config` file that will be used by the second daemon:

```
~]# cp /etc/ssh/sshd{, -second}_config
```

2. Edit the `sshd -second_config` file created in the previous step to assign a different port number and PID file to the second daemon:

```
Port 22220
PidFile /var/run/sshd-second.pid
```

See the **sshd\_config(5)** manual page for more information on **Port** and **PidFile** options. Make sure the port you choose is not in use by any other service. The PID file does not have to exist before running the service, it is generated automatically on service start.

3. Create a copy of the systemd unit file for the **sshd** service:

```
~]# cp /usr/lib/systemd/system/sshd.service
/etc/systemd/system/sshd-second.service
```

4. Alter the **sshd-second.service** created in the previous step as follows:

- a. Modify the **Description** option:

```
Description=OpenSSH server second instance daemon
```

- b. Add **sshd.service** to services specified in the **After** option, so that the second instance starts only after the first one has already started:

```
After=syslog.target network.target auditd.service
sshd.service
```

- c. The first instance of **sshd** includes key generation, therefore remove the *ExecStartPre=/usr/sbin/sshd-keygen* line.
- d. Add the **-f /etc/ssh/sshd-second\_config** parameter to the **sshd** command, so that the alternative configuration file is used:

```
ExecStart=/usr/sbin/sshd -D -f /etc/ssh/sshd-second_config
$OPTIONS
```

- e. After the above modifications, the **sshd-second.service** should look as follows:

```
[Unit]
Description=OpenSSH server second instance daemon
After=syslog.target network.target auditd.service
sshd.service

[Service]
EnvironmentFile=/etc/sysconfig/ssh
ExecStart=/usr/sbin/sshd -D -f /etc/ssh/sshd-second_config
$OPTIONS
ExecReload=/bin/kill -HUP $MAINPID
KillMode=process
Restart=on-failure
RestartSec=42s

[Install]
WantedBy=multi-user.target
```

- If using SELinux, add the port for the second instance of sshd to SSH ports, otherwise the second instance of sshd will be rejected to bind to the port:

```
~]# semanage port -a -t ssh_port_t -p tcp 22220
```

- Enable sshd-second.service, so that it starts automatically upon boot:

```
~]# systemctl enable sshd-second.service
```

Verify if the sshd-second.service is running by using the **systemctl status** command. Also, verify if the port is enabled correctly by connecting to the service:

```
~]$ ssh -p 22220 user@server
```

If the firewall is in use, please make sure that it is configured appropriately in order to allow connections to the second instance of sshd.

### 9.6.3. Converting SysV Init Scripts to Unit Files

Before taking time to convert a SysV init script to a unit file, make sure that the conversion was not already done elsewhere. All core services installed on Red Hat Enterprise Linux 7 come with default unit files, and the same applies for many third-party software packages.

Converting an init script to a unit file requires analyzing the script and extracting the necessary information from it. Based on this data you can create a unit file as described in [Section 9.6.2, “Creating Custom Unit Files”](#). As init scripts can vary greatly depending on the type of the service, you might need to employ more configuration options for translation than outlined in this chapter. Note that some levels of customization that were available with init scripts are no longer supported by systemd units, see [Section 9.1.2, “Compatibility Changes”](#).

The majority of information needed for conversion is provided in the script's header. The following example shows the opening section of the init script used to start the **postfix** service on Red Hat Enterprise Linux 6:

```
#!/bin/bash
#
# postfix      Postfix Mail Transfer Agent
#
# chkconfig: 2345 80 30
# description: Postfix is a Mail Transport Agent, which is the program \
#              that moves mail from one machine to another.
# processname: master
# pidfile: /var/spool/postfix/pid/master.pid
# config: /etc/postfix/main.cf
# config: /etc/postfix/master.cf

### BEGIN INIT INFO
# Provides: postfix MTA
# Required-Start: $local_fs $network $remote_fs
# Required-Stop: $local_fs $network $remote_fs
# Default-Start: 2 3 4 5
# Default-Stop: 0 1 6
# Short-Description: start and stop postfix
```

```
# Description: Postfix is a Mail Transport Agent, which is the program
that
#             moves mail from one machine to another.
### END INIT INFO
```

In the above example, only lines starting with `# chkconfig` and `# description` are mandatory, so you might not find the rest in different init files. The text enclosed between the `### BEGIN INIT INFO` and `### END INIT INFO` lines is called *Linux Standard Base (LSB) header*. If specified, LSB headers contain directives defining the service description, dependencies, and default runlevels. What follows is an overview of analytic tasks aiming to collect the data needed for a new unit file. The postfix init script is used as an example, see the resulting postfix unit file in [Example 9.17, “postfix.service Unit File”](#).

## Finding the Service Description

Find descriptive information about the script on the line starting with `#description`. Use this description together with the service name in the **Description** option in the [Unit] section of the unit file. The LSB header might contain similar data on the `#Short-Description` and `#Description` lines.

## Finding Service Dependencies

The LSB header might contain several directives that form dependencies between services. Most of them are translatable to systemd unit options, see [Table 9.12, “Dependency Options from the LSB Header”](#)

**Table 9.12. Dependency Options from the LSB Header**

LSB Option	Description	Unit File Equivalent
<b>Provides</b>	Specifies the boot facility name of the service, that can be referenced in other init scripts (with the "\$" prefix). This is no longer needed as unit files refer to other units by their file names.	–
<b>Required-Start</b>	Contains boot facility names of required services. This is translated as an ordering dependency, boot facility names are replaced with unit file names of corresponding services or targets they belong to. For example, in case of <b>postfix</b> , the Required-Start dependency on \$network was translated to the After dependency on network.target.	<b>After, Before</b>
<b>Should-Start</b>	Constitutes weaker dependencies than Required-Start. Failed Should-Start dependencies do not affect the service startup.	<b>After, Before</b>
<b>Required-Stop, Should-Stop</b>	Constitute negative dependencies.	<b>Conflicts</b>

## Finding Default Targets of the Service

The line starting with `#chkconfig` contains three numerical values. The most important is the first number that represents the default runlevels in which the service is started. Use [Table 9.6, “Comparison of SysV Runlevels with systemd Targets”](#) to map these runlevels to equivalent systemd targets. Then list these targets in the **WantedBy** option in the [Install] section of the unit file. For example, **postfix** was previously started in runlevels 2, 3, 4, and 5, which translates to multi-

user.target and graphical.target on Red Hat Enterprise Linux 7. Note that the graphical.target depends on multiuser.target, therefore it is not necessary to specify both, as in [Example 9.17, “postfix.service Unit File”](#). You might find information on default and forbidden runlevels also at *#Default-Start* and *#Default-Stop* lines in the LSB header.

The other two values specified on the *#chkconfig* line represent startup and shutdown priorities of the init script. These values are interpreted by systemd if it loads the init script, but there is no unit file equivalent.

## Finding Files Used by the Service

Init scripts require loading a function library from a dedicated directory and allow importing configuration, environment, and PID files. Environment variables are specified on the line starting with *#config* in the init script header, which translates to the **EnvironmentFile** unit file option. The PID file specified on the *#pidfile* init script line is imported to the unit file with the **PIDFile** option.

The key information that is not included in the init script header is the path to the service executable, and potentially some other files required by the service. In previous versions of Red Hat Enterprise Linux, init scripts used a Bash case statement to define the behavior of the service on default actions, such as *start*, *stop*, or *restart*, as well as custom-defined actions. The following excerpt from the **postfix** init script shows the block of code to be executed at service start.

```
conf_check() {
    [ -x /usr/sbin/postfix ] || exit 5
    [ -d /etc/postfix ] || exit 6
    [ -d /var/spool/postfix ] || exit 5
}

make_aliasesdb() {
    if [ "$(/usr/sbin/postconf -h alias_database)" == "hash:/etc/aliases" ]
    then
        # /etc/aliases.db might be used by other MTA, make sure nothing
        # has touched it since our last newaliases call
        [ /etc/aliases -nt /etc/aliases.db ] ||
        [ "$ALIASESDB_STAMP" -nt /etc/aliases.db ] ||
        [ "$ALIASESDB_STAMP" -ot /etc/aliases.db ] || return
        /usr/bin/newaliases
        touch -r /etc/aliases.db "$ALIASESDB_STAMP"
    else
        /usr/bin/newaliases
    fi
}

start() {
    [ "$EUID" != "0" ] && exit 4
    # Check that networking is up.
    [ ${NETWORKING} = "no" ] && exit 1
    conf_check
    # Start daemons.
    echo -n "Starting postfix: "
    make_aliasesdb >/dev/null 2>&1
    [ -x $CHROOT_UPDATE ] && $CHROOT_UPDATE
    /usr/sbin/postfix start 2>/dev/null 1>&2 && success || failure "$prog
start"
    RETVAL=$?
```

```
[ $RETVAL -eq 0 ] && touch $lockfile
    echo
return $RETVAL
}
```

The extensibility of the init script allowed specifying two custom functions, `conf_check()` and `make_aliasesdb()`, that are called from the `start()` function block. On closer look, several external files and directories are mentioned in the above code: the main service executable `/usr/sbin/postfix`, the `/etc/postfix/` and `/var/spool/postfix/` configuration directories, as well as the `/usr/sbin/postconf/` directory.

Systemd supports only the predefined actions, but enables executing custom executables with `ExecStart`, `ExecStartPre`, `ExecStartPost`, `ExecStop`, and `ExecReload` options. In case of `postfix` on Red Hat Enterprise Linux 7, the `/usr/sbin/postfix` together with supporting scripts are executed on service start. Consult the `postfix` unit file at [Example 9.17, “postfix.service Unit File”](#).

Converting complex init scripts requires understanding the purpose of every statement in the script. Some of the statements are specific to the operating system version, therefore you do not need to translate them. On the other hand, some adjustments might be needed in the new environment, both in unit file as well as in the service executable and supporting files.

#### 9.6.4. Modifying Existing Unit Files

Services installed on the system come with default unit files that are stored in the `/usr/lib/systemd/system/` directory. System Administrators should not modify these files directly, therefore any customization must be confined to configuration files in the `/etc/systemd/system/` directory. Depending on the extent of the required changes, pick one of the following approaches:

- Create a directory for supplementary configuration files at `/etc/systemd/system/unit.d/`. This method is recommended for most use cases. It enables extending the default configuration with additional functionality, while still referring to the original unit file. Changes to the default unit introduced with a package upgrade are therefore applied automatically. See [Section 9.6.4, “Extending the Default Unit Configuration”](#) for more information.
- Create a copy of the original unit file `/usr/lib/systemd/system/` in `/etc/systemd/system/` and make changes there. The copy overrides the original file, therefore changes introduced with the package update are not applied. This method is useful for making significant unit changes that should persist regardless of package updates. See [Section 9.6.4, “Overriding the Default Unit Configuration”](#) for details.

In order to return to the default configuration of the unit, just delete custom-created configuration files in `/etc/systemd/system/`. To apply changes to unit files without rebooting the system, execute:

```
systemctl daemon-reload
```

The `daemon-reload` option reloads all unit files and recreates the entire dependency tree, which is needed to immediately apply any change to a unit file. As an alternative, you can achieve the same result with the following command:

```
init q
```

Also, if the modified unit file belongs to a running service, this service must be restarted to accept new settings:

```
systemctl restart name.service
```



### Important

To modify properties, such as dependencies or timeouts, of a service that is handled by a SysV initscript, do not modify the initscript itself. Instead, create a **systemd** drop-in configuration file for the service as described in [Section 9.6.4, “Extending the Default Unit Configuration”](#) and [Section 9.6.4, “Overriding the Default Unit Configuration”](#). Then manage this service in the same way as a normal **systemd** service.

For example, to extend the configuration of the **network** service, do not modify the `/etc/rc.d/init.d/network` initscript file. Instead, create new directory `/etc/systemd/system/network.service.d/` and a **systemd** drop-in file `/etc/systemd/system/network.service.d/my_config.conf`. Then, put the modified values into the drop-in file. Note: **systemd** knows the **network** service as **network.service**, which is why the created directory must be called **network.service.d**

## Extending the Default Unit Configuration

To extend the default unit file with additional configuration options, first create a configuration directory in `/etc/systemd/system/`. If extending a service unit, execute the following command as **root**:

```
mkdir /etc/systemd/system/name.service.d/
```

Replace *name* with the name of the service you want to extend. The above syntax applies to all unit types.

Create a configuration file in the directory made in the previous step. Note that the file name must end with the `.conf` suffix. Type:

```
touch /etc/systemd/system/name.service.d/config_name.conf
```

Replace *config\_name* with the name of the configuration file. This file adheres to the normal unit file structure, therefore all directives must be specified under appropriate sections, see [Section 9.6.1, “Understanding the Unit File Structure”](#).

For example, to add a custom dependency, create a configuration file with the following content:

```
[Unit]
Requires=new_dependency
After=new_dependency
```

Where *new\_dependency* stands for the unit to be marked as a dependency. Another example is a configuration file that restarts the service after its main process exited, with a delay of 30 seconds:

```
[Service]
Restart=always
RestartSec=30
```

It is recommended to create small configuration files focused only on one task. Such files can be easily moved or linked to configuration directories of other services.

To apply changes made to the unit, execute as **root**:

```
systemctl daemon-reload
systemctl restart name.service
```

### Example 9.20. Extending the `httpd.service` Configuration

To modify the `httpd.service` unit so that a custom shell script is automatically executed when starting the Apache service, perform the following steps. First, create a directory and a custom configuration file:

```
~]# mkdir /etc/systemd/system/httpd.service.d/
~]# touch /etc/systemd/system/httpd.service.d/custom_script.conf
```

Provided that the script you want to start automatically with Apache is located at `/usr/local/bin/custom.sh`, insert the following text to the `custom_script.conf` file:

```
[Service]
ExecStartPost=/usr/local/bin/custom.sh
```

To apply the unit changes, execute:

```
~]# systemctl daemon-reload
~]# systemctl restart httpd.service
```



#### Note

The configuration files from configuration directories in `/etc/systemd/system/` take precedence over unit files in `/usr/lib/systemd/system/`. Therefore, if the configuration files contain an option that can be specified only once, such as **Description** or **ExecStart**, the default value of this option is overridden. Note that in the output of the `systemd-delta` command, described in [Section 9.6.4, “Monitoring Overridden Units”](#), such units are always marked as [EXTENDED], even though in sum, certain options are actually overridden.

### Overriding the Default Unit Configuration

To make changes that will persist after updating the package that provides the unit file, first copy the file to the `/etc/systemd/system/` directory. To do so, execute the following command as **root**:

```
cp /usr/lib/systemd/system/name.service /etc/systemd/system/name.service
```

Where *name* stands for the name of the service unit you wish to modify. The above syntax applies to all unit types.

Open the copied file with a text editor, and make the desired changes. To apply the unit changes, execute as **root**:

```
systemctl daemon-reload
systemctl restart name.service
```

### Example 9.21. Changing the timeout limit

You can specify a timeout value per service to prevent a malfunctioning service from freezing the system. Otherwise, timeout is set by default to 90 seconds for normal services and to 300 seconds for SysV-compatible services.

For example, to extend timeout limit for the **httpd** service:

1. Copy the **httpd** unit file to the `/etc/systemd/system/` directory:

```
cp /usr/lib/systemd/system/httpd.service
/etc/systemd/system/httpd.service
```

2. Open file `/etc/systemd/system/httpd.service` and specify the **TimeoutStartUSec** value in the **[Service]** section:

```
...
[Service]
...
PrivateTmp=true
TimeoutStartSec=10

[Install]
WantedBy=multi-user.target
...
```

3. Reload the **systemd** daemon:

```
systemctl daemon-reload
```

4. *Optional.* Verify the new timeout value:

```
systemctl show httpd -p TimeoutStartUSec
```

## Monitoring Overridden Units

To display an overview of overridden or modified unit files, use the following command:

```
systemd-delta
```

For example, the output of the above command can look as follows:

```
[EQUIVALENT] /etc/systemd/system/default.target →
/usr/lib/systemd/system/default.target
[OVERRIDDEN] /etc/systemd/system/autofs.service →
/usr/lib/systemd/system/autofs.service

--- /usr/lib/systemd/system/autofs.service      2014-10-16
```

```

21:30:39.000000000 -0400
+++ /etc/systemd/system/autofs.service 2014-11-21 10:00:58.513568275 -
0500
@@ -8,7 +8,8 @@
EnvironmentFile=-/etc/sysconfig/autofs
ExecStart=/usr/sbin/automount $OPTIONS --pid-file /run/autofs.pid
ExecReload=/usr/bin/kill -HUP $MAINPID
-TimeoutSec=180
+TimeoutSec=240
+Restart=Always

[Install]
WantedBy=multi-user.target

[MASKED] /etc/systemd/system/cups.service →
/usr/lib/systemd/system/cups.service
[EXTENDED] /usr/lib/systemd/system/sss.service →
/etc/systemd/system/sss.service.d/journal.conf

4 overridden configuration files found.

```

[Table 9.13, “systemd-delta Difference Types”](#) lists override types that can appear in the output of `systemd-delta`. Note that if a file is overridden, `systemd-delta` by default displays a summary of changes similar to the output of the `diff` command.

**Table 9.13. systemd-delta Difference Types**

Type	Description
[MASKED]	Masked unit files, see <a href="#">Section 9.2.7, “Disabling a Service”</a> for description of unit masking.
[EQUIVALENT]	Unmodified copies that override the original files but do not differ in content, typically symbolic links.
[REDIRECTED]	Files that are redirected to another file.
[OVERRIDEN]	Overridden and changed files.
[EXTENDED]	Files that are extended with <code>.conf</code> files in the <code>/etc/systemd/system/unit.d/</code> directory.
[UNCHANGED]	Unmodified files are displayed only when the <code>--type=unchanged</code> option is used.

It is good practice to run `systemd-delta` after system update to check if there are any updates to the default units that are currently overridden by custom configuration. It is also possible to limit the output only to a certain difference type. For example, to view just the overridden units, execute:

```
systemd-delta --type=overridden
```

### 9.6.5. Working with Instantiated Units

It is possible to instantiate multiple units from a single template configuration file at runtime. The “@” character is used to mark the template and to associate units with it. Instantiated units can be started from another unit file (using `Requires` or `Wants` options), or with the `systemctl start` command. Instantiated service units are named the following way:

```
template_name@instance_name.service
```

Where *template\_name* stands for the name of the template configuration file. Replace *instance\_name* with the name for the unit instance. Several instances can point to the same template file with configuration options common for all instances of the unit. Template unit name has the form of:

```
unit_name@.service
```

For example, the following **Wants** setting in a unit file:

```
Wants=getty@ttyA.service, getty@ttyB.service
```

first makes systemd search for given service units. If no such units are found, the part between "@" and the type suffix is ignored and systemd searches for the **getty@.service** file, reads the configuration from it, and starts the services.

Wildcard characters, called *unit specifiers*, can be used in any unit configuration file. Unit specifiers substitute certain unit parameters and are interpreted at runtime. [Table 9.14, "Important Unit Specifiers"](#) lists unit specifiers that are particularly useful for template units.

**Table 9.14. Important Unit Specifiers**

Unit Specifier	Meaning	Description
%n	Full unit name	Stands for the full unit name including the type suffix. %N has the same meaning but also replaces the forbidden characters with ASCII codes.
%p	Prefix name	Stands for a unit name with type suffix removed. For instantiated units %p stands for the part of the unit name before the "@" character.
%i	Instance name	Is the part of the instantiated unit name between the "@" character and the type suffix. %I has the same meaning but also replaces the forbidden characters for ASCII codes.
%H	Host name	Stands for the hostname of the running system at the point in time the unit configuration is loaded.
%t	Runtime directory	Represents the runtime directory, which is either <b>/run</b> for the <b>root</b> user, or the value of the XDG_RUNTIME_DIR variable for unprivileged users.

For a complete list of unit specifiers, see the **systemd.unit(5)** manual page.

For example, the **getty@.service** template contains the following directives:

```
[Unit]
Description=Getty on %I
...
[Service]
ExecStart=-/sbin/agetty --noclear %I $TERM
...
```

When the **getty@ttyA.service** and **getty@ttyB.service** are instantiated from the above template, **Description=** is resolved as *Getty on ttyA* and *Getty on ttyB*.

## 9.7. Additional Resources

For more information on `systemd` and its usage on Red Hat Enterprise Linux 7, see the resources listed below.

## Installed Documentation

- ✦ **`systemctl(1)`** — The manual page for the **`systemctl`** command line utility provides a complete list of supported options and commands.
- ✦ **`systemd(1)`** — The manual page for the **`systemd`** system and service manager provides more information about its concepts and documents available command line options and environment variables, supported configuration files and directories, recognized signals, and available kernel options.
- ✦ **`systemd-delta(1)`** — The manual page for the **`systemd-delta`** utility that allows to find extended and overridden configuration files.
- ✦ **`systemd.unit(5)`** — The manual page named **`systemd.unit`** provides in-depth information about `systemd` unit files and documents all available configuration options.
- ✦ **`systemd.service(5)`** — The manual page named **`systemd.service`** documents the format of service unit files.
- ✦ **`systemd.target(5)`** — The manual page named **`systemd.target`** documents the format of target unit files.
- ✦ **`systemd.kill(5)`** — The manual page named **`systemd.kill`** documents the configuration of the process killing procedure.

## Online Documentation

- ✦ [Red Hat Enterprise Linux 7 Networking Guide](#) — The *Networking Guide* for Red Hat Enterprise Linux 7 documents relevant information regarding the configuration and administration of network interfaces, networks, and network services in this system. It provides an introduction to the **`hostnamectl`** utility, explains how to use it to view and set host names on the command line, both locally and remotely, and provides important information about the selection of host names and domain names.
- ✦ [Red Hat Enterprise Linux 7 Desktop Migration and Administration Guide](#) — The *Desktop Migration and Administration Guide* for Red Hat Enterprise Linux 7 documents the migration planning, deployment, configuration, and administration of the GNOME 3 desktop on this system. It introduces the **`logind`** service, enumerates its most significant features, and explains how to use the **`logindctl`** utility to list active sessions and enable multi-seat support.
- ✦ [Red Hat Enterprise Linux 7 SELinux User's and Administrator's Guide](#) — The *SELinux User's and Administrator's Guide* for Red Hat Enterprise Linux 7 describes the basic principles of SELinux and documents in detail how to configure and use SELinux with various services such as the Apache HTTP Server, Postfix, PostgreSQL, or OpenShift. It explains how to configure SELinux access permissions for system services managed by `systemd`.
- ✦ [Red Hat Enterprise Linux 7 Installation Guide](#) — The *Installation Guide* for Red Hat Enterprise Linux 7 documents how to install the system on AMD64 and Intel 64 systems, 64-bit IBM Power Systems servers, and IBM System z. It also covers advanced installation methods such as Kickstart installations, PXE installations, and installations over the VNC protocol. In addition, it describes common post-installation tasks and explains how to troubleshoot installation problems, including detailed instructions on how to boot into rescue mode or recover the root password.
- ✦ [Red Hat Enterprise Linux 7 Security Guide](#) — The *Security Guide* for Red Hat Enterprise Linux 7

assists users and administrators in learning the processes and practices of securing their workstations and servers against local and remote intrusion, exploitation, and malicious activity. It also explains how to secure critical system services.

- ✦ [systemd Home Page](#) — The project home page provides more information about `systemd`.

## See Also

- ✦ [Chapter 1, System Locale and Keyboard Configuration](#) documents how to manage the system locale and keyboard layouts. It explains how to use the `localectl` utility to view the current locale, list available locales, and set the system locale on the command line, as well as to view the current keyboard layout, list available keymaps, and enable a particular keyboard layout on the command line.
- ✦ [Chapter 2, Configuring the Date and Time](#) documents how to manage the system date and time. It explains the difference between a real-time clock and system clock and describes how to use the `timedatectl` utility to display the current settings of the system clock, configure the date and time, change the time zone, and synchronize the system clock with a remote server.
- ✦ [Chapter 5, Gaining Privileges](#) documents how to gain administrative privileges by using the `su` and `sudo` commands.
- ✦ [Chapter 10, OpenSSH](#) describes how to configure an SSH server and how to use the `ssh`, `scp`, and `sftp` client utilities to access it.
- ✦ [Chapter 20, Viewing and Managing Log Files](#) provides an introduction to `journald`. It describes the journal, introduces the `journald` service, and documents how to use the `journalctl` utility to view log entries, enter live view mode, and filter log entries. In addition, this chapter describes how to give non-root users access to system logs and enable persistent storage for log files.

## Chapter 10. OpenSSH

**SSH** (Secure Shell) is a protocol which facilitates secure communications between two systems using a client-server architecture and allows users to log in to server host systems remotely. Unlike other remote communication protocols, such as **FTP** or **Telnet**, SSH encrypts the login session, rendering the connection difficult for intruders to collect unencrypted passwords.

The **ssh** program is designed to replace older, less secure terminal applications used to log in to remote hosts, such as **telnet** or **rsh**. A related program called **scp** replaces older programs designed to copy files between hosts, such as **rcp**. Because these older applications do not encrypt passwords transmitted between the client and the server, avoid them whenever possible. Using secure methods to log in to remote systems decreases the risks for both the client system and the remote host.

Red Hat Enterprise Linux includes the general OpenSSH package, *openssh*, as well as the OpenSSH server, *openssh-server*, and client, *openssh-clients*, packages. Note, the OpenSSH packages require the OpenSSL package *openssl-libs*, which installs several important cryptographic libraries, enabling OpenSSH to provide encrypted communications.

### 10.1. The SSH Protocol

#### 10.1.1. Why Use SSH?

Potential intruders have a variety of tools at their disposal enabling them to disrupt, intercept, and re-route network traffic in an effort to gain access to a system. In general terms, these threats can be categorized as follows:

##### **Interception of communication between two systems**

The attacker can be somewhere on the network between the communicating parties, copying any information passed between them. He may intercept and keep the information, or alter the information and send it on to the intended recipient.

This attack is usually performed using a *packet sniffer*, a rather common network utility that captures each packet flowing through the network, and analyzes its content.

##### **Impersonation of a particular host**

Attacker's system is configured to pose as the intended recipient of a transmission. If this strategy works, the user's system remains unaware that it is communicating with the wrong host.

This attack can be performed using a technique known as *DNS poisoning*, or via so-called *IP spoofing*. In the first case, the intruder uses a cracked DNS server to point client systems to a maliciously duplicated host. In the second case, the intruder sends falsified network packets that appear to be from a trusted host.

Both techniques intercept potentially sensitive information and, if the interception is made for hostile reasons, the results can be disastrous. If SSH is used for remote shell login and file copying, these security threats can be greatly diminished. This is because the SSH client and server use digital signatures to verify their identity. Additionally, all communication between the client and server systems is encrypted. Attempts to spoof the identity of either side of a communication does not work, since each packet is encrypted using a key known only by the local and remote systems.

#### 10.1.2. Main Features

The SSH protocol provides the following safeguards:

**No one can pose as the intended server**

After an initial connection, the client can verify that it is connecting to the same server it had connected to previously.

**No one can capture the authentication information**

The client transmits its authentication information to the server using strong, 128-bit encryption.

**No one can intercept the communication**

All data sent and received during a session is transferred using 128-bit encryption, making intercepted transmissions extremely difficult to decrypt and read.

Additionally, it also offers the following options:

**It provides secure means to use graphical applications over a network**

Using a technique called *X11 forwarding*, the client can forward *X11 (X Window System)* applications from the server.

**It provides a way to secure otherwise insecure protocols**

The SSH protocol encrypts everything it sends and receives. Using a technique called *port forwarding*, an SSH server can become a conduit to securing otherwise insecure protocols, like POP, and increasing overall system and data security.

**It can be used to create a secure channel**

The OpenSSH server and client can be configured to create a tunnel similar to a virtual private network for traffic between server and client machines.

**It supports the Kerberos authentication**

OpenSSH servers and clients can be configured to authenticate using the GSSAPI (Generic Security Services Application Program Interface) implementation of the Kerberos network authentication protocol.

### 10.1.3. Protocol Versions

Two varieties of SSH currently exist: version 1, and newer version 2. The OpenSSH suite under Red Hat Enterprise Linux uses SSH version 2, which has an enhanced key exchange algorithm not vulnerable to the known exploit in version 1. However, for compatibility reasons, the OpenSSH suite does support version 1 connections as well.

**Important**

To ensure maximum security for your connection, it is recommended that only SSH version 2-compatible servers and clients are used whenever possible.

### 10.1.4. Event Sequence of an SSH Connection

The following series of events help protect the integrity of SSH communication between two hosts.

1. A cryptographic handshake is made so that the client can verify that it is communicating with the correct server.
2. The transport layer of the connection between the client and remote host is encrypted using a symmetric cipher.
3. The client authenticates itself to the server.
4. The client interacts with the remote host over the encrypted connection.

#### 10.1.4.1. Transport Layer

The primary role of the transport layer is to facilitate safe and secure communication between the two hosts at the time of authentication and during subsequent communication. The transport layer accomplishes this by handling the encryption and decryption of data, and by providing integrity protection of data packets as they are sent and received. The transport layer also provides compression, speeding the transfer of information.

Once an SSH client contacts a server, key information is exchanged so that the two systems can correctly construct the transport layer. The following steps occur during this exchange:

- Keys are exchanged
- The public key encryption algorithm is determined
- The symmetric encryption algorithm is determined
- The message authentication algorithm is determined
- The hash algorithm is determined

During the key exchange, the server identifies itself to the client with a unique *host key*. If the client has never communicated with this particular server before, the server's host key is unknown to the client and it does not connect. OpenSSH gets around this problem by accepting the server's host key. This is done after the user is notified and has both accepted and verified the new host key. In subsequent connections, the server's host key is checked against the saved version on the client, providing confidence that the client is indeed communicating with the intended server. If, in the future, the host key no longer matches, the user must remove the client's saved version before a connection can occur.



#### Warning

It is possible for an attacker to masquerade as an SSH server during the initial contact since the local system does not know the difference between the intended server and a false one set up by an attacker. To help prevent this, verify the integrity of a new SSH server by contacting the server administrator before connecting for the first time or in the event of a host key mismatch.

SSH is designed to work with almost any kind of public key algorithm or encoding format. After an initial key exchange creates a hash value used for exchanges and a shared secret value, the two systems immediately begin calculating new keys and algorithms to protect authentication and future data sent over the connection.

After a certain amount of data has been transmitted using a given key and algorithm (the exact amount depends on the SSH implementation), another key exchange occurs, generating another set of hash values and a new shared secret value. Even if an attacker is able to determine the hash and shared secret value, this information is only useful for a limited period of time.

### 10.1.4.2. Authentication

Once the transport layer has constructed a secure tunnel to pass information between the two systems, the server tells the client the different authentication methods supported, such as using a private key-encoded signature or typing a password. The client then tries to authenticate itself to the server using one of these supported methods.

SSH servers and clients can be configured to allow different types of authentication, which gives each side the optimal amount of control. The server can decide which encryption methods it supports based on its security model, and the client can choose the order of authentication methods to attempt from the available options.

### 10.1.4.3. Channels

After a successful authentication over the SSH transport layer, multiple channels are opened via a technique called *multiplexing* <sup>[1]</sup>. Each of these channels handles communication for different terminal sessions and for forwarded X11 sessions.

Both clients and servers can create a new channel. Each channel is then assigned a different number on each end of the connection. When the client attempts to open a new channel, the client sends the channel number along with the request. This information is stored by the server and is used to direct communication to that channel. This is done so that different types of sessions do not affect one another and so that when a given session ends, its channel can be closed without disrupting the primary SSH connection.

Channels also support *flow-control*, which allows them to send and receive data in an orderly fashion. In this way, data is not sent over the channel until the client receives a message that the channel is open.

The client and server negotiate the characteristics of each channel automatically, depending on the type of service the client requests and the way the user is connected to the network. This allows great flexibility in handling different types of remote connections without having to change the basic infrastructure of the protocol.

## 10.2. Configuring OpenSSH

### 10.2.1. Configuration Files

There are two different sets of configuration files: those for client programs (that is, **ssh**, **scp**, and **sftp**), and those for the server (the **sshd** daemon).

System-wide SSH configuration information is stored in the `/etc/ssh/` directory as described in [Table 10.1, “System-wide configuration files”](#). User-specific SSH configuration information is stored in `~/.ssh/` within the user's home directory as described in [Table 10.2, “User-specific configuration files”](#).

**Table 10.1. System-wide configuration files**

File	Description
------	-------------

File	Description
<code>/etc/ssh/moduli</code>	Contains Diffie-Hellman groups used for the Diffie-Hellman key exchange which is critical for constructing a secure transport layer. When keys are exchanged at the beginning of an SSH session, a shared, secret value is created which cannot be determined by either party alone. This value is then used to provide host authentication.
<code>/etc/ssh/ssh_config</code>	The default SSH client configuration file. Note that it is overridden by <code>~/.ssh/config</code> if it exists.
<code>/etc/ssh/sshd_config</code>	The configuration file for the <code>sshd</code> daemon.
<code>/etc/ssh/ssh_host_ecdsa_key</code>	The ECDSA private key used by the <code>sshd</code> daemon.
<code>/etc/ssh/ssh_host_ecdsa_key.pub</code>	The ECDSA public key used by the <code>sshd</code> daemon.
<code>/etc/ssh/ssh_host_key</code>	The RSA private key used by the <code>sshd</code> daemon for version 1 of the SSH protocol.
<code>/etc/ssh/ssh_host_key.pub</code>	The RSA public key used by the <code>sshd</code> daemon for version 1 of the SSH protocol.
<code>/etc/ssh/ssh_host_rsa_key</code>	The RSA private key used by the <code>sshd</code> daemon for version 2 of the SSH protocol.
<code>/etc/ssh/ssh_host_rsa_key.pub</code>	The RSA public key used by the <code>sshd</code> daemon for version 2 of the SSH protocol.
<code>/etc/pam.d/sshd</code>	The PAM configuration file for the <code>sshd</code> daemon.
<code>/etc/sysconfig/sshd</code>	Configuration file for the <code>sshd</code> service.

Table 10.2. User-specific configuration files

File	Description
<code>~/.ssh/authorized_keys</code>	Holds a list of authorized public keys for servers. When the client connects to a server, the server authenticates the client by checking its signed public key stored within this file.
<code>~/.ssh/id_ecdsa</code>	Contains the ECDSA private key of the user.
<code>~/.ssh/id_ecdsa.pub</code>	The ECDSA public key of the user.
<code>~/.ssh/id_rsa</code>	The RSA private key used by <code>ssh</code> for version 2 of the SSH protocol.
<code>~/.ssh/id_rsa.pub</code>	The RSA public key used by <code>ssh</code> for version 2 of the SSH protocol.
<code>~/.ssh/identity</code>	The RSA private key used by <code>ssh</code> for version 1 of the SSH protocol.
<code>~/.ssh/identity.pub</code>	The RSA public key used by <code>ssh</code> for version 1 of the SSH protocol.
<code>~/.ssh/known_hosts</code>	Contains host keys of SSH servers accessed by the user. This file is very important for ensuring that the SSH client is connecting to the correct SSH server.

For information concerning various directives that can be used in the SSH configuration files, see the `ssh_config(5)` and `sshd_config(5)` manual pages.

### 10.2.2. Starting an OpenSSH Server

In order to run an OpenSSH server, you must have the `openssh-server` package installed. For more information on how to install new packages, see [Section 8.2.4, “Installing Packages”](#).

To start the **sshd** daemon in the current session, type the following at a shell prompt as **root**:

```
~]# systemctl start sshd.service
```

To stop the running **sshd** daemon in the current session, use the following command as **root**:

```
~]# systemctl stop sshd.service
```

If you want the daemon to start automatically at boot time, type as **root**:

```
~]# systemctl enable sshd.service
Created symlink from /etc/systemd/system/multi-
user.target.wants/sshd.service to /usr/lib/systemd/system/sshd.service.
```

The **sshd** daemon depends on the **network.target** target unit, which is sufficient for static configured network interfaces and for default **ListenAddress 0.0.0.0** options. To specify different addresses in the **ListenAddress** directive and to use a slower dynamic network configuration, add dependency on the **network-online.target** target unit to the **sshd.service** unit file. To achieve this, create the **/etc/systemd/system/sshd.service.d/local.conf** file with the following options:

```
[Unit]
Wants=network-online.target
After=network-online.target
```

After this, reload the **systemd** manager configuration using the following command:

```
~]# systemctl daemon-reload
```

For more information on how to manage system services in Red Hat Enterprise Linux, see [Chapter 9, Managing Services with systemd](#).

Note that if you reinstall the system, a new set of identification keys will be created. As a result, clients who had connected to the system with any of the OpenSSH tools before the reinstall will see the following message:

```
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
@      WARNING: REMOTE HOST IDENTIFICATION HAS CHANGED!      @
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
IT IS POSSIBLE THAT SOMEONE IS DOING SOMETHING NASTY!
Someone could be eavesdropping on you right now (man-in-the-middle
attack)!
It is also possible that the RSA host key has just been changed.
```

To prevent this, you can backup the relevant files from the **/etc/ssh/** directory. See [Table 10.1, “System-wide configuration files”](#) for a complete list, and restore the files whenever you reinstall the system.

### 10.2.3. Requiring SSH for Remote Connections

For SSH to be truly effective, using insecure connection protocols should be prohibited. Otherwise, a user's password may be protected using SSH for one session, only to be captured later while logging in using Telnet. Some services to disable include **telnet**, **rsh**, **rlogin**, and **vsftpd**.

For information on how to configure the **vsftpd** service, see [Section 14.2, “FTP”](#). To learn how to manage system services in Red Hat Enterprise Linux 7, read [Chapter 9, Managing Services with \*systemd\*](#).

### 10.2.4. Using Key-based Authentication

To improve the system security even further, generate SSH key pairs and then enforce key-based authentication by disabling password authentication. To do so, open the `/etc/ssh/sshd_config` configuration file in a text editor such as **vi** or **nano**, and change the **PasswordAuthentication** option as follows:

```
PasswordAuthentication no
```

If you are working on a system other than a new default installation, check that **PubkeyAuthentication no** has **not** been set. If connected remotely, not using console or out-of-band access, testing the key-based log in process before disabling password authentication is advised.

To be able to use **ssh**, **scp**, or **sftp** to connect to the server from a client machine, generate an authorization key pair by following the steps below. Note that keys must be generated for each user separately.

Red Hat Enterprise Linux 7 uses SSH Protocol 2 and RSA keys by default (see [Section 10.1.3, “Protocol Versions”](#) for more information).



#### Important

If you complete the steps as **root**, only **root** will be able to use the keys.



#### Note

If you reinstall your system and want to keep previously generated key pairs, backup the `~/.ssh/` directory. After reinstalling, copy it back to your home directory. This process can be done for all users on your system, including **root**.

#### 10.2.4.1. Generating Key Pairs

To generate an RSA key pair for version 2 of the SSH protocol, follow these steps:

1. Generate an RSA key pair by typing the following at a shell prompt:

```
~]$ ssh-keygen -t rsa
Generating public/private rsa key pair.
Enter file in which to save the key (/home/USER/.ssh/id_rsa):
```

2. Press **Enter** to confirm the default location, `~/.ssh/id_rsa`, for the newly created key.
3. Enter a passphrase, and confirm it by entering it again when prompted to do so. For security reasons, avoid using the same password as you use to log in to your account.

After this, you will be presented with a message similar to this:

```

Your identification has been saved in /home/USER/.ssh/id_rsa.
Your public key has been saved in /home/USER/.ssh/id_rsa.pub.
The key fingerprint is:
e7:97:c7:e2:0e:f9:0e:fc:c4:d7:cb:e5:31:11:92:14
USER@penguin.example.com
The key's randomart image is:
+--[ RSA 2048]-----+
|           E.   |
|            . . |
|             o . |
|              . .|
|             S . .|
|            + o o ..|
|             * * +oo|
|             0 +..=|
|             o*  o. |
+-----+

```

- By default, the permissions of the `~/ .ssh/` directory are set to `rwX-----` or `700` expressed in octal notation. This is to ensure that only the `USER` can view the contents. If required, this can be confirmed with the following command:

```

~]$ ls -ld ~/.ssh
drwx----- . 2 USER USER 54 Nov 25 16:56 /home/USER/.ssh/

```

- To copy the public key to a remote machine, issue a command in the following format:

```
ssh-copy-id user@hostname
```

This will copy the most recently modified `~/ .ssh/id* .pub` public key if it is not yet installed. Alternatively, specify the public key's file name as follows:

```
ssh-copy-id -i ~/.ssh/id_rsa.pub user@hostname
```

This will copy the content of `~/ .ssh/id_rsa.pub` into the `~/ .ssh/authorized_keys` file on the machine to which you want to connect. If the file already exists, the keys are appended to its end.

To generate an ECDSA key pair for version 2 of the SSH protocol, follow these steps:

- Generate an ECDSA key pair by typing the following at a shell prompt:

```

~]$ ssh-keygen -t ecdsa
Generating public/private ecdsa key pair.
Enter file in which to save the key (/home/USER/.ssh/id_ecdsa):

```

- Press **Enter** to confirm the default location, `~/ .ssh/id_ecdsa`, for the newly created key.
- Enter a passphrase, and confirm it by entering it again when prompted to do so. For security reasons, avoid using the same password as you use to log in to your account.

After this, you will be presented with a message similar to this:

```

Your identification has been saved in /home/USER/.ssh/id_ecdsa.
Your public key has been saved in /home/USER/.ssh/id_ecdsa.pub.

```

```

The key fingerprint is:
fd:1d:ca:10:52:96:21:43:7e:bd:4c:fc:5b:35:6b:63
USER@penguin.example.com
The key's randomart image is:
+--[ECDSA 256]-----+
|           .+ +o      |
|           . =.o      |
|           o o +   .. |
|           + + o   +  |
|           S o o oE.  |
|           + oo+.    |
|           + o       |
|                   |
|                   |
+-----+

```

4. By default, the permissions of the `~/ .ssh/` directory are set to `rwX-----` or `700` expressed in octal notation. This is to ensure that only the *USER* can view the contents. If required, this can be confirmed with the following command:

```

~]$ ls -ld ~/.ssh
~]$ ls -ld ~/.ssh/
drwx----- . 2 USER USER 54 Nov 25 16:56 /home/USER/.ssh/

```

5. To copy the public key to a remote machine, issue a command in the following format:

```
ssh-copy-id USER@hostname
```

This will copy the most recently modified `~/ .ssh/id* .pub` public key if it is not yet installed. Alternatively, specify the public key's file name as follows:

```
ssh-copy-id -i ~/.ssh/id_ecdsa.pub USER@hostname
```

This will copy the content of `~/ .ssh/id_ecdsa.pub` into the `~/ .ssh/authorized_keys` on the machine to which you want to connect. If the file already exists, the keys are appended to its end.

See [Section 10.2.4.2, “Configuring ssh-agent”](#) for information on how to set up your system to remember the passphrase.



### Important

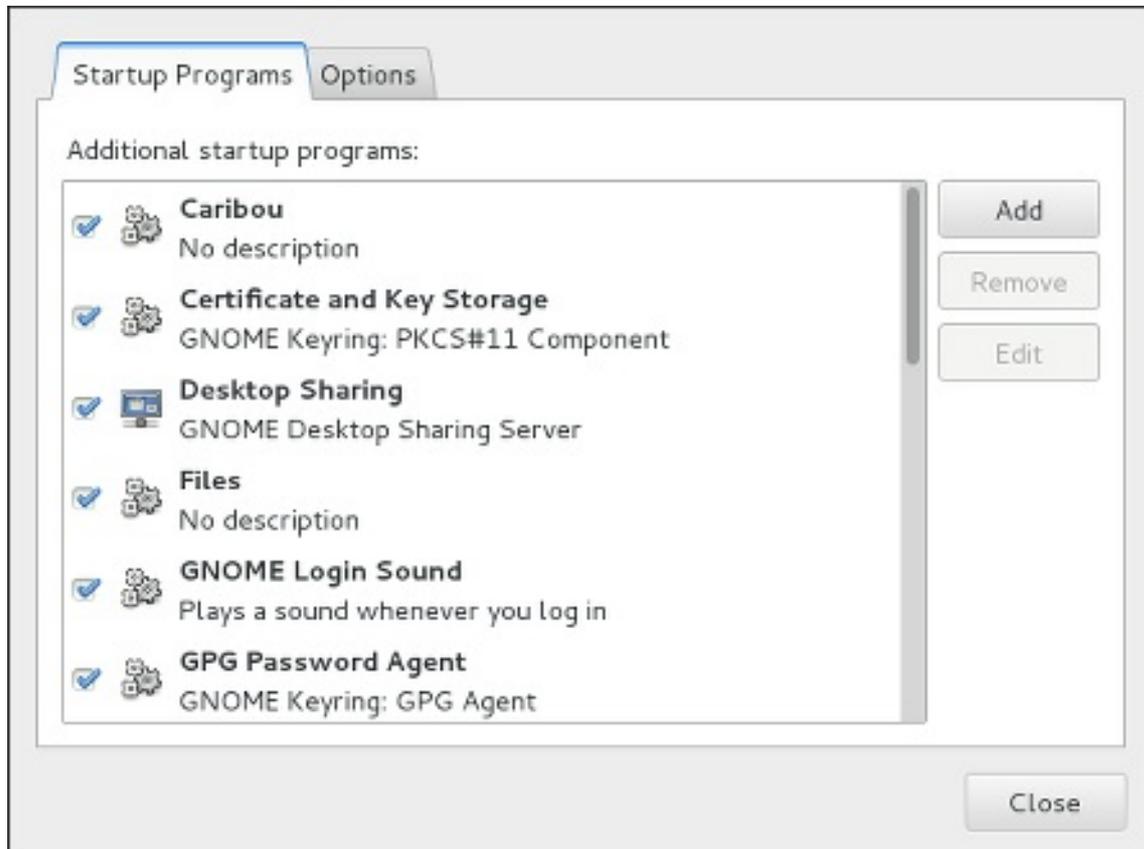
The private key is for your personal use only, and it is important that you never give it to anyone.

#### 10.2.4.2. Configuring ssh-agent

To store your passphrase so that you do not have to enter it each time you initiate a connection with a remote machine, you can use the **ssh-agent** authentication agent. If you are running GNOME, you can configure it to prompt you for your passphrase whenever you log in and remember it during the whole session. Otherwise you can store the passphrase for a certain shell prompt.

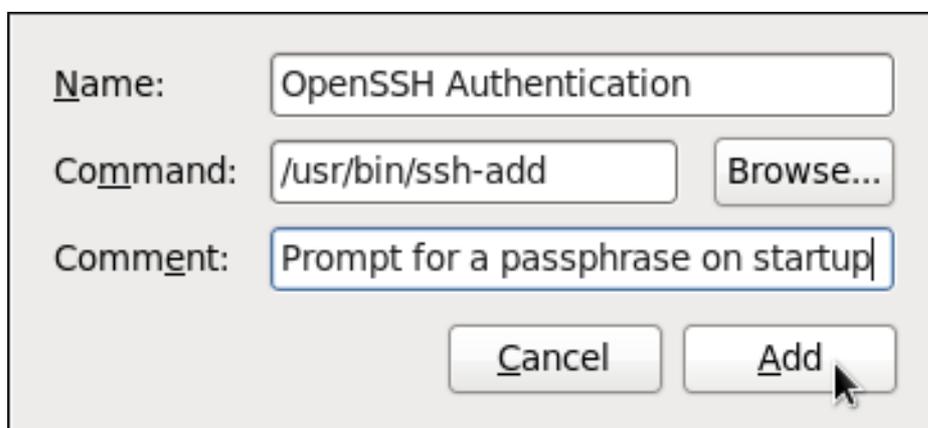
To save your passphrase during your GNOME session, follow these steps:

1. Make sure you have the `openssh-askpass` package installed. If not, see [Section 8.2.4, “Installing Packages”](#) for more information on how to install new packages in Red Hat Enterprise Linux.
2. Press the **Super** key to enter the Activities Overview, type **Startup Applications** and then press **Enter**. The **Startup Applications Preferences** tool appears. The tab containing a list of available startup programs will be shown by default. The **Super** key appears in a variety of guises, depending on the keyboard and other hardware, but often as either the Windows or Command key, and typically to the left of the Spacebar.



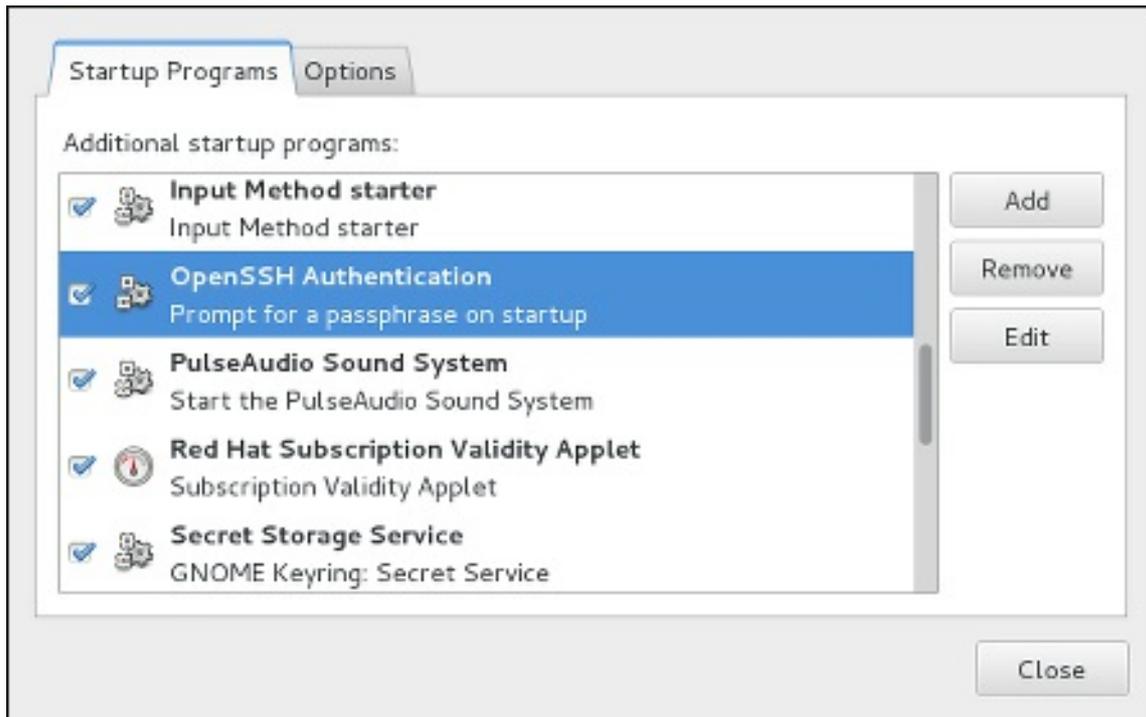
**Figure 10.1. Startup Applications Preferences**

3. Click the **Add** button on the right, and enter `/usr/bin/ssh-add` in the **Command** field.



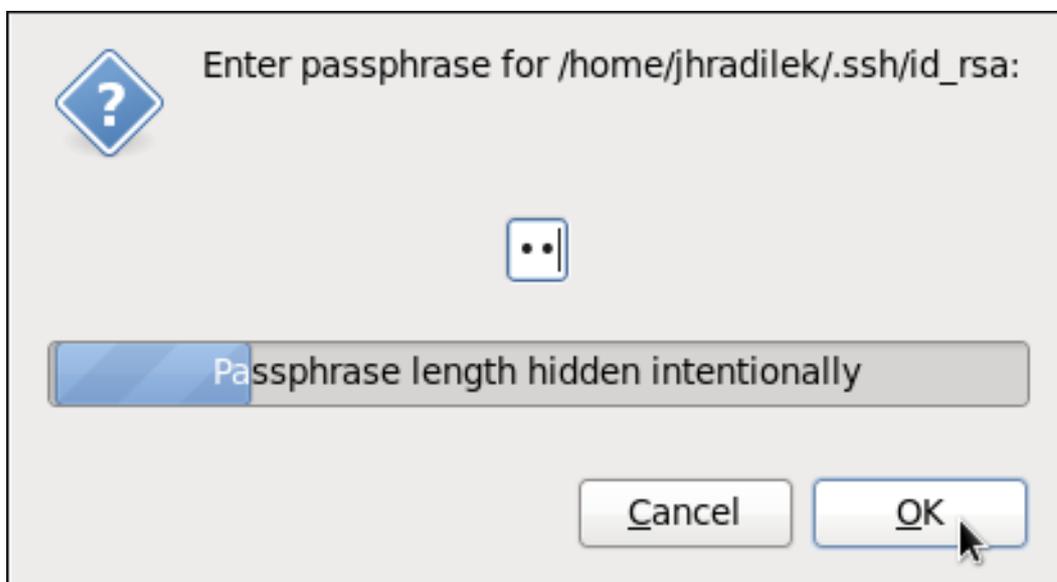
**Figure 10.2. Adding new application**

4. Click **Add** and make sure the checkbox next to the newly added item is selected.



**Figure 10.3. Enabling the application**

5. Log out and then log back in. A dialog box will appear prompting you for your passphrase. From this point on, you should not be prompted for a password by **ssh**, **scp**, or **sftp**.



**Figure 10.4. Entering a passphrase**

To save your passphrase for a certain shell prompt, use the following command:

```
~]$ ssh-add  
Enter passphrase for /home/USER/.ssh/id_rsa:
```

Note that when you log out, your passphrase will be forgotten. You must execute the command each

time you log in to a virtual console or a terminal window.

## 10.3. OpenSSH Clients

To connect to an OpenSSH server from a client machine, you must have the *openssh-clients* package installed (see [Section 8.2.4, “Installing Packages”](#) for more information on how to install new packages in Red Hat Enterprise Linux).

### 10.3.1. Using the ssh Utility

The **ssh** utility allows you to log in to a remote machine and execute commands there. It is a secure replacement for the **rlogin**, **rsh**, and **telnet** programs.

Similarly to the **telnet** command, log in to a remote machine by using the following command:

```
ssh hostname
```

For example, to log in to a remote machine named **penguin.example.com**, type the following at a shell prompt:

```
~]$ ssh penguin.example.com
```

This will log you in with the same user name you are using on the local machine. If you want to specify a different user name, use a command in the following form:

```
ssh username@hostname
```

For example, to log in to **penguin.example.com** as **USER**, type:

```
~]$ ssh USER@penguin.example.com
```

The first time you initiate a connection, you will be presented with a message similar to this:

```
The authenticity of host 'penguin.example.com' can't be established.
ECDSA key fingerprint is 256
da:24:43:0b:2e:c1:3f:a1:84:13:92:01:52:b4:84:ff.
Are you sure you want to continue connecting (yes/no)?
```

Users should always check if the fingerprint is correct before answering the question in this dialog. The user can ask the administrator of the server to confirm the key is correct. This should be done in a secure and previously agreed way. If the user has access to the server's host keys, the fingerprint can be checked by using the **ssh-keygen** command as follows:

```
~]# ssh-keygen -l -f /etc/ssh/ssh_host_ecdsa_key.pub
256 da:24:43:0b:2e:c1:3f:a1:84:13:92:01:52:b4:84:ff (ECDSA)
```

Type **yes** to accept the key and confirm the connection. You will see a notice that the server has been added to the list of known hosts, and a prompt asking for your password:

```
Warning: Permanently added 'penguin.example.com' (ECDSA) to the list of
known hosts.
USER@penguin.example.com's password:
```



## Important

If the SSH server's host key changes, the client notifies the user that the connection cannot proceed until the server's host key is deleted from the `~/ .ssh/known_hosts` file. Before doing this, however, contact the system administrator of the SSH server to verify the server is not compromised.

To remove a key from the `~/ .ssh/known_hosts` file, issue a command as follows:

```
~]# ssh-keygen -R penguin.example.com
# Host penguin.example.com found: line 15 type ECDSA
/home/USER/.ssh/known_hosts updated.
Original contents retained as /home/USER/.ssh/known_hosts.old
```

After entering the password, you will be provided with a shell prompt for the remote machine.

Alternatively, the `ssh` program can be used to execute a command on the remote machine without logging in to a shell prompt:

```
ssh [username@]hostname command
```

For example, the `/etc/redhat-release` file provides information about the Red Hat Enterprise Linux version. To view the contents of this file on `penguin.example.com`, type:

```
~]$ ssh USER@penguin.example.com cat /etc/redhat-release
USER@penguin.example.com's password:
Red Hat Enterprise Linux Server release 7.0 (Maipo)
```

After you enter the correct password, the user name will be displayed, and you will return to your local shell prompt.

### 10.3.2. Using the `scp` Utility

`scp` can be used to transfer files between machines over a secure, encrypted connection. In its design, it is very similar to `rcp`.

To transfer a local file to a remote system, use a command in the following form:

```
scp localfile username@hostname:remotefile
```

For example, if you want to transfer `taglist.vim` to a remote machine named `penguin.example.com`, type the following at a shell prompt:

```
~]$ scp taglist.vim USER@penguin.example.com: .vim/plugin/taglist.vim
USER@penguin.example.com's password:
taglist.vim                               100% 144KB 144.5KB/s
00:00
```

Multiple files can be specified at once. To transfer the contents of `.vim/plugin/` to the same directory on the remote machine `penguin.example.com`, type the following command:

```
~]$ scp .vim/plugin/* USER@penguin.example.com: .vim/plugin/
USER@penguin.example.com's password:
closetag.vim                100%   13KB   12.6KB/s
00:00
snippetsEmu.vim            100%   33KB   33.1KB/s
00:00
taglist.vim                 100%  144KB  144.5KB/s
00:00
```

To transfer a remote file to the local system, use the following syntax:

```
scp username@hostname:remotefile localfile
```

For instance, to download the `.vimrc` configuration file from the remote machine, type:

```
~]$ scp USER@penguin.example.com: .vimrc .vimrc
USER@penguin.example.com's password:
.vimrc                        100% 2233    2.2KB/s
00:00
```

### 10.3.3. Using the sftp Utility

The `sftp` utility can be used to open a secure, interactive FTP session. In its design, it is similar to `ftp` except that it uses a secure, encrypted connection.

To connect to a remote system, use a command in the following form:

```
sftp username@hostname
```

For example, to log in to a remote machine named `penguin.example.com` with `USER` as a user name, type:

```
~]$ sftp USER@penguin.example.com
USER@penguin.example.com's password:
Connected to penguin.example.com.
sftp>
```

After you enter the correct password, you will be presented with a prompt. The `sftp` utility accepts a set of commands similar to those used by `ftp` (see [Table 10.3, “A selection of available sftp commands”](#)).

**Table 10.3. A selection of available sftp commands**

Command	Description
<code>ls [directory]</code>	List the content of a remote <i>directory</i> . If none is supplied, a current working directory is used by default.
<code>cd directory</code>	Change the remote working directory to <i>directory</i> .
<code>mkdir directory</code>	Create a remote <i>directory</i> .
<code>rmdir path</code>	Remove a remote <i>directory</i> .
<code>put localfile [remotefile]</code>	Transfer <i>localfile</i> to a remote machine.
<code>get remotefile [localfile]</code>	Transfer <i>remotefile</i> from a remote machine.

For a complete list of available commands, see the **sftp(1)** manual page.

## 10.4. More Than a Secure Shell

A secure command-line interface is just the beginning of the many ways SSH can be used. Given the proper amount of bandwidth, X11 sessions can be directed over an SSH channel. Or, by using TCP/IP forwarding, previously insecure port connections between systems can be mapped to specific SSH channels.

### 10.4.1. X11 Forwarding

To open an X11 session over an SSH connection, use a command in the following form:

```
ssh -Y username@hostname
```

For example, to log in to a remote machine named **penguin.example.com** with **USER** as a user name, type:

```
~]$ ssh -Y USER@penguin.example.com
USER@penguin.example.com's password:
```

When an X program is run from the secure shell prompt, the SSH client and server create a new secure channel, and the X program data is sent over that channel to the client machine transparently.

Note that the X Window system must be installed on the remote system before X11 forwarding can take place. Enter the following command as **root** to install the X11 package group:

```
~]# yum group install "X Window System"
```

For more information on package groups, see [Section 8.3, "Working with Package Groups"](#).

X11 forwarding can be very useful. For example, X11 forwarding can be used to create a secure, interactive session of the **Print Settings** utility. To do this, connect to the server using **ssh** and type:

```
~]$ system-config-printer &
```

The **Print Settings** tool will appear, allowing the remote user to safely configure printing on the remote system.

### 10.4.2. Port Forwarding

SSH can secure otherwise insecure **TCP/IP** protocols via port forwarding. When using this technique, the SSH server becomes an encrypted conduit to the SSH client.

Port forwarding works by mapping a local port on the client to a remote port on the server. SSH can map any port from the server to any port on the client. Port numbers do not need to match for this technique to work.

**Note**

Setting up port forwarding to listen on ports below 1024 requires **root** level access.

To create a TCP/IP port forwarding channel which listens for connections on the **localhost**, use a command in the following form:

```
ssh -L local-port:remote-hostname:remote-port username@hostname
```

For example, to check email on a server called **mail.example.com** using **POP3** through an encrypted connection, use the following command:

```
~]$ ssh -L 1100:mail.example.com:110 mail.example.com
```

Once the port forwarding channel is in place between the client machine and the mail server, direct a POP3 mail client to use port **1100** on the **localhost** to check for new email. Any requests sent to port **1100** on the client system will be directed securely to the **mail.example.com** server.

If **mail.example.com** is not running an SSH server, but another machine on the same network is, SSH can still be used to secure part of the connection. However, a slightly different command is necessary:

```
~]$ ssh -L 1100:mail.example.com:110 other.example.com
```

In this example, POP3 requests from port **1100** on the client machine are forwarded through the SSH connection on port **22** to the SSH server, **other.example.com**. Then, **other.example.com** connects to port **110** on **mail.example.com** to check for new email. Note that when using this technique, only the connection between the client system and **other.example.com** SSH server is secure.

Port forwarding can also be used to get information securely through network firewalls. If the firewall is configured to allow SSH traffic via its standard port (that is, port 22) but blocks access to other ports, a connection between two hosts using the blocked ports is still possible by redirecting their communication over an established SSH connection.

**Important**

Using port forwarding to forward connections in this manner allows any user on the client system to connect to that service. If the client system becomes compromised, the attacker also has access to forwarded services.

System administrators concerned about port forwarding can disable this functionality on the server by specifying a **No** parameter for the **AllowTcpForwarding** line in **/etc/ssh/sshd\_config** and restarting the **sshd** service.

## 10.5. Additional Resources

For more information on how to configure or connect to an OpenSSH server on Red Hat Enterprise Linux, see the resources listed below.

## Installed Documentation

- **sshd(8)** — The manual page for the **sshd** daemon documents available command line options and provides a complete list of supported configuration files and directories.
- **ssh(1)** — The manual page for the **ssh** client application provides a complete list of available command line options and supported configuration files and directories.
- **scp(1)** — The manual page for the **scp** utility provides a more detailed description of this utility and its usage.
- **sftp(1)** — The manual page for the **sftp** utility.
- **ssh-keygen(1)** — The manual page for the **ssh-keygen** utility documents in detail how to use it to generate, manage, and convert authentication keys used by **ssh**.
- **ssh\_config(5)** — The manual page named **ssh\_config** documents available SSH client configuration options.
- **sshd\_config(5)** — The manual page named **sshd\_config** provides a full description of available SSH daemon configuration options.

## Online Documentation

- [OpenSSH Home Page](#) — The OpenSSH home page containing further documentation, frequently asked questions, links to the mailing lists, bug reports, and other useful resources.
- [OpenSSL Home Page](#) — The OpenSSL home page containing further documentation, frequently asked questions, links to the mailing lists, and other useful resources.

## See Also

- [Chapter 5, Gaining Privileges](#) documents how to gain administrative privileges by using the **su** and **sudo** commands.
- [Chapter 9, Managing Services with systemd](#) provides more information on **systemd** and documents how to use the **systemctl** command to manage system services.

---

[1] A multiplexed connection consists of several signals being sent over a shared, common medium. With SSH, different channels are sent over a common secure connection.

## Chapter 11. TigerVNC

**TigerVNC** (Tiger Virtual Network Computing) is a system for graphical desktop sharing which allows you to remotely control other computers.

**TigerVNC** works on the client-server principle: a **server** shares its output (**vncserver**) and a **client** (**vncviewer**) connects to the server.



### Note

Unlike in previous Red Hat Enterprise Linux distributions, **TigerVNC** in Red Hat Enterprise Linux 7 uses the **systemd** system management daemon for its configuration. The `/etc/sysconfig/vncserver` configuration file has been replaced by `/etc/systemd/system/vncserver@.service`.

### 11.1. VNC Server

**vncserver** is a utility which starts a VNC (Virtual Network Computing) desktop. It runs **Xvnc** with appropriate options and starts a window manager on the VNC desktop. **vncserver** allows users to run separate sessions in parallel on a machine which can then be accessed by any number of clients from anywhere.

#### 11.1.1. Installing VNC Server

To install the **TigerVNC** server, issue the following command as **root**:

```
~]# yum install tigervnc-server
```

#### 11.1.2. Configuring VNC Server

The VNC server can be configured to start a display for one or more users, provided that accounts for the users exist on the system, with optional parameters such as for display settings, network address and port, and security settings.

##### Procedure 11.1. Configuring a VNC Display for a Single User

1. A configuration file named `/etc/systemd/system/vncserver@.service` is required. To create this file, copy the `/usr/lib/systemd/system/vncserver@.service` file as **root**:

```
~]# cp /usr/lib/systemd/system/vncserver@.service
/etc/systemd/system/vncserver@.service
```

There is no need to include the display number in the file name because **systemd** automatically creates the appropriately named instance in memory on demand, replacing `'%i'` in the service file by the display number. For a single user it is not necessary to rename the file. For multiple users, a uniquely named service file for each user is required, for example, by adding the user name to the file name in some way. See [Section 11.1.2.1, “Configuring VNC Server for Two Users”](#) for details.

2. Edit `/etc/systemd/system/vncserver@.service`, replacing `USER` with the actual user name. Leave the remaining lines of the file unmodified. The `-geometry` argument specifies the size of the VNC desktop to be created; by default, it is set to **1024x768**.

```
ExecStart=/usr/sbin/runuser -l USER -c "/usr/bin/vncserver %i -
geometry 1280x1024"
PIDFile=/home/USER/.vnc/%H%i.pid
```

3. Save the changes.
4. To make the changes take effect immediately, issue the following command:

```
~]# systemctl daemon-reload
```

5. Set the password for the user or users defined in the configuration file. Note that you need to switch from `root` to `USER` first.

```
~]# su - USER
~]$ vncpasswd
Password:
Verify:
```



### Important

The stored password is not encrypted; anyone who has access to the password file can find the plain-text password.

Proceed to [Section 11.1.3, "Starting VNC Server"](#).

#### 11.1.2.1. Configuring VNC Server for Two Users

If you want to configure more than one user on the same machine, create different template-type service files, one for each user.

1. Create two service files, for example `vncserver-USER_1@.service` and `vncserver-USER_2@.service`. In both these files substitute `USER` with the correct user name.
2. Set passwords for both users:

```
~]$ su - USER_1
~]$ vncpasswd
Password:
Verify:
~]$ su - USER_2
~]$ vncpasswd
Password:
Verify:
```

#### 11.1.3. Starting VNC Server

To start or enable the service, specify the display number directly in the command. The file configured above in [Procedure 11.1, “Configuring a VNC Display for a Single User”](#) works as a template, in which `%i` is substituted with the display number by `systemd`. With a valid display number, execute the following command:

```
~]# systemctl start vncserver@:display_number.service
```

You can also enable the service to start automatically at system start. Then, when you log in, `vncserver` is automatically started. As `root`, issue a command as follows:

```
~]# systemctl enable vncserver@:display_number.service
```

At this point, other users are able to use a VNC viewer program to connect to the VNC server using the display number and password defined. Provided a graphical desktop is installed, an instance of that desktop will be displayed. It will not be the same instance as that currently displayed on the target machine.

### 11.1.3.1. Configuring VNC Server for Two Users and Two Different Displays

For the two configured VNC servers, `vncserver-USER_1@.service` and `vncserver-USER_2@.service`, you can enable different display numbers. For example, the following commands will cause a VNC server for `USER_1` to start on display 3, and a VNC server for `USER_2` to start on display 5:

```
~]# systemctl start vncserver-USER_1@:3.service
~]# systemctl start vncserver-USER_2@:5.service
```

### 11.1.4. VNC setup based on xinetd with XDMCP for GDM

VNC setup based on `xinetd` with X Display Manager Control Protocol (XDMCP) for GDM is a useful setup for client systems that consist mainly of thin clients. After the setup, clients are able to access the GDM login window and log in to any system account. The prerequisite for the setup is that the `gdm`, `vnc`, `vnc-server` & and `xinet` packages are installed.

```
~]# yum install gdm tigervnc tigervnc-server xinet
```

Service `xinetd` must be enabled.

```
~]# systemctl enable xinetd.service
```

System default target unit should be `graphical.target`. To get the currently set default target unit, use:

```
~]# systemctl get-default
```

The default target unit can be changed by using:

```
~]# systemctl set-default target_name
```

## Procedure 11.2. Accessing the GDM login window and logging in

1. Set up GDM to enable XDMCP by editing the `/etc/gdm/custom.conf` configuration file:

```
[xdmcp]
Enable=true
```

2. Create a file called `/etc/xinetd.d/xvncserver` with the following content:

```
service service_name
{
  disable = no
  protocol = tcp
  socket_type = stream
  wait = no
  user = nobody
  server = /usr/bin/Xvnc
  server_args = -inetd -query localhost -once -geometry
selected_geometry -depth selected_depth securitytypes=none
}
```

In the `server_args` section, the `-query localhost` option will make each Xvnc instance query localhost for an xdmcp session. The `-depth` option specifies the pixel depth (in bits) of the VNC desktop to be created. Acceptable values are 8, 15, 16 and 24 - any other values are likely to cause unpredictable behavior of applications.

3. Edit file `/etc/services` to have the service defined. To do this, append the following snippet to the `/etc/services` file:

```
# VNC xinetd GDM base
service_name 5950/tcp
```

4. To ensure that the configuration changes take effect, reboot the machine.

Alternatively, you can run the following. Change init levels to 3 and back to 5 to force gdm to reload.

```
# init 3
# init 5
```

Verify that gdm is listening on UDP port 177.

```
# netstat -anu|grep 177
udp          0          0 0.0.0.0:177          0.0.0.0:*
```

Restart the xinetd service.

```
~]# systemctl restart xinetd.service
```

Verify that the xinetd service has loaded the new services.

```
# netstat -anpt|grep 595
tcp          0          0 :::5950            :::*
LISTEN      3119/xinetd
```

5. Test the setup using a vncviewer command:

```
# vncviewer localhost:5950
```

The command will launch a VNC session to the localhost where no password is asked. You will see a GDM login screen, and you will be able to log in to any user account on the system with a valid user name and password. Then you can run the same test on remote connections.

Configure firewall for the setup. Run the firewall configuration tool and add TCP port 5950 to allow incoming connections to the system.

```
~]# firewall-cmd --permanent --zone=public --add-port=5950/tcp
~]# firewall-cmd --reload
```

### 11.1.5. Terminating a VNC Session

Similarly to enabling the `vncserver` service, you can disable the automatic start of the service at system start:

```
~]# systemctl disable vncserver@:display_number.service
```

Or, when your system is running, you can stop the service by issuing the following command as `root`:

```
~]# systemctl stop vncserver@:display_number.service
```

## 11.2. Sharing an Existing Desktop

By default a logged in user has a desktop provided by X Server on display `0`. A user can share their desktop using the **TigerVNC** server `x0vncserver`.

### Procedure 11.3. Sharing an X Desktop

To share the desktop of a logged in user, using the `x0vncserver`, proceed as follows:

1. Enter the following command as `root`

```
~]# yum install tigervnc-server
```

2. Set the VNC password for the user:

```
~]$ vncpasswd
Password:
Verify:
```

3. Enter the following command as that user:

```
~]$ x0vncserver -PasswordFile=.vnc/passwd -AlwaysShared=1
```

Provided the firewall is configured to allow connections to port `5900`, the remote viewer can now connect to display `0`, and view the logged in users desktop. See [Section 11.3.2.1, “Configuring the Firewall for VNC”](#) for information on how to configure the firewall.

## 11.3. VNC Viewer

**vncviewer** is a program which shows the graphical user interfaces and controls the **vncserver** remotely.

For operating the **vncviewer**, there is a pop-up menu containing entries which perform various actions such as switching in and out of full-screen mode or quitting the viewer. Alternatively, you can operate **vncviewer** through the terminal. Enter **vncviewer -h** on the command line to list **vncviewer**'s parameters.

### 11.3.1. Installing VNC Viewer

To install the **TigerVNC** client, **vncviewer**, issue the following command as **root**:

```
~]# yum install tigervnc
```

### 11.3.2. Connecting to VNC Server

Once the VNC server is configured, you can connect to it from any VNC viewer.

#### Procedure 11.4. Connecting to a VNC Server Using a GUI

1. Enter the **vncviewer** command with no arguments, the **VNC Viewer: Connection Details** utility appears. It prompts for a VNC server to connect to.
2. If required, to prevent disconnecting any existing VNC connections to the same display, select the option to allow sharing of the desktop as follows:
  - a. Select the **Options** button.
  - b. Select the **Misc.** tab.
  - c. Select the **Shared** button.
  - d. Press **OK** to return to the main menu.
3. Enter an address and display number to connect to:

```
address:display_number
```

4. Press **Connect** to connect to the VNC server display.
5. You will be prompted to enter the VNC password. This will be the VNC password for the user corresponding to the display number unless a global default VNC password was set.

A window appears showing the VNC server desktop. Note that this is not the desktop the normal user sees, it is an Xvnc desktop.

#### Procedure 11.5. Connecting to a VNC Server Using the CLI

1. Enter the **viewer** command with the address and display number as arguments:

```
vncviewer address:display_number
```

Where *address* is an **IP** address or host name.

2. Authenticate yourself by entering the VNC password. This will be the VNC password for the user corresponding to the display number unless a global default VNC password was set.
3. A window appears showing the VNC server desktop. Note that this is not the desktop the normal user sees, it is the Xvnc desktop.

### 11.3.2.1. Configuring the Firewall for VNC

When using a non-encrypted connection, **firewalld** might block the connection. To allow **firewalld** to pass the VNC packets, you can open specific ports to **TCP** traffic. When using the **-via** option, traffic is redirected over **SSH** which is enabled by default in **firewalld**.



#### Note

The default port of VNC server is 5900. To reach the port through which a remote desktop will be accessible, sum the default port and the user's assigned display number. For example, for the second display:  $2 + 5900 = 5902$ .

For displays **0** to **3**, make use of **firewalld**'s support for the VNC service by means of the **service** option as described below. Note that for display numbers greater than **3**, the corresponding ports will have to be opened specifically as explained in [Procedure 11.7, "Opening Ports in firewalld"](#).

#### Procedure 11.6. Enabling VNC Service in firewalld

1. Run the following command to see the information concerning **firewalld** settings:

```
~]$ firewall-cmd --list-all
```

2. To allow all VNC connections from a specific address, use a command as follows:

```
~]# firewall-cmd --add-rich-rule='rule family="ipv4" source
address="192.168.122.116" service name=vnc-server accept'
success
```

Note that these changes will not persist after the next system start. To make permanent changes to the firewall, repeat the commands adding the **--permanent** option. See the [Red Hat Enterprise Linux 7 Security Guide](#) for more information on the use of firewall rich language commands.

3. To verify the above settings, use a command as follows:

```
~]# firewall-cmd --list-all
public (default, active)
  interfaces: bond0 bond0.192
  sources:
  services: dhcpv6-client ssh
  ports:
  masquerade: no
  forward-ports:
  icmp-blocks:
  rich rules:
  rule family="ipv4" source address="192.168.122.116" service
name="vnc-server" accept
```

To open a specific port or range of ports make use of the `--add-port` option to the `firewall-cmd` command Line tool. For example, VNC display `4` requires port `5904` to be opened for `TCP` traffic.

### Procedure 11.7. Opening Ports in `firewalld`

1. To open a port for `TCP` traffic in the public zone, issue a command as `root` as follows:

```
~]# firewall-cmd --zone=public --add-port=5904/tcp
success
```

2. To view the ports that are currently open for the public zone, issue a command as follows:

```
~]# firewall-cmd --zone=public --list-ports
5904/tcp
```

A port can be removed using the `firewall-cmd --zone=zone --remove-port=number/protocol` command.

Note that these changes will not persist after the next system start. To make permanent changes to the firewall, repeat the commands adding the `--permanent` option. For more information on opening and closing ports in `firewalld`, see the [Red Hat Enterprise Linux 7 Security Guide](#).

### 11.3.3. Connecting to VNC Server Using SSH

VNC is a clear text network protocol with no security against possible attacks on the communication. To make the communication secure, you can encrypt your server-client connection by using the `-via` option. This will create an `SSH` tunnel between the VNC server and the client.

The format of the command to encrypt a VNC server-client connection is as follows:

```
vncviewer -via user@host:display_number
```

#### Example 11.1. Using the `-via` Option

1. To connect to a VNC server using `SSH`, enter a command as follows:

```
~]$ vncviewer -via USER_2@192.168.2.101:3
```

2. When you are prompted to, type the password, and confirm by pressing `Enter`.
3. A window with a remote desktop appears on your screen.

### Restricting VNC Access

If you prefer only encrypted connections, you can prevent unencrypted connections altogether by using the `-localhost` option in the `systemd.service` file, the `ExecStart` line:

```
ExecStart=/usr/sbin/runuser -l user -c "/usr/bin/vncserver -localhost %i"
```

This will stop `vncserver` from accepting connections from anything but the local host and port-forwarded connections sent using `SSH` as a result of the `-via` option.

For more information on using `SSH`, see [Chapter 10, OpenSSH](#).

## 11.4. Additional Resources

For more information about TigerVNC, see the resources listed below.

### Installed Documentation

- ✱ **vncserver(1)** — The manual page for the VNC server utility.
- ✱ **vncviewer(1)** — The manual page for the VNC viewer.
- ✱ **vncpasswd(1)** — The manual page for the VNC password command.
- ✱ **Xvnc(1)** — The manual page for the Xvnc server configuration options.
- ✱ **x0vncserver(1)** — The manual page for the **TigerVNC** server for sharing existing X servers.

## Part V. Servers

This part discusses various topics related to servers such as how to set up a web server or share files and directories over a network.

## Chapter 12. Web Servers

A *web server* is a network service that serves content to a client over the web. This typically means web pages, but any other documents can be served as well. Web servers are also known as HTTP servers, as they use the *hypertext transport protocol* (HTTP).

### 12.1. The Apache HTTP Server

The web server available in Red Hat Enterprise Linux 7 is version 2.4 of the **Apache HTTP Server**, **httpd**, an open source web server developed by the [Apache Software Foundation](#).

If you are upgrading from a previous release of Red Hat Enterprise Linux, you will need to update the **httpd** service configuration accordingly. This section reviews some of the newly added features, outlines important changes between Apache HTTP Server 2.4 and version 2.2, and guides you through the update of older configuration files.

#### 12.1.1. Notable Changes

The Apache HTTP Server in Red Hat Enterprise Linux 7 has the following changes compared to Red Hat Enterprise Linux 6:

##### httpd Service Control

With the migration away from SysV init scripts, server administrators should switch to using the **apachectl** and **systemctl** commands to control the service, in place of the **service** command. The following examples are specific to the **httpd** service.

The command:

```
service httpd graceful
```

is replaced by

```
apachectl graceful
```

The **systemd** unit file for **httpd** has different behavior from the init script as follows:

- A graceful restart is used by default when the service is reloaded.
- A graceful stop is used by default when the service is stopped.

The command:

```
service httpd configtest
```

is replaced by

```
apachectl configtest
```

##### Private /tmp

To enhance system security, the **systemd** unit file runs the **httpd** daemon using a private **/tmp** directory, separate to the system **/tmp** directory.

## Configuration Layout

Configuration files which load modules are now placed in the `/etc/httpd/conf.modules.d/` directory. Packages that provide additional loadable modules for `httpd`, such as `php`, will place a file in this directory. An `Include` directive before the main section of the `/etc/httpd/conf/httpd.conf` file is used to include files within the `/etc/httpd/conf.modules.d/` directory. This means any configuration files within `conf.modules.d/` are processed before the main body of `httpd.conf`. An `IncludeOptional` directive for files within the `/etc/httpd/conf.d/` directory is placed at the end of the `httpd.conf` file. This means the files within `/etc/httpd/conf.d/` are now processed after the main body of `httpd.conf`.

Some additional configuration files are provided by the `httpd` package itself:

- ✦ `/etc/httpd/conf.d/autoindex.conf` — This configures `mod_autoindex` directory indexing.
- ✦ `/etc/httpd/conf.d/userdir.conf` — This configures access to user directories, for example, `http://example.com/~username/`; such access is disabled by default for security reasons.
- ✦ `/etc/httpd/conf.d/welcome.conf` — As in previous releases, this configures the welcome page displayed for `http://localhost/` when no content is present.

## Default Configuration

A minimal `httpd.conf` file is now provided by default. Many common configuration settings, such as `Timeout` or `KeepAlive` are no longer explicitly configured in the default configuration; hard-coded settings will be used instead, by default. The hard-coded default settings for all configuration directives are specified in the manual. See [Section 12.1.13, “Installable Documentation”](#) for more information.

## Incompatible Syntax Changes

If migrating an existing configuration from `httpd 2.2` to `httpd 2.4`, a number of backwards-incompatible changes to the `httpd` configuration syntax were made which will require changes. See the following Apache document for more information on upgrading <http://httpd.apache.org/docs/2.4/upgrading.html>

## Processing Model

In previous releases of Red Hat Enterprise Linux, different *multi-processing models* (MPM) were made available as different `httpd` binaries: the forked model, “prefork”, as `/usr/sbin/httpd`, and the thread-based model “worker” as `/usr/sbin/httpd.worker`.

In Red Hat Enterprise Linux 7, only a single `httpd` binary is used, and three MPMs are available as loadable modules: `worker`, `prefork` (default), and `event`. Edit the configuration file `/etc/httpd/conf.modules.d/00-mpm.conf` as required, by adding and removing the comment character `#` so that only one of the three MPM modules is loaded.

## Packaging Changes

The LDAP authentication and authorization modules are now provided in a separate sub-package, `mod_ldap`. The new module `mod_session` and associated helper modules are provided in a new sub-package, `mod_session`. The new modules `mod_proxy_html` and `mod_xml2enc` are provided in a new sub-package, `mod_proxy_html`. These packages are all in the Optional channel.



## Note

Before subscribing to the Optional and Supplementary channels see the [Scope of Coverage Details](#). If you decide to install packages from these channels, follow the steps documented in the article called [How to access Optional and Supplementary channels, and -devel packages using Red Hat Subscription Manager \(RHSM\)?](#) on the Red Hat Customer Portal.

## Packaging Filesystem Layout

The `/var/cache/mod_proxy/` directory is no longer provided; instead, the `/var/cache/httpd/` directory is packaged with a `proxy` and `ssl` subdirectory.

Packaged content provided with `httpd` has been moved from `/var/www/` to `/usr/share/httpd/`:

- ✦ `/usr/share/httpd/icons/` — The directory containing a set of icons used with directory indices, previously contained in `/var/www/icons/`, has moved to `/usr/share/httpd/icons/`. Available at `http://localhost/icons/` in the default configuration; the location and the availability of the icons is configurable in the `/etc/httpd/conf.d/autoindex.conf` file.
- ✦ `/usr/share/httpd/manual/` — The `/var/www/manual/` has moved to `/usr/share/httpd/manual/`. This directory, contained in the `httpd-manual` package, contains the HTML version of the manual for `httpd`. Available at `http://localhost/manual/` if the package is installed, the location and the availability of the manual is configurable in the `/etc/httpd/conf.d/manual.conf` file.
- ✦ `/usr/share/httpd/error/` — The `/var/www/error/` has moved to `/usr/share/httpd/error/`. Custom multi-language HTTP error pages. Not configured by default, the example configuration file is provided at `/usr/share/doc/httpd-VERSION/httpd-multilang-errordoc.conf`.

## Authentication, Authorization and Access Control

The configuration directives used to control authentication, authorization and access control have changed significantly. Existing configuration files using the `Order`, `Deny` and `Allow` directives should be adapted to use the new `Require` syntax. See the following Apache document for more information <http://httpd.apache.org/docs/2.4/howto/auth.html>

## suexec

To improve system security, the `suexec` binary is no longer installed as if by the `root` user; instead, it has file system capability bits set which allow a more restrictive set of permissions. In conjunction with this change, the `suexec` binary no longer uses the `/var/log/httpd/suexec.log` logfile. Instead, log messages are sent to `syslog`; by default these will appear in the `/var/log/secure` log file.

## Module Interface

Third-party binary modules built against `httpd 2.2` are not compatible with `httpd 2.4` due to changes to the `httpd` module interface. Such modules will need to be adjusted as necessary for the `httpd 2.4` module interface, and then rebuilt. A detailed list of the API changes in version `2.4` is available here: [http://httpd.apache.org/docs/2.4/developer/new\\_api\\_2\\_4.html](http://httpd.apache.org/docs/2.4/developer/new_api_2_4.html).

The **apxs** binary used to build modules from source has moved from **/usr/sbin/apxs** to **/usr/bin/apxs**.

### Removed modules

List of **httpd** modules removed in Red Hat Enterprise Linux 7:

**mod\_auth\_mysql, mod\_auth\_pgsq1**

**httpd 2.4** provides SQL database authentication support internally in the **mod\_authn\_dbd** module.

**mod\_perl**

**mod\_perl** is not officially supported with **httpd 2.4** by upstream.

**mod\_authz\_ldap**

**httpd 2.4** provides LDAP support in sub-package *mod\_ldap* using **mod\_authnz\_ldap**.

## 12.1.2. Updating the Configuration

To update the configuration files from the Apache HTTP Server version 2.2, take the following steps:

1. Make sure all module names are correct, since they may have changed. Adjust the **LoadModule** directive for each module that has been renamed.
2. Recompile all third party modules before attempting to load them. This typically means authentication and authorization modules.
3. If you use the **mod\_userdir** module, make sure the **UserDir** directive indicating a directory name (typically **public\_html**) is provided.
4. If you use the Apache HTTP Secure Server, see [Section 12.1.8, “Enabling the mod\\_ssl Module”](#) for important information on enabling the Secure Sockets Layer (SSL) protocol.

Note that you can check the configuration for possible errors by using the following command:

```
~]# apachectl configtest
Syntax OK
```

For more information on upgrading the Apache HTTP Server configuration from version 2.2 to 2.4, see <http://httpd.apache.org/docs/2.4/upgrading.html>.

## 12.1.3. Running the httpd Service

This section describes how to start, stop, restart, and check the current status of the Apache HTTP Server. To be able to use the **httpd** service, make sure you have the *httpd* installed. You can do so by using the following command:

```
~]# yum install httpd
```

For more information on the concept of targets and how to manage system services in Red Hat Enterprise Linux in general, see [Chapter 9, Managing Services with systemd](#).

### 12.1.3.1. Starting the Service

To run the **httpd** service, type the following at a shell prompt as **root**:

```
~]# systemctl start httpd.service
```

If you want the service to start automatically at boot time, use the following command:

```
~]# systemctl enable httpd.service
Created symlink from /etc/systemd/system/multi-
user.target.wants/httpd.service to /usr/lib/systemd/system/httpd.service.
```



### Note

If running the Apache HTTP Server as a secure server, a password may be required after the machine boots if using an encrypted private SSL key.

### 12.1.3.2. Stopping the Service

To stop the running **httpd** service, type the following at a shell prompt as **root**:

```
~]# systemctl stop httpd.service
```

To prevent the service from starting automatically at boot time, type:

```
~]# systemctl disable httpd.service
Removed symlink /etc/systemd/system/multi-
user.target.wants/httpd.service.
```

### 12.1.3.3. Restarting the Service

There are three different ways to restart a running **httpd** service:

1. To restart the service completely, enter the following command as **root**:

```
~]# systemctl restart httpd.service
```

This stops the running **httpd** service and immediately starts it again. Use this command after installing or removing a dynamically loaded module such as PHP.

2. To only reload the configuration, as **root**, type:

```
~]# systemctl reload httpd.service
```

This causes the running **httpd** service to reload its configuration file. Any requests currently being processed will be interrupted, which may cause a client browser to display an error message or render a partial page.

3. To reload the configuration without affecting active requests, enter the following command as **root**:

```
~]# apachectl graceful
```

This causes the running **httpd** service to reload its configuration file. Any requests currently being processed will continue to use the old configuration.

For more information on how to manage system services in Red Hat Enterprise Linux 7, see [Chapter 9, Managing Services with systemd](#).

#### 12.1.3.4. Verifying the Service Status

To verify that the **httpd** service is running, type the following at a shell prompt:

```
~]# systemctl is-active httpd.service
active
```

#### 12.1.4. Editing the Configuration Files

When the **httpd** service is started, by default, it reads the configuration from locations that are listed in [Table 12.1, “The httpd service configuration files”](#).

**Table 12.1. The httpd service configuration files**

Path	Description
<code>/etc/httpd/conf/httpd.conf</code>	The main configuration file.
<code>/etc/httpd/conf.d/</code>	An auxiliary directory for configuration files that are included in the main configuration file.

Although the default configuration should be suitable for most situations, it is a good idea to become at least familiar with some of the more important configuration options. Note that for any changes to take effect, the web server has to be restarted first. See [Section 12.1.3.3, “Restarting the Service”](#) for more information on how to restart the **httpd** service.

To check the configuration for possible errors, type the following at a shell prompt:

```
~]# apachectl configtest
Syntax OK
```

To make the recovery from mistakes easier, it is recommended that you make a copy of the original file before editing it.

#### 12.1.5. Working with Modules

Being a modular application, the **httpd** service is distributed along with a number of *Dynamic Shared Objects* (DSOs), which can be dynamically loaded or unloaded at runtime as necessary. On Red Hat Enterprise Linux 7, these modules are located in `/usr/lib64/httpd/modules/`.

##### 12.1.5.1. Loading a Module

To load a particular DSO module, use the **LoadModule** directive. Note that modules provided by a separate package often have their own configuration file in the `/etc/httpd/conf.d/` directory.

#### Example 12.1. Loading the mod\_ssl DSO

```
LoadModule ssl_module modules/mod_ssl.so
```

Once you are finished, restart the web server to reload the configuration. See [Section 12.1.3.3, “Restarting the Service”](#) for more information on how to restart the **httpd** service.

### 12.1.5.2. Writing a Module

If you intend to create a new DSO module, make sure you have the *httpd-devel* package installed. To do so, enter the following command as **root**:

```
~]# yum install httpd-devel
```

This package contains the include files, the header files, and the **APache eXtenSion (apxs)** utility required to compile a module.

Once written, you can build the module with the following command:

```
~]# apxs -i -a -c module_name.c
```

If the build was successful, you should be able to load the module the same way as any other module that is distributed with the Apache HTTP Server.

### 12.1.6. Setting Up Virtual Hosts

The Apache HTTP Server's built in virtual hosting allows the server to provide different information based on which IP address, host name, or port is being requested.

To create a name-based virtual host, copy the example configuration file `/usr/share/doc/httpd-VERSION/httpd-vhosts.conf` into the `/etc/httpd/conf.d/` directory, and replace the `@@Port@@` and `@@ServerRoot@@` placeholder values. Customize the options according to your requirements as shown in [Example 12.2, “Example virtual host configuration”](#).

#### Example 12.2. Example virtual host configuration

```
<VirtualHost *:80>
    ServerAdmin webmaster@penguin.example.com
    DocumentRoot "/www/docs/penguin.example.com"
    ServerName penguin.example.com
    ServerAlias www.penguin.example.com
    ErrorLog "/var/log/httpd/dummy-host.example.com-error_log"
    CustomLog "/var/log/httpd/dummy-host.example.com-access_log" common
</VirtualHost>
```

Note that **ServerName** must be a valid DNS name assigned to the machine. The **<VirtualHost>** container is highly customizable, and accepts most of the directives available within the main server configuration. Directives that are *not* supported within this container include **User** and **Group**, which were replaced by **SuexecUserGroup**.



## Note

If you configure a virtual host to listen on a non-default port, make sure you update the **Listen** directive in the global settings section of the `/etc/httpd/conf/httpd.conf` file accordingly.

To activate a newly created virtual host, the web server has to be restarted first. See [Section 12.1.3.3, “Restarting the Service”](#) for more information on how to restart the **httpd** service.

### 12.1.7. Setting Up an SSL Server

*Secure Sockets Layer* (SSL) is a cryptographic protocol that allows a server and a client to communicate securely. Along with its extended and improved version called *Transport Layer Security* (TLS), it ensures both privacy and data integrity. The Apache HTTP Server in combination with **mod\_ssl**, a module that uses the OpenSSL toolkit to provide the SSL/TLS support, is commonly referred to as the *SSL server*. Red Hat Enterprise Linux also supports the use of Mozilla NSS as the TLS implementation. Support for Mozilla NSS is provided by the **mod\_nss** module.

Unlike an HTTP connection that can be read and possibly modified by anybody who is able to intercept it, the use of SSL/TLS over HTTP, referred to as HTTPS, prevents any inspection or modification of the transmitted content. This section provides basic information on how to enable this module in the Apache HTTP Server configuration, and guides you through the process of generating private keys and self-signed certificates.

#### 12.1.7.1. An Overview of Certificates and Security

Secure communication is based on the use of keys. In conventional or *symmetric cryptography*, both ends of the transaction have the same key they can use to decode each other's transmissions. On the other hand, in public or *asymmetric cryptography*, two keys co-exist: a *private key* that is kept a secret, and a *public key* that is usually shared with the public. While the data encoded with the public key can only be decoded with the private key, data encoded with the private key can in turn only be decoded with the public key.

To provide secure communications using SSL, an SSL server must use a digital certificate signed by a *Certificate Authority* (CA). The certificate lists various attributes of the server (that is, the server host name, the name of the company, its location, etc.), and the signature produced using the CA's private key. This signature ensures that a particular certificate authority has signed the certificate, and that the certificate has not been modified in any way.

When a web browser establishes a new SSL connection, it checks the certificate provided by the web server. If the certificate does not have a signature from a trusted CA, or if the host name listed in the certificate does not match the host name used to establish the connection, it refuses to communicate with the server and usually presents a user with an appropriate error message.

By default, most web browsers are configured to trust a set of widely used certificate authorities. Because of this, an appropriate CA should be chosen when setting up a secure server, so that target users can trust the connection, otherwise they will be presented with an error message, and will have to accept the certificate manually. Since encouraging users to override certificate errors can allow an attacker to intercept the connection, you should use a trusted CA whenever possible. For more information on this, see [Table 12.2, “Information about CA lists used by common web browsers”](#).

#### Table 12.2. Information about CA lists used by common web browsers

Web Browser	Link
Mozilla Firefox	<a href="#">Mozilla root CA list.</a>
Opera	<a href="#">Information on root certificates used by Opera.</a>
Internet Explorer	<a href="#">Information on root certificates used by Microsoft Windows.</a>
Chromium	<a href="#">Information on root certificates used by the Chromium project.</a>

When setting up an SSL server, you need to generate a certificate request and a private key, and then send the certificate request, proof of the company's identity, and payment to a certificate authority. Once the CA verifies the certificate request and your identity, it will send you a signed certificate you can use with your server. Alternatively, you can create a self-signed certificate that does not contain a CA signature, and thus should be used for testing purposes only.

### 12.1.8. Enabling the `mod_ssl` Module

If you intend to set up an SSL or HTTPS server using `mod_ssl`, you **cannot** have the another application or module, such as `mod_nss` configured to use the same port. Port **443** is the default port for HTTPS.

To set up an SSL server using the `mod_ssl` module and the OpenSSL toolkit, install the `mod_ssl` and `openssl` packages. Enter the following command as **root**:

```
~]# yum install mod_ssl openssl
```

This will create the `mod_ssl` configuration file at `/etc/httpd/conf.d/ssl.conf`, which is included in the main Apache HTTP Server configuration file by default. For the module to be loaded, restart the `httpd` service as described in [Section 12.1.3.3, “Restarting the Service”](#).



#### Important

Due to the vulnerability described in [POODLE: SSLv3 vulnerability \(CVE-2014-3566\)](#), Red Hat recommends disabling **SSL** and using only **TLSv1.1** or **TLSv1.2**. Backwards compatibility can be achieved using **TLSv1.0**. Many products Red Hat supports have the ability to use **SSLv2** or **SSLv3** protocols, or enable them by default. However, the use of **SSLv2** or **SSLv3** is now strongly recommended against.

#### 12.1.8.1. Enabling and Disabling SSL and TLS in `mod_ssl`

To disable and enable specific versions of the SSL and TLS protocol, either do it globally by adding the **SSLProtocol** directive in the “## SSL Global Context” section of the configuration file and removing it everywhere else, or edit the default entry under “# SSL Protocol support” in all “VirtualHost” sections. If you do not specify it in the per-domain VirtualHost section then it will inherit the settings from the global section. To make sure that a protocol version is being disabled the administrator should either **only** specify **SSLProtocol** in the “SSL Global Context” section, or specify it in **all** per-domain VirtualHost sections.

##### Procedure 12.1. Disable SSLv2 and SSLv3

To disable SSL version 2 and SSL version 3, which implies enabling everything except SSL version 2 and SSL version 3, in all VirtualHost sections, proceed as follows:

1. As **root**, open the `/etc/httpd/conf.d/ssl.conf` file and search for **all** instances of the **SSLProtocol** directive. By default, the configuration file contains one section that looks as follows:

```
~]# vi /etc/httpd/conf.d/ssl.conf
# SSL Protocol support:
# List the enable protocol levels with which clients will be able
to
# connect.  Disable SSLv2 access by default:
SSLProtocol all -SSLv2
```

This section is within the VirtualHost section.

2. Edit the **SSLProtocol** line as follows:

```
# SSL Protocol support:
# List the enable protocol levels with which clients will be able
to
# connect.  Disable SSLv2 access by default:
SSLProtocol all -SSLv2 -SSLv3
```

Repeat this action for all VirtualHost sections. Save and close the file.

3. Verify that all occurrences of the **SSLProtocol** directive have been changed as follows:

```
~]# grep SSLProtocol /etc/httpd/conf.d/ssl.conf
SSLProtocol all -SSLv2 -SSLv3
```

This step is particularly important if you have more than the one default VirtualHost section.

4. Restart the Apache daemon as follows:

```
~]# systemctl restart httpd
```

Note that any sessions will be interrupted.

## Procedure 12.2. Disable All SSL and TLS Protocols Except TLS 1 and Up

To disable all SSL and TLS protocol versions except TLS version 1 and higher, proceed as follows:

1. As **root**, open the `/etc/httpd/conf.d/ssl.conf` file and search for **all** instances of **SSLProtocol** directive. By default the file contains one section that looks as follows:

```
~]# vi /etc/httpd/conf.d/ssl.conf
# SSL Protocol support:
# List the enable protocol levels with which clients will be able
to
# connect.  Disable SSLv2 access by default:
SSLProtocol all -SSLv2
```

2. Edit the **SSLProtocol** line as follows:

```
# SSL Protocol support:
# List the enable protocol levels with which clients will be able
to
```

```
# connect.  Disable SSLv2 access by default:
SSLProtocol -all +TLSv1 +TLSv1.1 +TLSv1.2
```

Save and close the file.

3. Verify the change as follows:

```
~]# grep SSLProtocol /etc/httpd/conf.d/ssl.conf
SSLProtocol -all +TLSv1 +TLSv1.1 +TLSv1.2
```

4. Restart the Apache daemon as follows:

```
~]# systemctl restart httpd
```

Note that any sessions will be interrupted.

### Procedure 12.3. Testing the Status of SSL and TLS Protocols

To check which versions of SSL and TLS are enabled or disabled, make use of the `openssl s_client -connect` command. The command has the following form:

```
openssl s_client -connect hostname:port -protocol
```

Where *port* is the port to test and *protocol* is the protocol version to test for. To test the SSL server running locally, use `localhost` as the host name. For example, to test the default port for secure HTTPS connections, port `443` to see if SSLv3 is enabled, issue a command as follows:

1. 

```
~]# openssl s_client -connect localhost:443 -ssl3
CONNECTED(00000003)
139809943877536:error:14094410:SSL routines:SSL3_READ_BYTES:sslv3
alert handshake failure:s3_pkt.c:1257:SSL alert number 40
139809943877536:error:1409E0E5:SSL routines:SSL3_WRITE_BYTES:ssl
handshake failure:s3_pkt.c:596:
output omitted
New, (NONE), Cipher is (NONE)
Secure Renegotiation IS NOT supported
Compression: NONE
Expansion: NONE
SSL-Session:
    Protocol : SSLv3
output truncated
```

The above output indicates that the handshake failed and therefore no cipher was negotiated.

2. 

```
~]$ openssl s_client -connect localhost:443 -tls1_2
CONNECTED(00000003)
depth=0 C = --, ST = SomeState, L = SomeCity, O =
SomeOrganization, OU = SomeOrganizationalUnit, CN =
localhost.localdomain, emailAddress = root@localhost.localdomain
output omitted
New, TLSv1/SSLv3, Cipher is ECDHE-RSA-AES256-GCM-SHA384
Server public key is 2048 bit
Secure Renegotiation IS supported
```

```

Compression: NONE
Expansion: NONE
SSL-Session:
  Protocol   : TLSv1.2
output truncated

```

The above output indicates that no failure of the handshake occurred and a set of ciphers was negotiated.

The `openssl s_client` command options are documented in the `s_client(1)` manual page.

For more information on the SSLv3 vulnerability and how to test for it, see the Red Hat Knowledgebase article [POODLE: SSLv3 vulnerability \(CVE-2014-3566\)](#).

### 12.1.9. Enabling the `mod_nss` Module

If you intend to set up an HTTPS server using `mod_nss`, you **cannot** have the `mod_ssl` package installed with its default settings as `mod_ssl` will use port `443` by default, however this is the default HTTPS port. If at all possible, remove the package.

To remove `mod_ssl`, enter the following command as `root`:

```
~]# yum remove mod_ssl
```



#### Note

If `mod_ssl` is required for other purposes, modify the `/etc/httpd/conf.d/ssl.conf` file to use a port other than `443` to prevent `mod_ssl` conflicting with `mod_nss` when its port to listen on is changed to `443`.

Only one module can own a port, therefore `mod_nss` and `mod_ssl` can only co-exist at the same time if they use unique ports. For this reason `mod_nss` by default uses `8443`, but the default port for HTTPS is port `443`. The port is specified by the `Listen` directive as well as in the `VirtualHost` name or address.

Everything in NSS is associated with a “token”. The software token exists in the NSS database but you can also have a physical token containing certificates. With OpenSSL, discrete certificates and private keys are held in PEM files. With NSS, these are stored in a database. Each certificate and key is associated with a token and each token can have a password protecting it. This password is optional, but if a password is used then the Apache HTTP server needs a copy of it in order to open the database without user intervention at system start.

#### Procedure 12.4. Configuring `mod_nss`

1. Install `mod_nss` as `root`:

```
~]# yum install mod_nss
```

This will create the `mod_nss` configuration file at `/etc/httpd/conf.d/nss.conf`. The `/etc/httpd/conf.d/` directory is included in the main Apache HTTP Server configuration file by default. For the module to be loaded, restart the `httpd` service as described in [Section 12.1.3.3, “Restarting the Service”](#).

- As **root**, open the `/etc/httpd/conf.d/nss.conf` file and search for **all** instances of the **Listen** directive.

Edit the **Listen 8443** line as follows:

```
Listen 443
```

Port **443** is the default port for **HTTPS**.

- Edit the default **VirtualHost \_default\_: 8443** line as follows:

```
VirtualHost _default_:443
```

Edit any other non-default virtual host sections if they exist. Save and close the file.

- Mozilla NSS stores certificates in a *server certificate database* indicated by the **NSSCertificateDatabase** directive in the `/etc/httpd/conf.d/nss.conf` file. By default the path is set to `/etc/httpd/alias`, the NSS database created during installation.

To view the default NSS database, issue a command as follows:

```
~]# certutil -L -d /etc/httpd/alias

Certificate Nickname           Trust Attributes
SSL, S/MIME, JAR/XPI

cacert
CTu, Cu, Cu
Server-Cert                   u, u, u
alpha
u, pu, u
```

In the above command output, **Server-Cert** is the default **NSSNickname**. The **-L** option lists all the certificates, or displays information about a named certificate, in a certificate database. The **-d** option specifies the database directory containing the certificate and key database files. See the **certutil(1)** man page for more command line options.

- To configure `mod_nss` to use another database, edit the **NSSCertificateDatabase** line in the `/etc/httpd/conf.d/nss.conf` file. The default file has the following lines within the `VirtualHost` section.

```
# Server Certificate Database:
# The NSS security database directory that holds the certificates
and
# keys. The database consists of 3 files: cert8.db, key3.db and
secmod.db.
# Provide the directory that these files exist.
NSSCertificateDatabase /etc/httpd/alias
```

In the above command output, **alias** is the default NSS database directory, `/etc/httpd/alias/`.

- To apply a password to the default NSS certificate database, use the following command as **root**:

```

~]# certutil -W -d /etc/httpd/alias
Enter Password or Pin for "NSS Certificate DB":
Enter a password which will be used to encrypt your keys.
The password should be at least 8 characters long,
and should contain at least one non-alphabetic character.

Enter new password:
Re-enter password:
Password changed successfully.

```

7. Before deploying the HTTPS server, create a new certificate database using a certificate signed by a certificate authority (CA).

### Example 12.3. Adding a Certificate to the Mozilla NSS database

The `certutil` command is used to add a CA certificate to the NSS database files:

```
certutil -d /etc/httpd/nss-db-directory/ -A -n "CA_certificate" -t CT,, -a -i certificate.pem
```

The above command adds a CA certificate stored in a PEM-formatted file named `certificate.pem`. The `-d` option specifies the NSS database directory containing the certificate and key database files, the `-n` option sets a name for the certificate, `-t CT,,` means that the certificate is trusted to be used in TLS clients and servers. The `-A` option adds an existing certificate to a certificate database. If the database does not exist it will be created. The `-a` option allows the use of ASCII format for input or output, and the `-i` option passes the `certificate.pem` input file to the command.

See the `certutil(1)` man page for more command line options.

8. The NSS database should be password protected to safeguard the private key.

### Example 12.4. Setting a Password for a Mozilla NSS database

The `certutil` tool can be used set a password for an NSS database as follows:

```
certutil -W -d /etc/httpd/nss-db-directory/
```

For example, for the default database, issue a command as `root` as follows:

```

~]# certutil -W -d /etc/httpd/alias
Enter Password or Pin for "NSS Certificate DB":
Enter a password which will be used to encrypt your keys.
The password should be at least 8 characters long,
and should contain at least one non-alphabetic character.

Enter new password:
Re-enter password:
Password changed successfully.

```

9. Configure `mod_nss` to use the NSS internal software token by changing the line with the `NSSPassPhraseDialog` directive as follows:

```
~]# vi /etc/httpd/conf.d/nss.conf
NSSPassPhraseDialog file:/etc/httpd/password.conf
```

This is to avoid manual password entry on system start. The software token exists in the NSS database but you can also have a physical token containing your certificates.

- If the SSL Server Certificate contained in the NSS database is an RSA certificate, make certain that the **NSSNickname** parameter is uncommented and matches the nickname displayed in step 4 above:

```
~]# vi /etc/httpd/conf.d/nss.conf
NSSNickname Server-Cert
```

If the SSL Server Certificate contained in the NSS database is an ECC certificate, make certain that the **NSSECCNickname** parameter is uncommented and matches the nickname displayed in step 4 above:

```
~]# vi /etc/httpd/conf.d/nss.conf
NSSECCNickname Server-Cert
```

Make certain that the **NSSCertificateDatabase** parameter is uncommented and points to the NSS database directory displayed in step 4 or configured in step 5 above:

```
~]# vi /etc/httpd/conf.d/nss.conf
NSSCertificateDatabase /etc/httpd/alias
```

Replace **/etc/httpd/alias** with the path to the certificate database to be used.

- Create the **/etc/httpd/password.conf** file as **root**:

```
~]# vi /etc/httpd/password.conf
```

Add a line with the following form:

```
internal:password
```

Replacing *password* with the password that was applied to the NSS security databases in step 6 above.

- Apply the appropriate ownership and permissions to the **/etc/httpd/password.conf** file:

```
~]# chgrp apache /etc/httpd/password.conf
~]# chmod 640 /etc/httpd/password.conf
~]# ls -l /etc/httpd/password.conf
-rw-r----- . 1 root apache 10 Dec  4 17:13 /etc/httpd/password.conf
```

- To configure **mod\_nss** to use the NSS the software token in **/etc/httpd/password.conf**, edit **/etc/httpd/conf.d/nss.conf** as follows:

```
~]# vi /etc/httpd/conf.d/nss.conf
```

14. Restart the Apache server for the changes to take effect as described in [Section 12.1.3.3, “Restarting the Service”](#)



### Important

Due to the vulnerability described in [POODLE: SSLv3 vulnerability \(CVE-2014-3566\)](#), Red Hat recommends disabling **SSL** and using only **TLSv1.1** or **TLSv1.2**. Backwards compatibility can be achieved using **TLSv1.0**. Many products Red Hat supports have the ability to use **SSLv2** or **SSLv3** protocols, or enable them by default. However, the use of **SSLv2** or **SSLv3** is now strongly recommended against.

#### 12.1.9.1. Enabling and Disabling SSL and TLS in `mod_nss`

To disable and enable specific versions of the SSL and TLS protocol, either do it globally by adding the **NSSProtocol** directive in the “## SSL Global Context” section of the configuration file and removing it everywhere else, or edit the default entry under “# SSL Protocol” in all “VirtualHost” sections. If you do not specify it in the per-domain VirtualHost section then it will inherit the settings from the global section. To make sure that a protocol version is being disabled the administrator should either **only** specify **NSSProtocol** in the “SSL Global Context” section, or specify it in **all** per-domain VirtualHost sections.

#### Procedure 12.5. Disable All SSL and TLS Protocols Except TLS 1 and Up in `mod_nss`

To disable all SSL and TLS protocol versions except TLS version 1 and higher, proceed as follows:

1. As **root**, open the `/etc/httpd/conf.d/nss.conf` file and search for **all** instances of the **NSSProtocol** directive. By default, the configuration file contains one section that looks as follows:

```
~]# vi /etc/httpd/conf.d/nss.conf
# SSL Protocol:
output omitted
# Since all protocol ranges are completely inclusive, and no
protocol in the
# middle of a range may be excluded, the entry "NSSProtocol
SSLv3,TLSv1.1"
# is identical to the entry "NSSProtocol SSLv3,TLSv1.0,TLSv1.1".
NSSProtocol SSLv3,TLSv1.0,TLSv1.1
```

This section is within the VirtualHost section.

2. Edit the **NSSProtocol** line as follows:

```
# SSL Protocol:
NSSProtocol TLSv1.0,TLSv1.1
```

Repeat this action for all VirtualHost sections.

3. Edit the **Listen 8443** line as follows:

```
Listen 443
```

4. Edit the default **VirtualHost \_default\_: 8443** line as follows:

```
VirtualHost _default_:443
```

Edit any other non-default virtual host sections if they exist. Save and close the file.

- Verify that all occurrences of the **NSSProtocol** directive have been changed as follows:

```
~]# grep NSSProtocol /etc/httpd/conf.d/nss.conf
# middle of a range may be excluded, the entry "NSSProtocol
SSLv3,TLSv1.1"
# is identical to the entry "NSSProtocol SSLv3,TLSv1.0,TLSv1.1".
NSSProtocol TLSv1.0,TLSv1.1
```

This step is particularly important if you have more than one VirtualHost section.

- Restart the Apache daemon as follows:

```
~]# service httpd restart
```

Note that any sessions will be interrupted.

### Procedure 12.6. Testing the Status of SSL and TLS Protocols in mod\_nss

To check which versions of SSL and TLS are enabled or disabled in **mod\_nss**, make use of the **openssl s\_client -connect** command. Install the *openssl* package as **root**:

```
~]# yum install openssl
```

The **openssl s\_client -connect** command has the following form:

```
openssl s_client -connect hostname:port -protocol
```

Where *port* is the port to test and *protocol* is the protocol version to test for. To test the SSL server running locally, use **localhost** as the host name. For example, to test the default port for secure HTTPS connections, port **443** to see if SSLv3 is enabled, issue a command as follows:

- ```
~]# openssl s_client -connect localhost:443 -ssl3
CONNECTED(00000003)
3077773036:error:1408F10B:SSL routines:SSL3_GET_RECORD:wrong version
number:s3_pkt.c:337:
output omitted
New, (NONE), Cipher is (NONE)
Secure Renegotiation IS NOT supported
Compression: NONE
Expansion: NONE
SSL-Session:
    Protocol : SSLv3
output truncated
```

The above output indicates that the handshake failed and therefore no cipher was negotiated.

- ```
~]$ openssl s_client -connect localhost:443 -tls1
CONNECTED(00000003)
depth=1 C = US, O = example.com, CN = Certificate Shack
```

```

output omitted
New, TLSv1/SSLv3, Cipher is AES128-SHA
Server public key is 1024 bit
Secure Renegotiation IS supported
Compression: NONE
Expansion: NONE
SSL-Session:
    Protocol : TLSv1
output truncated

```

The above output indicates that no failure of the handshake occurred and a set of ciphers was negotiated.

The `openssl s_client` command options are documented in the `s_client(1)` manual page.

For more information on the SSLv3 vulnerability and how to test for it, see the Red Hat Knowledgebase article [POODLE: SSLv3 vulnerability \(CVE-2014-3566\)](#).

### 12.1.10. Using an Existing Key and Certificate

If you have a previously created key and certificate, you can configure the SSL server to use these files instead of generating new ones. There are only two situations where this is not possible:

1. *You are changing the IP address or domain name.*

Certificates are issued for a particular IP address and domain name pair. If one of these values changes, the certificate becomes invalid.

2. *You have a certificate from VeriSign, and you are changing the server software.*

VeriSign, a widely used certificate authority, issues certificates for a particular software product, IP address, and domain name. Changing the software product renders the certificate invalid.

In either of the above cases, you will need to obtain a new certificate. For more information on this topic, see [Section 12.1.11, "Generating a New Key and Certificate"](#).

If you want to use an existing key and certificate, move the relevant files to the `/etc/pki/tls/private/` and `/etc/pki/tls/certs/` directories respectively. You can do so by issuing the following commands as `root`:

```

~]# mv key_file.key /etc/pki/tls/private/hostname.key
~]# mv certificate.crt /etc/pki/tls/certs/hostname.crt

```

Then add the following lines to the `/etc/httpd/conf.d/ssl.conf` configuration file:

```

SSLCertificateFile /etc/pki/tls/certs/hostname.crt
SSLCertificateKeyFile /etc/pki/tls/private/hostname.key

```

To load the updated configuration, restart the `httpd` service as described in [Section 12.1.3.3, "Restarting the Service"](#).

#### Example 12.5. Using a key and certificate from the Red Hat Secure Web Server

```
~]# mv /etc/httpd/conf/httpsd.key
/etc/pki/tls/private/penguin.example.com.key
~]# mv /etc/httpd/conf/httpsd.crt
/etc/pki/tls/certs/penguin.example.com.crt
```

### 12.1.11. Generating a New Key and Certificate

In order to generate a new key and certificate pair, the *crypto-utils* package must be installed on the system. To install it, enter the following command as **root**:

```
~]# yum install crypto-utils
```

This package provides a set of tools to generate and manage SSL certificates and private keys, and includes **genkey**, the Red Hat Keypair Generation utility that will guide you through the key generation process.



#### Important

If the server already has a valid certificate and you are replacing it with a new one, specify a different serial number. This ensures that client browsers are notified of this change, update to this new certificate as expected, and do not fail to access the page. To create a new certificate with a custom serial number, as **root**, use the following command instead of **genkey**:

```
~]# openssl req -x509 -new -set_serial number -key hostname.key -
out hostname.crt
```



#### Note

If there already is a key file for a particular host name in your system, **genkey** will refuse to start. In this case, remove the existing file using the following command as **root**:

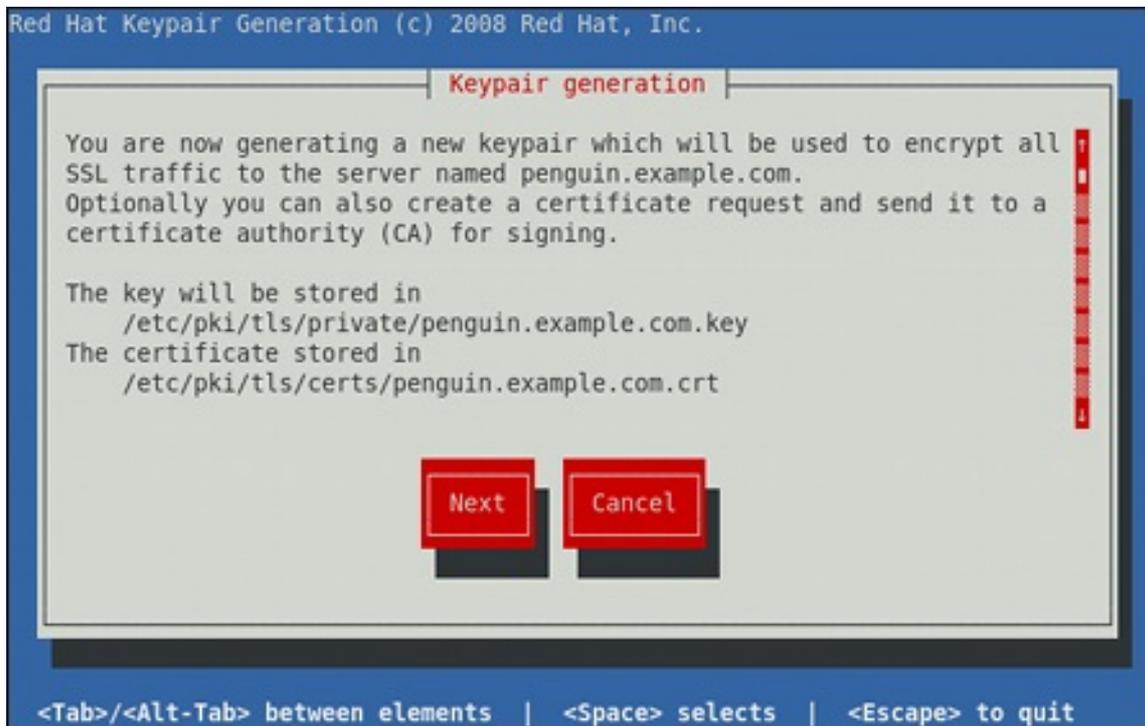
```
~]# rm /etc/pki/tls/private/hostname.key
```

To run the utility enter the **genkey** command as **root**, followed by the appropriate host name (for example, **penguin.example.com**):

```
~]# genkey hostname
```

To complete the key and certificate creation, take the following steps:

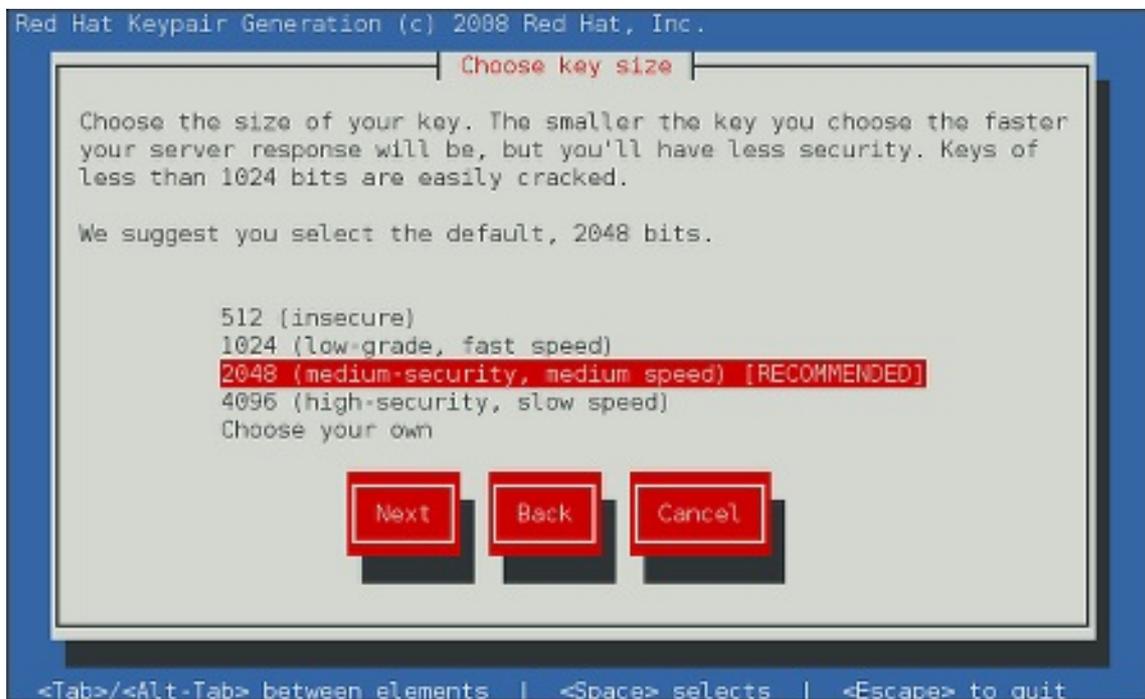
1. Review the target locations in which the key and certificate will be stored.



**Figure 12.1. Running the genkey utility**

Use the **Tab** key to select the **Next** button, and press **Enter** to proceed to the next screen.

- Using the **up** and **down** arrow keys, select a suitable key size. Note that while a larger key increases the security, it also increases the response time of your server. The NIST recommends using **2048 bits**. See [NIST Special Publication 800-131A](#).



**Figure 12.2. Selecting the key size**

Once finished, use the **Tab** key to select the **Next** button, and press **Enter** to initiate the random bits generation process. Depending on the selected key size, this may take some time.

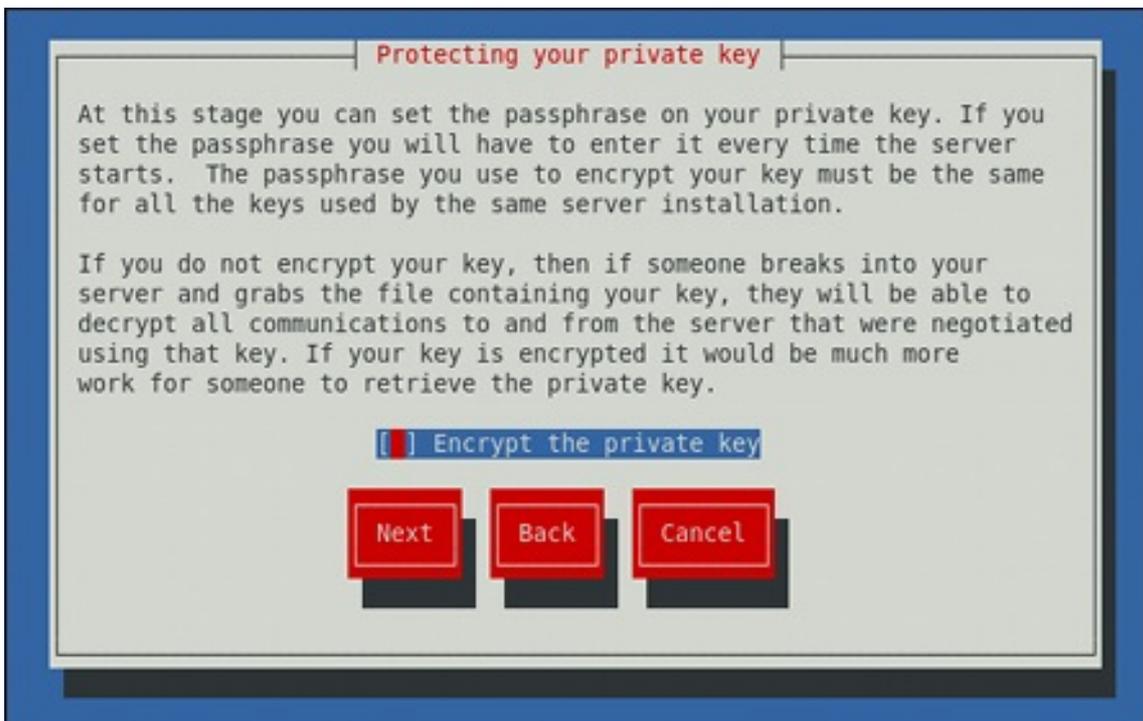
3. Decide whether you want to send a certificate request to a certificate authority.



**Figure 12.3. Generating a certificate request**

Use the **Tab** key to select **Yes** to compose a certificate request, or **No** to generate a self-signed certificate. Then press **Enter** to confirm your choice.

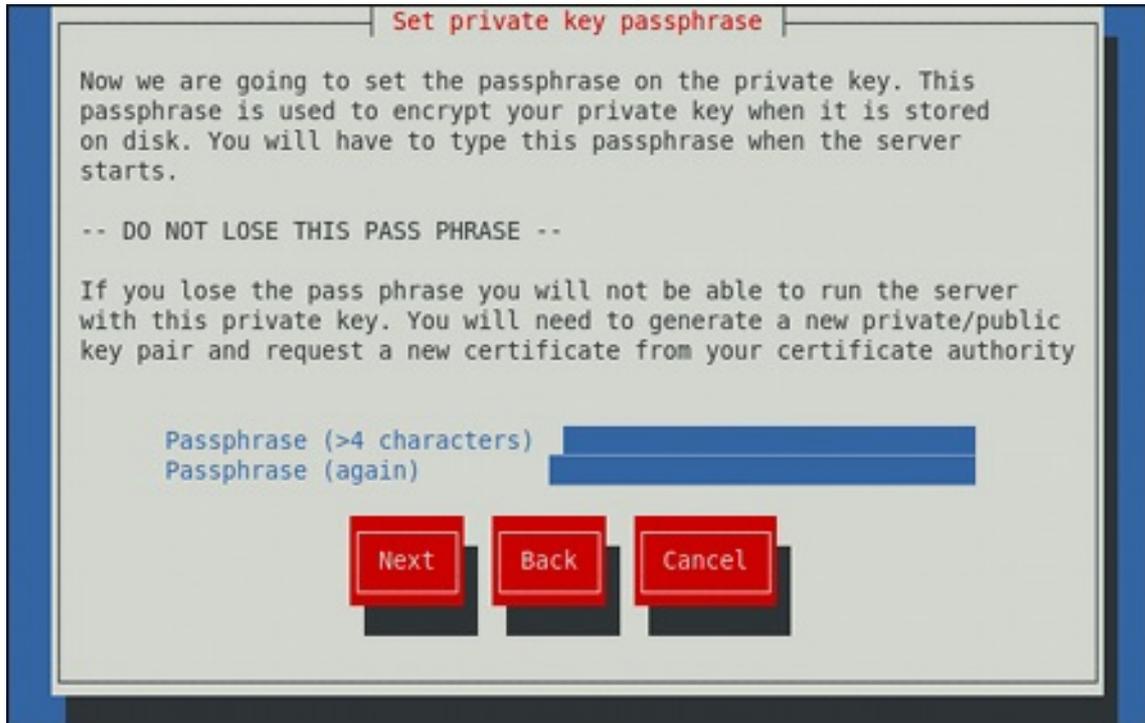
4. Using the **Spacebar** key, enable () or disable () the encryption of the private key.



**Figure 12.4. Encrypting the private key**

Use the **Tab** key to select the **Next** button, and press **Enter** to proceed to the next screen.

5. If you have enabled the private key encryption, enter an adequate passphrase. Note that for security reasons, it is not displayed as you type, and it must be at least five characters long.



**Figure 12.5. Entering a passphrase**

Use the **Tab** key to select the **Next** button, and press **Enter** to proceed to the next screen.



### Important

Entering the correct passphrase is required in order for the server to start. If you lose it, you will need to generate a new key and certificate.

6. Customize the certificate details.

**Enter details for your certificate**

You are about to be asked to enter information that will be incorporated into your certificate request to a CA. What you are about to enter is what is called a Distinguished Name or a DN. There are quite a few fields but you can leave some blank.

Country Name (ISO 2 letter code) GB  
 State or Province Name (full name) Berkshire  
 Locality Name (e.g. city) Newbury  
 Organization Name (eg, company) My Company Ltd  
 Organizational Unit Name (eg, section)

Common Name (fully qualified domain name) penguin.example.com  
 Extra attributes for certificate request:  
 Optional challenge password  
 Optional company name

**Figure 12.6. Specifying certificate information**

Use the **Tab** key to select the **Next** button, and press **Enter** to finish the key generation.

7. If you have previously enabled the certificate request generation, you will be prompted to send it to a certificate authority.

```

You now need to submit your CSR and documentation to your certificate
authority. Submitting your CSR may involve pasting it into an online
web form, or mailing it to a specific address. In either case, you
should include the BEGIN and END lines.

-----BEGIN NEW CERTIFICATE REQUEST-----
MIIBqjCCARMCAQAwajELMAkGA1UEBhMCR0Ix EjAQBgNVBAGTCUJlcmtzaGlyZTEQ
MA4GA1UEBxMHTmV3YnVyeTEXMBUGA1UEChMOTXkgQ29tcGFueSBMdGQxHDAaBgNV
BAMTE3BlbmdlaW4uZXhhbXBsZS5jb20wgZ8wDQYJKoZIhvcNAQEBBQADgY8AMIGJ
AoGBAJjw8bXq7WKGXNZsNZltEe9849wUMc4uAh+X8251b8x+ptJQCanGeNhLlXU
xiL5srY2Tj0TSQ5DvyFgPQmFFe3cn7v//bKNgNqd4h0EbrFGaj/hDUG3fXnjujKX
hP+9iY/eIAQZlHQSkABh/2egtIllpfDeRvsTUX376TnkIWLhAgMBAAGgADANBgkq
hkiG9w0BAQQAFAA0BgQBUTjgjcnts1hZK070c5j+b4IfsBCwm4lnvGx3j0wpLdRq/
rHpx5cbHV99vcKnF3CwDrze9DgpTdjdbAccSCVgSG5GE8JZXWYD8EK8p2naJNQL1
YVX1KPi5MPLZuZ9cTb+k4K0cbug0IQiYaKNLNI/0zLE1VEWZXYFX0UBFM2gXYw==
-----END NEW CERTIFICATE REQUEST-----

A copy of this CSR has been saved in the file
/etc/pki/tls/certs/penguin.example.com.1.csr

Press return when ready to continue
█

```

**Figure 12.7. Instructions on how to send a certificate request**

Press **Enter** to return to a shell prompt.

Once generated, add the key and certificate locations to the `/etc/httpd/conf.d/ssl.conf` configuration file:

```
SSLCertificateFile /etc/pki/tls/certs/hostname.crt
SSLCertificateKeyFile /etc/pki/tls/private/hostname.key
```

Finally, restart the **httpd** service as described in [Section 12.1.3.3, “Restarting the Service”](#), so that the updated configuration is loaded.

### 12.1.12. Configure the Firewall for HTTP and HTTPS Using the Command Line

Red Hat Enterprise Linux does not allow **HTTP** and **HTTPS** traffic by default. To enable the system to act as a web server, make use of **firewalld**'s supported services to enable **HTTP** and **HTTPS** traffic to pass through the firewall as required.

To enable **HTTP** using the command line, issue the following command as **root**:

```
~]# firewall-cmd --add-service http
success
```

To enable **HTTPS** using the command line, issue the following command as **root**:

```
~]# firewall-cmd --add-service https
success
```

Note that these changes will not persist after the next system start. To make permanent changes to the firewall, repeat the commands adding the **--permanent** option.

#### 12.1.12.1. Checking Network Access for Incoming HTTPS and HTTPS Using the Command Line

To check what services the firewall is configured to allow, using the command line, issue the following command as **root**:

```
~]# firewall-cmd --list-all
public (default, active)
  interfaces: em1
  sources:
  services: dhcpv6-client ssh
output truncated
```

In this example taken from a default installation, the firewall is enabled but **HTTP** and **HTTPS** have not been allowed to pass through.

Once the **HTTP** and **HTTPS** firewall services are enabled, the **services** line will appear similar to the following:

```
services: dhcpv6-client http https ssh
```

For more information on enabling firewall services, or opening and closing ports with **firewalld**, see the [Red Hat Enterprise Linux 7 Security Guide](#).

### 12.1.13. Additional Resources

To learn more about the Apache HTTP Server, see the following resources.

### Installed Documentation

- **httpd (8)** — The manual page for the **httpd** service containing the complete list of its command-line options.
- **genkey (1)** — The manual page for **genkey** utility, provided by the *crypto-utils* package.
- **apachectl (8)** — The manual page for the Apache HTTP Server Control Interface.

### Installable Documentation

- <http://localhost/manual/> — The official documentation for the Apache HTTP Server with the full description of its directives and available modules. Note that in order to access this documentation, you must have the *httpd-manual* package installed, and the web server must be running.

Before accessing the documentation, issue the following commands as **root**:

```
~]# yum install httpd-manual  
~]# apachectl graceful
```

### Online Documentation

- <http://httpd.apache.org/> — The official website for the Apache HTTP Server with documentation on all the directives and default modules.
- <http://www.openssl.org/> — The OpenSSL home page containing further documentation, frequently asked questions, links to the mailing lists, and other useful resources.

## Chapter 13. Mail Servers

Red Hat Enterprise Linux offers many advanced applications to serve and access email. This chapter describes modern email protocols in use today, and some of the programs designed to send and receive email.

### 13.1. Email Protocols

Today, email is delivered using a client/server architecture. An email message is created using a mail client program. This program then sends the message to a server. The server then forwards the message to the recipient's email server, where the message is then supplied to the recipient's email client.

To enable this process, a variety of standard network protocols allow different machines, often running different operating systems and using different email programs, to send and receive email.

The following protocols discussed are the most commonly used in the transfer of email.

#### 13.1.1. Mail Transport Protocols

Mail delivery from a client application to the server, and from an originating server to the destination server, is handled by the *Simple Mail Transfer Protocol (SMTP)*.

##### 13.1.1.1. SMTP

The primary purpose of SMTP is to transfer email between mail servers. However, it is critical for email clients as well. To send email, the client sends the message to an outgoing mail server, which in turn contacts the destination mail server for delivery. For this reason, it is necessary to specify an SMTP server when configuring an email client.

Under Red Hat Enterprise Linux, a user can configure an SMTP server on the local machine to handle mail delivery. However, it is also possible to configure remote SMTP servers for outgoing mail.

One important point to make about the SMTP protocol is that it does not require authentication. This allows anyone on the Internet to send email to anyone else or even to large groups of people. It is this characteristic of SMTP that makes junk email or *spam* possible. Imposing relay restrictions limits random users on the Internet from sending email through your SMTP server, to other servers on the internet. Servers that do not impose such restrictions are called *open relay* servers.

Red Hat Enterprise Linux 7 provides the Postfix and Sendmail SMTP programs.

#### 13.1.2. Mail Access Protocols

There are two primary protocols used by email client applications to retrieve email from mail servers: the *Post Office Protocol (POP)* and the *Internet Message Access Protocol (IMAP)*.

##### 13.1.2.1. POP

The default POP server under Red Hat Enterprise Linux is **Dovecot** and is provided by the *dovecot* package.



## Note

In order to use **Dovecot**, first ensure the *dovecot* package is installed on your system by running, as **root**:

```
~]# yum install dovecot
```

For more information on installing packages with Yum, see [Section 8.2.4, “Installing Packages”](#).

When using a **POP** server, email messages are downloaded by email client applications. By default, most **POP** email clients are automatically configured to delete the message on the email server after it has been successfully transferred, however this setting usually can be changed.

**POP** is fully compatible with important Internet messaging standards, such as *Multipurpose Internet Mail Extensions (MIME)*, which allow for email attachments.

**POP** works best for users who have one system on which to read email. It also works well for users who do not have a persistent connection to the Internet or the network containing the mail server. Unfortunately for those with slow network connections, **POP** requires client programs upon authentication to download the entire content of each message. This can take a long time if any messages have large attachments.

The most current version of the standard **POP** protocol is **POP3**.

There are, however, a variety of lesser-used **POP** protocol variants:

- ✦ *APOP* — **POP3** with **MD5** authentication. An encoded hash of the user's password is sent from the email client to the server rather than sending an unencrypted password.
- ✦ *KPOP* — **POP3** with Kerberos authentication.
- ✦ *RPOP* — **POP3** with **RPOP** authentication. This uses a per-user ID, similar to a password, to authenticate POP requests. However, this ID is not encrypted, so **RPOP** is no more secure than standard **POP**.

For added security, it is possible to use *Secure Socket Layer (SSL)* encryption for client authentication and data transfer sessions. This can be enabled by using the **pop3s** service, or by using the **stunnel** application. For more information on securing email communication, see [Section 13.5.1, “Securing Communication”](#).

### 13.1.2.2. IMAP

The default **IMAP** server under Red Hat Enterprise Linux is **Dovecot** and is provided by the *dovecot* package. See [Section 13.1.2.1, “POP”](#) for information on how to install **Dovecot**.

When using an **IMAP** mail server, email messages remain on the server where users can read or delete them. **IMAP** also allows client applications to create, rename, or delete mail directories on the server to organize and store email.

**IMAP** is particularly useful for users who access their email using multiple machines. The protocol is also convenient for users connecting to the mail server via a slow connection, because only the email header information is downloaded for messages until opened, saving bandwidth. The user also has the ability to delete messages without viewing or downloading them.

For convenience, **IMAP** client applications are capable of caching copies of messages locally, so the user can browse previously read messages when not directly connected to the **IMAP** server.

**IMAP**, like **POP**, is fully compatible with important Internet messaging standards, such as MIME, which allow for email attachments.

For added security, it is possible to use **SSL** encryption for client authentication and data transfer sessions. This can be enabled by using the **imaps** service, or by using the **stunnel** program. For more information on securing email communication, see [Section 13.5.1, “Securing Communication”](#).

Other free, as well as commercial, IMAP clients and servers are available, many of which extend the IMAP protocol and provide additional functionality.

### 13.1.2.3. Dovecot

The **imap-login** and **pop3-login** processes which implement the **IMAP** and **POP3** protocols are spawned by the master **dovecot** daemon included in the *dovecot* package. The use of **IMAP** and **POP** is configured through the `/etc/dovecot/dovecot.conf` configuration file; by default **dovecot** runs **IMAP** and **POP3** together with their secure versions using **SSL**. To configure **dovecot** to use **POP**, complete the following steps:

1. Edit the `/etc/dovecot/dovecot.conf` configuration file to make sure the **protocols** variable is uncommented (remove the hash sign (#) at the beginning of the line) and contains the **pop3** argument. For example:

```
protocols = imap pop3 lmtp
```

When the **protocols** variable is left commented out, **dovecot** will use the default values as described above.

2. Make the change operational for the current session by running the following command as **root**:

```
~]# systemctl restart dovecot
```

3. Make the change operational after the next reboot by running the command:

```
~]# systemctl enable dovecot
Created symlink from /etc/systemd/system/multi-
user.target.wants/dovecot.service to
/usr/lib/systemd/system/dovecot.service.
```



#### Note

Please note that **dovecot** only reports that it started the **IMAP** server, but also starts the **POP3** server.

Unlike **SMTP**, both **IMAP** and **POP3** require connecting clients to authenticate using a user name and password. By default, passwords for both protocols are passed over the network unencrypted.

To configure **SSL** on **dovecot**:

- ✦ Edit the `/etc/dovecot/conf.d/10-ssl.conf` configuration to make sure the **ssl\_protocols** variable is uncommented and contains the **!SSLv2 !SSLv3** arguments:

```
ssl_protocols = !SSLv2 !SSLv3
```

These values ensure that **dovecot** avoids SSL versions 2 and also 3, which are both known to be insecure. This is due to the vulnerability described in [POODLE: SSLv3 vulnerability \(CVE-2014-3566\)](#). See [Resolution for POODLE SSL 3.0 vulnerability \(CVE-2014-3566\) in Postfix and Dovecot](#) for details.

- ✦ Edit the `/etc/pki/dovecot/dovecot-openssl.cnf` configuration file as you prefer. However, in a typical installation, this file does not require modification.
- ✦ Rename, move or delete the files `/etc/pki/dovecot/certs/dovecot.pem` and `/etc/pki/dovecot/private/dovecot.pem`.
- ✦ Execute the `/usr/libexec/dovecot/mkcert.sh` script which creates the **dovecot** self signed certificates. These certificates are copied in the `/etc/pki/dovecot/certs` and `/etc/pki/dovecot/private` directories. To implement the changes, restart **dovecot** by issuing the following command as **root**:

```
~]# systemctl restart dovecot
```

More details on **dovecot** can be found online at <http://www.dovecot.org>.

## 13.2. Email Program Classifications

In general, all email applications fall into at least one of three classifications. Each classification plays a specific role in the process of moving and managing email messages. While most users are only aware of the specific email program they use to receive and send messages, each one is important for ensuring that email arrives at the correct destination.

### 13.2.1. Mail Transport Agent

A *Mail Transport Agent (MTA)* transports email messages between hosts using **SMTP**. A message may involve several MTAs as it moves to its intended destination.

While the delivery of messages between machines may seem rather straightforward, the entire process of deciding if a particular MTA can or should accept a message for delivery is quite complicated. In addition, due to problems from spam, use of a particular MTA is usually restricted by the MTA's configuration or the access configuration for the network on which the MTA resides.

Many modern email client programs can act as an MTA when sending email. However, this action should not be confused with the role of a true MTA. The sole reason email client programs are capable of sending email like an MTA is because the host running the application does not have its own MTA. This is particularly true for email client programs on non-UNIX-based operating systems. However, these client programs only send outbound messages to an MTA they are authorized to use and do not directly deliver the message to the intended recipient's email server.

Since Red Hat Enterprise Linux offers two MTAs, *Postfix* and *Sendmail*, email client programs are often not required to act as an MTA. Red Hat Enterprise Linux also includes a special purpose MTA called *Fetchmail*.

For more information on Postfix, Sendmail, and Fetchmail, see [Section 13.3, “Mail Transport Agents”](#).

### 13.2.2. Mail Delivery Agent

A *Mail Delivery Agent (MDA)* is invoked by the MTA to file incoming email in the proper user's mailbox. In many cases, the MDA is actually a *Local Delivery Agent (LDA)*, such as **mail** or Procmail.

Any program that actually handles a message for delivery to the point where it can be read by an email client application can be considered an MDA. For this reason, some MTAs (such as Sendmail and Postfix) can fill the role of an MDA when they append new email messages to a local user's mail spool file. In general, MDAs do not transport messages between systems nor do they provide a user interface; MDAs distribute and sort messages on the local machine for an email client application to access.

### 13.2.3. Mail User Agent

A *Mail User Agent (MUA)* is synonymous with an email client application. An MUA is a program that, at a minimum, allows a user to read and compose email messages. Many MUAs are capable of retrieving messages via the **POP** or **IMAP** protocols, setting up mailboxes to store messages, and sending outbound messages to an MTA.

MUAs may be graphical, such as **Evolution**, or have simple text-based interfaces, such as **Mutt**.

## 13.3. Mail Transport Agents

Red Hat Enterprise Linux 7 offers two primary MTAs: Postfix and Sendmail. Postfix is configured as the default MTA and Sendmail is considered deprecated. If required to switch the default MTA to Sendmail, you can either uninstall Postfix or use the following command as **root** to switch to Sendmail:

```
~]# alternatives --config mta
```

You can also use the following command to enable the desired service:

```
~]# systemctl enable service
```

Similarly, to disable the service, type the following at a shell prompt:

```
~]# systemctl disable service
```

For more information on how to manage system services in Red Hat Enterprise Linux 7, see [Chapter 9, Managing Services with systemd](#).

### 13.3.1. Postfix

Originally developed at IBM by security expert and programmer Wietse Venema, Postfix is a Sendmail-compatible MTA that is designed to be secure, fast, and easy to configure.

To improve security, Postfix uses a modular design, where small processes with limited privileges are launched by a *master* daemon. The smaller, less privileged processes perform very specific tasks related to the various stages of mail delivery and run in a changed root environment to limit the effects of attacks.

Configuring Postfix to accept network connections from hosts other than the local computer takes only a few minor changes in its configuration file. Yet for those with more complex needs, Postfix provides a variety of configuration options, as well as third party add-ons that make it a very versatile and full-featured MTA.

The configuration files for Postfix are human readable and support upward of 250 directives. Unlike Sendmail, no macro processing is required for changes to take effect and the majority of the most commonly used options are described in the heavily commented files.

### 13.3.1.1. The Default Postfix Installation

The Postfix executable is **postfix**. This daemon launches all related processes needed to handle mail delivery.

Postfix stores its configuration files in the **/etc/postfix/** directory. The following is a list of the more commonly used files:

- ✦ **access** — Used for access control, this file specifies which hosts are allowed to connect to Postfix.
- ✦ **main.cf** — The global Postfix configuration file. The majority of configuration options are specified in this file.
- ✦ **master.cf** — Specifies how Postfix interacts with various processes to accomplish mail delivery.
- ✦ **transport** — Maps email addresses to relay hosts.

The **aliases** file can be found in the **/etc** directory. This file is shared between Postfix and Sendmail. It is a configurable list required by the mail protocol that describes user ID aliases.



#### Important

The default **/etc/postfix/main.cf** file does not allow Postfix to accept network connections from a host other than the local computer. For instructions on configuring Postfix as a server for other clients, see [Section 13.3.1.3, “Basic Postfix Configuration”](#).

Restart the **postfix** service after changing any options in the configuration files under the **/etc/postfix/** directory in order for those changes to take effect. To do so, run the following command as **root**:

```
~]# systemctl restart postfix
```

### 13.3.1.2. Upgrading From a Previous Release

The following settings in Red Hat Enterprise Linux 7 are different to previous releases:

- ✦ **disable\_vrfy\_command = no** — This is disabled by default, which is different to the default for Sendmail. If changed to **yes** it can prevent certain email address harvesting methods.
- ✦ **allow\_percent\_hack = yes** — This is enabled by default. It allows removing % characters in email addresses. The percent hack is an old workaround that allowed sender-controlled routing of email messages. **DNS** and mail routing are now much more reliable, but Postfix continues to support the hack. To turn off percent rewriting, set **allow\_percent\_hack** to **no**.
- ✦ **smtpd\_helo\_required = no** — This is disabled by default, as it is in Sendmail, because it can prevent some applications from sending mail. It can be changed to **yes** to require clients to send the HELO or EHLO commands before attempting to send the MAIL, FROM, or ETRN commands.

### 13.3.1.3. Basic Postfix Configuration

By default, Postfix does not accept network connections from any host other than the local host. Perform the following steps as **root** to enable mail delivery for other hosts on the network:

- ✦ Edit the `/etc/postfix/main.cf` file with a text editor, such as **vi**.
- ✦ Uncomment the **mydomain** line by removing the hash sign (**#**), and replace *domain.tld* with the domain the mail server is servicing, such as **example.com**.
- ✦ Uncomment the **myorigin = \$mydomain** line.
- ✦ Uncomment the **myhostname** line, and replace *host.domain.tld* with the host name for the machine.
- ✦ Uncomment the **mydestination = \$myhostname, localhost.\$mydomain** line.
- ✦ Uncomment the **mynetworks** line, and replace *168.100.189.0/28* with a valid network setting for hosts that can connect to the server.
- ✦ Uncomment the **inet\_interfaces = all** line.
- ✦ Comment the **inet\_interfaces = localhost** line.
- ✦ Restart the **postfix** service.

Once these steps are complete, the host accepts outside emails for delivery.

Postfix has a large assortment of configuration options. One of the best ways to learn how to configure Postfix is to read the comments within the `/etc/postfix/main.cf` configuration file. Additional resources including information about Postfix configuration, SpamAssassin integration, or detailed descriptions of the `/etc/postfix/main.cf` parameters are available online at <http://www.postfix.org/>.



### Important

Due to the vulnerability described in [POODLE: SSLv3 vulnerability \(CVE-2014-3566\)](#), Red Hat recommends disabling **SSL** and using only **TLSv1.1** or **TLSv1.2**. See [Resolution for POODLE SSL 3.0 vulnerability \(CVE-2014-3566\) in Postfix and Dovecot](#) for details.

#### 13.3.1.4. Using Postfix with LDAP

Postfix can use an **LDAP** directory as a source for various lookup tables (e.g.: **aliases**, **virtual**, **canonical**, etc.). This allows **LDAP** to store hierarchical user information and Postfix to only be given the result of **LDAP** queries when needed. By not storing this information locally, administrators can easily maintain it.

##### 13.3.1.4.1. The `/etc/aliases` lookup example

The following is a basic example for using **LDAP** to look up the `/etc/aliases` file. Make sure your `/etc/postfix/main.cf` file contains the following:

```
alias_maps = hash:/etc/aliases, ldap:/etc/postfix/ldap-aliases.cf
```

Create a `/etc/postfix/ldap-aliases.cf` file if you do not have one already and make sure it contains the following:

```
server_host = ldap.example.com
search_base = dc=example, dc=com
```

where *ldap.example.com*, *example*, and *com* are parameters that need to be replaced with specification of an existing available **LDAP** server.



## Note

The `/etc/postfix/ldap-aliases.cf` file can specify various parameters, including parameters that enable **LDAP SSL** and **STARTTLS**. For more information, see the `ldap_table(5)` man page.

For more information on **LDAP**, see [OpenLDAP](#) in the *System-Level Authentication Guide*.

### 13.3.2. Sendmail

Sendmail's core purpose, like other MTAs, is to safely transfer email among hosts, usually using the **SMTP** protocol. Note that Sendmail is considered deprecated and users are encouraged to use Postfix when possible. See [Section 13.3.1, "Postfix"](#) for more information.

#### 13.3.2.1. Purpose and Limitations

It is important to be aware of what Sendmail is and what it can do, as opposed to what it is not. In these days of monolithic applications that fulfill multiple roles, Sendmail may seem like the only application needed to run an email server within an organization. Technically, this is true, as Sendmail can spool mail to each users' directory and deliver outbound mail for users. However, most users actually require much more than simple email delivery. Users usually want to interact with their email using an MUA, that uses **POP** or **IMAP**, to download their messages to their local machine. Or, they may prefer a Web interface to gain access to their mailbox. These other applications can work in conjunction with Sendmail, but they actually exist for different reasons and can operate separately from one another.

It is beyond the scope of this section to go into all that Sendmail should or could be configured to do. With literally hundreds of different options and rule sets, entire volumes have been dedicated to helping explain everything that can be done and how to fix things that go wrong. See the [Section 13.6, "Additional Resources"](#) for a list of Sendmail resources.

This section reviews the files installed with Sendmail by default and reviews basic configuration changes, including how to stop unwanted email (spam) and how to extend Sendmail with the *Lightweight Directory Access Protocol (LDAP)*.

#### 13.3.2.2. The Default Sendmail Installation

In order to use Sendmail, first ensure the *sendmail* package is installed on your system by running, as **root**:

```
~]# yum install sendmail
```

In order to configure Sendmail, ensure the *sendmail-cf* package is installed on your system by running, as **root**:

```
~]# yum install sendmail-cf
```

For more information on installing packages with Yum, see [Section 8.2.4, “Installing Packages”](#).

Before using Sendmail, the default MTA has to be switched from Postfix. For more information how to switch the default MTA refer to [Section 13.3, “Mail Transport Agents”](#).

The Sendmail executable is **sendmail**.

Sendmail's lengthy and detailed configuration file is **/etc/mail/sendmail.cf**. Avoid editing the **sendmail.cf** file directly. To make configuration changes to Sendmail, edit the **/etc/mail/sendmail.mc** file, back up the original **/etc/mail/sendmail.cf** file, and use the following alternatives to generate a new configuration file:

- Use the included makefile in **/etc/mail/** to create a new **/etc/mail/sendmail.cf** configuration file:

```
~]# make all -C /etc/mail/
```

All other generated files in **/etc/mail** (db files) will be regenerated if needed. The old makemap commands are still usable. The make command is automatically used whenever you start or restart the **sendmail** service.

More information on configuring Sendmail can be found in [Section 13.3.2.3, “Common Sendmail Configuration Changes”](#).

Various Sendmail configuration files are installed in the **/etc/mail/** directory including:

- **access** — Specifies which systems can use Sendmail for outbound email.
- **domaintable** — Specifies domain name mapping.
- **local-host-names** — Specifies aliases for the host.
- **mailertable** — Specifies instructions that override routing for particular domains.
- **virtusertable** — Specifies a domain-specific form of aliasing, allowing multiple virtual domains to be hosted on one machine.

Several of the configuration files in the **/etc/mail/** directory, such as **access**, **domaintable**, **mailertable** and **virtusertable**, must actually store their information in database files before Sendmail can use any configuration changes. To include any changes made to these configurations in their database files, run the following commands, as **root**:

```
~]# cd /etc/mail/  
~]# make all
```

This will update **virtusertable.db**, **access.db**, **domaintable.db**, **mailertable.db**, **sendmail.cf**, and **submit.cf**.

To update all the database files listed above and to update a custom database file, use a command in the following format:

```
make name.db all
```

where *name* represents the name of the custom database file to be updated.

To update a single database, use a command in the following format:

```
make name.db
```

where *name.db* represents the name of the database file to be updated.

You may also restart the **sendmail** service for the changes to take effect by running:

```
~]# systemctl restart sendmail
```

For example, to have all emails addressed to the **example.com** domain delivered to **bob@other-example.com**, add the following line to the **virtusertable** file:

```
@example.com bob@other-example.com
```

To finalize the change, the **virtusertable.db** file must be updated:

```
~]# make virtusertable.db all
```

Using the **all** option will result in the **virtusertable.db** and **access.db** being updated at the same time.

### 13.3.2.3. Common Sendmail Configuration Changes

When altering the Sendmail configuration file, it is best not to edit an existing file, but to generate an entirely new **/etc/mail/sendmail.cf** file.



#### Warning

Before replacing or making any changes to the **sendmail.cf** file, create a backup copy.

To add the desired functionality to Sendmail, edit the **/etc/mail/sendmail.mc** file as **root**. Once you are finished, restart the **sendmail** service and, if the **m4** package is installed, the **m4** macro processor will automatically generate a new **sendmail.cf** configuration file:

```
~]# systemctl restart sendmail
```



#### Important

The default **sendmail.cf** file does not allow Sendmail to accept network connections from any host other than the local computer. To configure Sendmail as a server for other clients, edit the **/etc/mail/sendmail.mc** file, and either change the address specified in the **Addr=** option of the **DAEMON\_OPTIONS** directive from **127.0.0.1** to the IP address of an active network device or comment out the **DAEMON\_OPTIONS** directive all together by placing **dnl** at the beginning of the line. When finished, regenerate **/etc/mail/sendmail.cf** by restarting the service:

```
~]# systemctl restart sendmail
```

The default configuration in Red Hat Enterprise Linux works for most **SMTP**-only sites. However, it does not work for *UUCP* (*UNIX-to-UNIX Copy Protocol*) sites. If using UUCP mail transfers, the `/etc/mail/sendmail.mc` file must be reconfigured and a new `/etc/mail/sendmail.cf` file must be generated.

Consult the `/usr/share/sendmail-cf/README` file before editing any files in the directories under the `/usr/share/sendmail-cf/` directory, as they can affect the future configuration of the `/etc/mail/sendmail.cf` file.

#### 13.3.2.4. Masquerading

One common Sendmail configuration is to have a single machine act as a mail gateway for all machines on the network. For example, a company may want to have a machine called `mail.example.com` that handles all of their email and assigns a consistent return address to all outgoing mail.

In this situation, the Sendmail server must masquerade the machine names on the company network so that their return address is `user@example.com` instead of `user@host.example.com`.

To do this, add the following lines to `/etc/mail/sendmail.mc`:

```
FEATURE(always_add_domain)dnl
FEATURE(`masquerade_entire_domain')dnl
FEATURE(`masquerade_envelope')dnl
FEATURE(`allmasquerade')dnl
MASQUERADE_AS(`example.com.')
```

After generating a new `sendmail.cf` file using the `m4` macro processor, this configuration makes all mail from inside the network appear as if it were sent from `example.com`.

Note that administrators of mail servers, **DNS** and **DHCP** servers, as well as any provisioning applications, should agree on the host name format used in an organization. See the [Red Hat Enterprise Linux 7 Networking Guide](#) for more information on recommended naming practices.

#### 13.3.2.5. Stopping Spam

Email spam can be defined as unnecessary and unwanted email received by a user who never requested the communication. It is a disruptive, costly, and widespread abuse of Internet communication standards.

Sendmail makes it relatively easy to block new spamming techniques being employed to send junk email. It even blocks many of the more usual spamming methods by default. Main anti-spam features available in sendmail are *header checks*, *relaying denial* (default from version 8.9), *access database* and *sender information checks*.

For example, forwarding of **SMTP** messages, also called relaying, has been disabled by default since Sendmail version 8.9. Before this change occurred, Sendmail directed the mail host (`x.edu`) to accept messages from one party (`y.com`) and sent them to a different party (`z.net`). Now, however, Sendmail must be configured to permit any domain to relay mail through the server. To configure relay domains, edit the `/etc/mail/relay-domains` file and restart Sendmail

```
~]# systemctl restart sendmail
```

However users can also be sent spam from from servers on the Internet. In these instances, Sendmail's access control features available through the `/etc/mail/access` file can be used to prevent connections from unwanted hosts. The following example illustrates how this file can be used to both block and specifically allow access to the Sendmail server:

```
badspammer.com ERROR:550 "Go away and do not spam us anymore"
tux.badspammer.com OK 10.0 RELAY
```

This example shows that any email sent from `badspammer.com` is blocked with a 550 RFC-821 compliant error code, with a message sent back. Email sent from the `tux.badspammer.com` sub-domain, is accepted. The last line shows that any email sent from the `10.0.*.*` network can be relayed through the mail server.

Because the `/etc/mail/access.db` file is a database, use the `makemap` command to update any changes. Do this using the following command as `root`:

```
~]# makemap hash /etc/mail/access < /etc/mail/access
```

Message header analysis allows you to reject mail based on header contents. **SMTP** servers store information about an email's journey in the message header. As the message travels from one MTA to another, each puts in a **Received** header above all the other **Received** headers. It is important to note that this information may be altered by spammers.

The above examples only represent a small part of what Sendmail can do in terms of allowing or blocking access. See the `/usr/share/sendmail-cf/README` file for more information and examples.

Since Sendmail calls the Procmail MDA when delivering mail, it is also possible to use a spam filtering program, such as SpamAssassin, to identify and file spam for users. See [Section 13.4.2.6, "Spam Filters"](#) for more information about using SpamAssassin.

### 13.3.2.6. Using Sendmail with LDAP

Using **LDAP** is a very quick and powerful way to find specific information about a particular user from a much larger group. For example, an **LDAP** server can be used to look up a particular email address from a common corporate directory by the user's last name. In this kind of implementation, **LDAP** is largely separate from Sendmail, with **LDAP** storing the hierarchical user information and Sendmail only being given the result of **LDAP** queries in pre-addressed email messages.

However, Sendmail supports a much greater integration with **LDAP**, where it uses **LDAP** to replace separately maintained files, such as `/etc/aliases` and `/etc/mail/virtusertables`, on different mail servers that work together to support a medium- to enterprise-level organization. In short, **LDAP** abstracts the mail routing level from Sendmail and its separate configuration files to a powerful **LDAP** cluster that can be leveraged by many different applications.

The current version of Sendmail contains support for **LDAP**. To extend the Sendmail server using **LDAP**, first get an **LDAP** server, such as **OpenLDAP**, running and properly configured. Then edit the `/etc/mail/sendmail.mc` to include the following:

```
LDAPROUTE_DOMAIN('yourdomain.com')dnl
FEATURE('ldap_routing')dnl
```



## Note

This is only for a very basic configuration of Sendmail with **LDAP**. The configuration can differ greatly from this depending on the implementation of **LDAP**, especially when configuring several Sendmail machines to use a common **LDAP** server.

Consult `/usr/share/sendmail-cf/README` for detailed **LDAP** routing configuration instructions and examples.

Next, recreate the `/etc/mail/sendmail.cf` file by running the `m4` macro processor and again restarting Sendmail. See [Section 13.3.2.3, “Common Sendmail Configuration Changes”](#) for instructions.

For more information on **LDAP**, see [OpenLDAP](#) in the *System-Level Authentication Guide*.

### 13.3.3. Fetchmail

Fetchmail is an MTA which retrieves email from remote servers and delivers it to the local MTA. Many users appreciate the ability to separate the process of downloading their messages located on a remote server from the process of reading and organizing their email in an MUA. Designed with the needs of dial-up users in mind, Fetchmail connects and quickly downloads all of the email messages to the mail spool file using any number of protocols, including **POP3** and **IMAP**. It can even forward email messages to an **SMTP** server, if necessary.



## Note

In order to use **Fetchmail**, first ensure the `fetchmail` package is installed on your system by running, as `root`:

```
~]# yum install fetchmail
```

For more information on installing packages with Yum, see [Section 8.2.4, “Installing Packages”](#).

Fetchmail is configured for each user through the use of a `.fetchmailrc` file in the user's home directory. If it does not already exist, create the `.fetchmailrc` file in your home directory

Using preferences in the `.fetchmailrc` file, Fetchmail checks for email on a remote server and downloads it. It then delivers it to port `25` on the local machine, using the local MTA to place the email in the correct user's spool file. If Procmail is available, it is launched to filter the email and place it in a mailbox so that it can be read by an MUA.

#### 13.3.3.1. Fetchmail Configuration Options

Although it is possible to pass all necessary options on the command line to check for email on a remote server when executing Fetchmail, using a `.fetchmailrc` file is much easier. Place any desired configuration options in the `.fetchmailrc` file for those options to be used each time the `fetchmail` command is issued. It is possible to override these at the time Fetchmail is run by specifying that option on the command line.

A user's `.fetchmailrc` file contains three classes of configuration options:

- ✦ *global options* — Gives Fetchmail instructions that control the operation of the program or provide settings for every connection that checks for email.
- ✦ *server options* — Specifies necessary information about the server being polled, such as the host name, as well as preferences for specific email servers, such as the port to check or number of seconds to wait before timing out. These options affect every user using that server.
- ✦ *user options* — Contains information, such as user name and password, necessary to authenticate and check for email using a specified email server.

Global options appear at the top of the `.fetchmailrc` file, followed by one or more server options, each of which designate a different email server that Fetchmail should check. User options follow server options for each user account checking that email server. Like server options, multiple user options may be specified for use with a particular server as well as to check multiple email accounts on the same server.

Server options are called into service in the `.fetchmailrc` file by the use of a special option verb, **poll** or **skip**, that precedes any of the server information. The **poll** action tells Fetchmail to use this server option when it is run, which checks for email using the specified user options. Any server options after a **skip** action, however, are not checked unless this server's host name is specified when Fetchmail is invoked. The **skip** option is useful when testing configurations in the `.fetchmailrc` file because it only checks skipped servers when specifically invoked, and does not affect any currently working configurations.

The following is an example of a `.fetchmailrc` file:

```
set postmaster "user1"
set bouncemail

poll pop.domain.com proto pop3
    user 'user1' there with password 'secret' is user1 here

poll mail.domain2.com
    user 'user5' there with password 'secret2' is user1 here
    user 'user7' there with password 'secret3' is user1 here
```

In this example, the global options specify that the user is sent email as a last resort (**postmaster** option) and all email errors are sent to the postmaster instead of the sender (**bouncemail** option). The **set** action tells Fetchmail that this line contains a global option. Then, two email servers are specified, one set to check using **POP3**, the other for trying various protocols to find one that works. Two users are checked using the second server option, but all email found for any user is sent to **user1**'s mail spool. This allows multiple mailboxes to be checked on multiple servers, while appearing in a single MUA inbox. Each user's specific information begins with the **user** action.



### Note

Users are not required to place their password in the `.fetchmailrc` file. Omitting the **with password 'password'** section causes Fetchmail to ask for a password when it is launched.

Fetchmail has numerous global, server, and local options. Many of these options are rarely used or only apply to very specific situations. The **fetchmail** man page explains each option in detail, but the most common ones are listed in the following three sections.

### 13.3.3.2. Global Options

Each global option should be placed on a single line after a **set** action.

- ✦ **daemon seconds** — Specifies daemon-mode, where Fetchmail stays in the background. Replace *seconds* with the number of seconds Fetchmail is to wait before polling the server.
- ✦ **postmaster** — Specifies a local user to send mail to in case of delivery problems.
- ✦ **syslog** — Specifies the log file for errors and status messages. By default, this is `/var/log/maillog`.

### 13.3.3.3. Server Options

Server options must be placed on their own line in `.fetchmailrc` after a **poll** or **skip** action.

- ✦ **auth auth-type** — Replace *auth-type* with the type of authentication to be used. By default, **password** authentication is used, but some protocols support other types of authentication, including **kerberos\_v5**, **kerberos\_v4**, and **ssh**. If the **any** authentication type is used, Fetchmail first tries methods that do not require a password, then methods that mask the password, and finally attempts to send the password unencrypted to authenticate to the server.
- ✦ **interval number** — Polls the specified server every *number* of times that it checks for email on all configured servers. This option is generally used for email servers where the user rarely receives messages.
- ✦ **port port-number** — Replace *port-number* with the port number. This value overrides the default port number for the specified protocol.
- ✦ **proto protocol** — Replace *protocol* with the protocol, such as **pop3** or **imap**, to use when checking for messages on the server.
- ✦ **timeout seconds** — Replace *seconds* with the number of seconds of server inactivity after which Fetchmail gives up on a connection attempt. If this value is not set, a default of **300** seconds is used.

### 13.3.3.4. User Options

User options may be placed on their own lines beneath a server option or on the same line as the server option. In either case, the defined options must follow the **user** option (defined below).

- ✦ **fetchall** — Orders Fetchmail to download all messages in the queue, including messages that have already been viewed. By default, Fetchmail only pulls down new messages.
- ✦ **fetchlimit number** — Replace *number* with the number of messages to be retrieved before stopping.
- ✦ **flush** — Deletes all previously viewed messages in the queue before retrieving new messages.
- ✦ **limit max-number-bytes** — Replace *max-number-bytes* with the maximum size in bytes that messages are allowed to be when retrieved by Fetchmail. This option is useful with slow network links, when a large message takes too long to download.
- ✦ **password 'password'** — Replace *password* with the user's password.
- ✦ **preconnect "command"** — Replace *command* with a command to be executed before retrieving messages for the user.

- ✦ **postconnect "command"** — Replace *command* with a command to be executed after retrieving messages for the user.
- ✦ **ssl** — Activates SSL encryption. At the time of writing, the default action is to use the best available from **SSL2**, **SSL3**, **SSL23**, **TLS1**, **TLS1 . 1** and **TLS1 . 2**. Note that **SSL2** is considered obsolete and due to the [POODLE: SSLv3 vulnerability \(CVE-2014-3566\)](#), **SSLv3** should not be used. However there is no way to force the use of TLS1 or newer, therefore ensure the mail server being connected to is configured **not** to use **SSLv2** and **SSLv3**. Use **stunnel** where the server cannot be configured **not** to use **SSLv2** and **SSLv3**.
- ✦ **sslproto** — Defines allowed SSL or TLS protocols. Possible values are **SSL2**, **SSL3**, **SSL23**, and **TLS1**. The default value, if **sslproto** is omitted, unset, or set to an invalid value, is **SSL23**. The default action is to use the best from **SSLv2**, **SSLv3**, **TLSv1**, **TLS1 . 1** and **TLS1 . 2**. Note that setting any other value for SSL or TLS will disable all the other protocols. Due to the [POODLE: SSLv3 vulnerability \(CVE-2014-3566\)](#), it is recommend to omit this option, or set it to **SSLv23**, and configure the corresponding mail server **not** to use **SSLv2** and **SSLv3**. Use **stunnel** where the server cannot be configured **not** to use **SSLv2** and **SSLv3**.
- ✦ **user "username"** — Replace *username* with the username used by Fetchmail to retrieve messages. *This option must precede all other user options.*

### 13.3.3.5. Fetchmail Command Options

Most Fetchmail options used on the command line when executing the **fetchmail** command mirror the **.fetchmailrc** configuration options. In this way, Fetchmail may be used with or without a configuration file. These options are not used on the command line by most users because it is easier to leave them in the **.fetchmailrc** file.

There may be times when it is desirable to run the **fetchmail** command with other options for a particular purpose. It is possible to issue command options to temporarily override a **.fetchmailrc** setting that is causing an error, as any options specified at the command line override configuration file options.

### 13.3.3.6. Informational or Debugging Options

Certain options used after the **fetchmail** command can supply important information.

- ✦ **--configdump** — Displays every possible option based on information from **.fetchmailrc** and Fetchmail defaults. No email is retrieved for any users when using this option.
- ✦ **-s** — Executes Fetchmail in silent mode, preventing any messages, other than errors, from appearing after the **fetchmail** command.
- ✦ **-v** — Executes Fetchmail in verbose mode, displaying every communication between Fetchmail and remote email servers.
- ✦ **-V** — Displays detailed version information, lists its global options, and shows settings to be used with each user, including the email protocol and authentication method. No email is retrieved for any users when using this option.

### 13.3.3.7. Special Options

These options are occasionally useful for overriding defaults often found in the **.fetchmailrc** file.

- ✦ **-a** — Fetchmail downloads all messages from the remote email server, whether new or previously viewed. By default, Fetchmail only downloads new messages.

- ✦ **-k** — Fetchmail leaves the messages on the remote email server after downloading them. This option overrides the default behavior of deleting messages after downloading them.
- ✦ **-l *max-number-bytes*** — Fetchmail does not download any messages over a particular size and leaves them on the remote email server.
- ✦ **--quit** — Quits the Fetchmail daemon process.

More commands and `.fetchmailrc` options can be found in the `fetchmail` man page.

### 13.3.4. Mail Transport Agent (MTA) Configuration

A *Mail Transport Agent* (MTA) is essential for sending email. A *Mail User Agent* (MUA) such as **Evolution** or **Mutt**, is used to read and compose email. When a user sends an email from an MUA, the message is handed off to the MTA, which sends the message through a series of MTAs until it reaches its destination.

Even if a user does not plan to send email from the system, some automated tasks or system programs might use the `mail` command to send email containing log messages to the `root` user of the local system.

Red Hat Enterprise Linux 7 provides two MTAs: Postfix and Sendmail. If both are installed, Postfix is the default MTA. Note that Sendmail is considered deprecated in Red Hat Enterprise Linux 7.

## 13.4. Mail Delivery Agents

Red Hat Enterprise Linux includes two primary MDAs, Procmail and `mail`. Both of the applications are considered LDAs and both move email from the MTA's spool file into the user's mailbox. However, Procmail provides a robust filtering system.

This section details only Procmail. For information on the `mail` command, consult its man page (`man mail`).

Procmail delivers and filters email as it is placed in the mail spool file of the localhost. It is powerful, gentle on system resources, and widely used. Procmail can play a critical role in delivering email to be read by email client applications.

Procmail can be invoked in several different ways. Whenever an MTA places an email into the mail spool file, Procmail is launched. Procmail then filters and files the email for the MUA and quits. Alternatively, the MUA can be configured to execute Procmail any time a message is received so that messages are moved into their correct mailboxes. By default, the presence of `/etc/procmailrc` or of a `~/.procmailrc` file (also called an `rc` file) in the user's home directory invokes Procmail whenever an MTA receives a new message.

By default, no system-wide `rc` files exist in the `/etc` directory and no `.procmailrc` files exist in any user's home directory. Therefore, to use Procmail, each user must construct a `.procmailrc` file with specific environment variables and rules.

Whether Procmail acts upon an email message depends upon whether the message matches a specified set of conditions or *recipes* in the `rc` file. If a message matches a recipe, then the email is placed in a specified file, is deleted, or is otherwise processed.

When Procmail starts, it reads the email message and separates the body from the header information. Next, Procmail looks for a `/etc/procmailrc` file and `rc` files in the `/etc/procmailrcs/` directory for default, system-wide, Procmail environmental variables and recipes. Procmail then searches for a `.procmailrc` file in the user's home directory. Many users

also create additional **rc** files for Procmail that are referred to within the **.procmailrc** file in their home directory.

### 13.4.1. Procmail Configuration

The Procmail configuration file contains important environmental variables. These variables specify things such as which messages to sort and what to do with the messages that do not match any recipes.

These environmental variables usually appear at the beginning of the **~/ .procmailrc** file in the following format:

```
env-variable="value"
```

In this example, **env-variable** is the name of the variable and **value** defines the variable.

There are many environment variables not used by most Procmail users and many of the more important environment variables are already defined by a default value. Most of the time, the following variables are used:

- ✦ **DEFAULT** — Sets the default mailbox where messages that do not match any recipes are placed.

The default **DEFAULT** value is the same as **\$ORGMAIL**.

- ✦ **INCLUDERC** — Specifies additional **rc** files containing more recipes for messages to be checked against. This breaks up the Procmail recipe lists into individual files that fulfill different roles, such as blocking spam and managing email lists, that can then be turned off or on by using comment characters in the user's **~/ .procmailrc** file.

For example, lines in a user's **~/ .procmailrc** file may look like this:

```
MAILDIR=$HOME/Msgs
INCLUDERC=$MAILDIR/lists.rc
INCLUDERC=$MAILDIR/spam.rc
```

To turn off Procmail filtering of email lists but leaving spam control in place, comment out the first **INCLUDERC** line with a hash sign (**#**). Note that it uses paths relative to the current directory.

- ✦ **LOCKSLEEP** — Sets the amount of time, in seconds, between attempts by Procmail to use a particular lockfile. The default is **8** seconds.
- ✦ **LOCKTIMEOUT** — Sets the amount of time, in seconds, that must pass after a lockfile was last modified before Procmail assumes that the lockfile is old and can be deleted. The default is **1024** seconds.
- ✦ **LOGFILE** — The file to which any Procmail information or error messages are written.
- ✦ **MAILDIR** — Sets the current working directory for Procmail. If set, all other Procmail paths are relative to this directory.
- ✦ **ORGMAIL** — Specifies the original mailbox, or another place to put the messages if they cannot be placed in the default or recipe-required location.

By default, a value of **/var/spool/mail/\$LOGNAME** is used.

- ✦ **SUSPEND** — Sets the amount of time, in seconds, that Procmail pauses if a necessary resource, such as swap space, is not available.

- **SWITCHRC** — Allows a user to specify an external file containing additional Procmail recipes, much like the **INCLUDERC** option, except that recipe checking is actually stopped on the referring configuration file and only the recipes on the **SWITCHRC**-specified file are used.
- **VERBOSE** — Causes Procmail to log more information. This option is useful for debugging.

Other important environmental variables are pulled from the shell, such as **LOGNAME**, the login name; **HOME**, the location of the home directory; and **SHELL**, the default shell.

A comprehensive explanation of all environments variables, and their default values, is available in the `procmailrc` man page.

## 13.4.2. Procmail Recipes

New users often find the construction of recipes the most difficult part of learning to use Procmail. This difficulty is often attributed to recipes matching messages by using *regular expressions* which are used to specify qualifications for string matching. However, regular expressions are not very difficult to construct and even less difficult to understand when read. Additionally, the consistency of the way Procmail recipes are written, regardless of regular expressions, makes it easy to learn by example. To see example Procmail recipes, see [Section 13.4.2.5, “Recipe Examples”](#).

Procmail recipes take the following form:

```
:0 [flags] [: lockfile-name ]
* [ condition_1_special-condition-character
  condition_1_regular_expression ]
* [ condition_2_special-condition-character condition-
  2_regular_expression ]
* [ condition_N_special-condition-character condition-
  N_regular_expression ]
  special-action-character
  action-to-perform
```

The first two characters in a Procmail recipe are a colon and a zero. Various flags can be placed after the zero to control how Procmail processes the recipe. A colon after the **flags** section specifies that a lockfile is created for this message. If a lockfile is created, the name can be specified by replacing **lockfile-name**.

A recipe can contain several conditions to match against the message. If it has no conditions, every message matches the recipe. Regular expressions are placed in some conditions to facilitate message matching. If multiple conditions are used, they must all match for the action to be performed. Conditions are checked based on the flags set in the recipe's first line. Optional special characters placed after the asterisk character (\*) can further control the condition.

The **action-to-perform** argument specifies the action taken when the message matches one of the conditions. There can only be one action per recipe. In many cases, the name of a mailbox is used here to direct matching messages into that file, effectively sorting the email. Special action characters may also be used before the action is specified. See [Section 13.4.2.4, “Special Conditions and Actions”](#) for more information.

### 13.4.2.1. Delivering vs. Non-Delivering Recipes

The action used if the recipe matches a particular message determines whether it is considered a *delivering* or *non-delivering* recipe. A delivering recipe contains an action that writes the message to a file, sends the message to another program, or forwards the message to another email address. A non-delivering recipe covers any other actions, such as a *nesting block*. A nesting block is a set of

actions, contained in braces { }, that are performed on messages which match the recipe's conditions. Nesting blocks can be nested inside one another, providing greater control for identifying and performing actions on messages.

When messages match a delivering recipe, Procmail performs the specified action and stops comparing the message against any other recipes. Messages that match non-delivering recipes continue to be compared against other recipes.

### 13.4.2.2. Flags

Flags are essential to determine how or if a recipe's conditions are compared to a message. The **egrep** utility is used internally for matching of the conditions. The following flags are commonly used:

- ✧ **A** — Specifies that this recipe is only used if the previous recipe without an **A** or **a** flag also matched this message.
- ✧ **a** — Specifies that this recipe is only used if the previous recipe with an **A** or **a** flag also matched this message *and* was successfully completed.
- ✧ **B** — Parses the body of the message and looks for matching conditions.
- ✧ **b** — Uses the body in any resulting action, such as writing the message to a file or forwarding it. This is the default behavior.
- ✧ **c** — Generates a carbon copy of the email. This is useful with delivering recipes, since the required action can be performed on the message and a copy of the message can continue being processed in the **rc** files.
- ✧ **D** — Makes the **egrep** comparison case-sensitive. By default, the comparison process is not case-sensitive.
- ✧ **E** — While similar to the **A** flag, the conditions in the recipe are only compared to the message if the immediately preceding recipe without an **E** flag did not match. This is comparable to an *else* action.
- ✧ **e** — The recipe is compared to the message only if the action specified in the immediately preceding recipe fails.
- ✧ **f** — Uses the pipe as a filter.
- ✧ **H** — Parses the header of the message and looks for matching conditions. This is the default behavior.
- ✧ **h** — Uses the header in a resulting action. This is the default behavior.
- ✧ **w** — Tells Procmail to wait for the specified filter or program to finish, and reports whether or not it was successful before considering the message filtered.
- ✧ **W** — Is identical to **w** except that "Program failure" messages are suppressed.

For a detailed list of additional flags, see the **procmailrc** man page.

### 13.4.2.3. Specifying a Local Lockfile

Lockfiles are very useful with Procmail to ensure that more than one process does not try to alter a message simultaneously. Specify a local lockfile by placing a colon (:) after any flags on a recipe's first line. This creates a local lockfile based on the destination file name plus whatever has been set in the **LOCKEXT** global environment variable.

Alternatively, specify the name of the local lockfile to be used with this recipe after the colon.

#### 13.4.2.4. Special Conditions and Actions

Special characters used before Procmail recipe conditions and actions change the way they are interpreted.

The following characters may be used after the asterisk character (\*) at the beginning of a recipe's condition line:

- ✦ ! — In the condition line, this character inverts the condition, causing a match to occur only if the condition does not match the message.
- ✦ < — Checks if the message is under a specified number of bytes.
- ✦ > — Checks if the message is over a specified number of bytes.

The following characters are used to perform special actions:

- ✦ ! — In the action line, this character tells Procmail to forward the message to the specified email addresses.
- ✦ \$ — Refers to a variable set earlier in the **rc** file. This is often used to set a common mailbox that is referred to by various recipes.
- ✦ | — Starts a specified program to process the message.
- ✦ { and } — Constructs a nesting block, used to contain additional recipes to apply to matching messages.

If no special character is used at the beginning of the action line, Procmail assumes that the action line is specifying the mailbox in which to write the message.

#### 13.4.2.5. Recipe Examples

Procmail is an extremely flexible program, but as a result of this flexibility, composing Procmail recipes from scratch can be difficult for new users.

The best way to develop the skills to build Procmail recipe conditions stems from a strong understanding of regular expressions combined with looking at many examples built by others. A thorough explanation of regular expressions is beyond the scope of this section. The structure of Procmail recipes and useful sample Procmail recipes can be found at various places on the Internet. The proper use and adaptation of regular expressions can be derived by viewing these recipe examples. In addition, introductory information about basic regular expression rules can be found in the **grep(1)** man page.

The following simple examples demonstrate the basic structure of Procmail recipes and can provide the foundation for more intricate constructions.

A basic recipe may not even contain conditions, as is illustrated in the following example:

```
:0:  
new-mail.spool
```

The first line specifies that a local lockfile is to be created but does not specify a name, so Procmail uses the destination file name and appends the value specified in the **LOCKEXT** environment variable. No condition is specified, so every message matches this recipe and is placed in the single spool file called **new-mail.spool**, located within the directory specified by the **MAILDIR**

environment variable. An MUA can then view messages in this file.

A basic recipe, such as this, can be placed at the end of all **rc** files to direct messages to a default location.

The following example matched messages from a specific email address and throws them away.

```
:0
* ^From: spammer@domain.com
/dev/null
```

With this example, any messages sent by **spammer@domain.com** are sent to the **/dev/null** device, deleting them.



### Warning

Be certain that rules are working as intended before sending messages to **/dev/null** for permanent deletion. If a recipe inadvertently catches unintended messages, and those messages disappear, it becomes difficult to troubleshoot the rule.

A better solution is to point the recipe's action to a special mailbox, which can be checked from time to time to look for false positives. Once satisfied that no messages are accidentally being matched, delete the mailbox and direct the action to send the messages to **/dev/null**.

The following recipe grabs email sent from a particular mailing list and places it in a specified folder.

```
:0:
* ^(From|Cc|To).*tux-lug
tuxlug
```

Any messages sent from the **tux-lug@domain.com** mailing list are placed in the **tuxlug** mailbox automatically for the MUA. Note that the condition in this example matches the message if it has the mailing list's email address on the **From**, **Cc**, or **To** lines.

Consult the many Procmail online resources available in [Section 13.6, "Additional Resources"](#) for more detailed and powerful recipes.

#### 13.4.2.6. Spam Filters

Because it is called by Sendmail, Postfix, and Fetchmail upon receiving new emails, Procmail can be used as a powerful tool for combating spam.

This is particularly true when Procmail is used in conjunction with SpamAssassin. When used together, these two applications can quickly identify spam emails, and sort or destroy them.

SpamAssassin uses header analysis, text analysis, blacklists, a spam-tracking database, and self-learning Bayesian spam analysis to quickly and accurately identify and tag spam.



## Note

In order to use **SpamAssassin**, first ensure the *spamassassin* package is installed on your system by running, as **root**:

```
~]# yum install spamassassin
```

For more information on installing packages with Yum, see [Section 8.2.4, “Installing Packages”](#).

The easiest way for a local user to use SpamAssassin is to place the following line near the top of the `~/.procmailrc` file:

```
INCLUDEDRC=/etc/mail/spamassassin/spamassassin-default.rc
```

The `/etc/mail/spamassassin/spamassassin-default.rc` contains a simple Procmail rule that activates SpamAssassin for all incoming email. If an email is determined to be spam, it is tagged in the header as such and the title is prepended with the following pattern:

```
*****SPAM*****
```

The message body of the email is also prepended with a running tally of what elements caused it to be diagnosed as spam.

To file email tagged as spam, a rule similar to the following can be used:

```
:0 Hw * ^X-Spam-Status: Yes spam
```

This rule files all email tagged in the header as spam into a mailbox called **spam**.

Since SpamAssassin is a Perl script, it may be necessary on busy servers to use the binary SpamAssassin daemon (**spamd**) and the client application (**spamc**). Configuring SpamAssassin this way, however, requires **root** access to the host.

To start the **spamd** daemon, type the following command:

```
~]# systemctl start spamassassin
```

To start the SpamAssassin daemon when the system is booted, run:

```
systemctl enable spamassassin.service
```

See [Chapter 9, \*Managing Services with systemd\*](#) for more information about starting and stopping services.

To configure Procmail to use the SpamAssassin client application instead of the Perl script, place the following line near the top of the `~/.procmailrc` file. For a system-wide configuration, place it in `/etc/procmailrc`:

```
INCLUDEDRC=/etc/mail/spamassassin/spamassassin-spamc.rc
```

## 13.5. Mail User Agents

Red Hat Enterprise Linux offers a variety of email programs, both, graphical email client programs, such as **Evolution**, and text-based email programs such as **mutt**.

The remainder of this section focuses on securing communication between a client and a server.

### 13.5.1. Securing Communication

Popular MUAs included with Red Hat Enterprise Linux, such as **Evolution** and **Mutt** offer SSL-encrypted email sessions.

Like any other service that flows over a network unencrypted, important email information, such as user names, passwords, and entire messages, may be intercepted and viewed by users on the network. Additionally, since the standard **POP** and **IMAP** protocols pass authentication information unencrypted, it is possible for an attacker to gain access to user accounts by collecting user names and passwords as they are passed over the network.

#### 13.5.1.1. Secure Email Clients

Most Linux MUAs designed to check email on remote servers support SSL encryption. To use SSL when retrieving email, it must be enabled on both the email client and the server.

SSL is easy to enable on the client-side, often done with the click of a button in the MUA's configuration window or via an option in the MUA's configuration file. Secure **IMAP** and **POP** have known port numbers (**993** and **995**, respectively) that the MUA uses to authenticate and download messages.

#### 13.5.1.2. Securing Email Client Communications

Offering SSL encryption to **IMAP** and **POP** users on the email server is a simple matter.

First, create an SSL certificate. This can be done in two ways: by applying to a *Certificate Authority* (CA) for an SSL certificate or by creating a self-signed certificate.



#### Warning

Self-signed certificates should be used for testing purposes only. Any server used in a production environment should use an SSL certificate signed by a CA.

To create a self-signed SSL certificate for **IMAP** or **POP**, change to the `/etc/pki/dovecot/` directory, edit the certificate parameters in the `/etc/pki/dovecot/dovecot-openssl.cnf` configuration file as you prefer, and type the following commands, as **root**:

```
dovecot]# rm -f certs/dovecot.pem private/dovecot.pem
dovecot]# /usr/libexec/dovecot/mkcert.sh
```

Once finished, make sure you have the following configurations in your `/etc/dovecot/conf.d/10-ssl.conf` file:

```
ssl_cert = </etc/pki/dovecot/certs/dovecot.pem
ssl_key = </etc/pki/dovecot/private/dovecot.pem
```

Issue the following command to restart the **dovecot** daemon:

```
~]# systemctl restart dovecot
```

Alternatively, the **stunnel** command can be used as an encryption wrapper around the standard, non-secure connections to **IMAP** or **POP** services.

The **stunnel** utility uses external OpenSSL libraries included with Red Hat Enterprise Linux to provide strong cryptography and to protect the network connections. It is recommended to apply to a CA to obtain an SSL certificate, but it is also possible to create a self-signed certificate.

See [Using stunnel](#) in the Red Hat Enterprise Linux 7 Security Guide for instructions on how to install **stunnel** and create its basic configuration. To configure **stunnel** as a wrapper for **IMAPS** and **POP3S**, add the following lines to the `/etc/stunnel/stunnel.conf` configuration file:

```
[pop3s]
accept  = 995
connect = 110

[imaps]
accept  = 993
connect = 143
```

The Security Guide also explains how to start and stop **stunnel**. Once you start it, it is possible to use an **IMAP** or a **POP** email client and connect to the email server using SSL encryption.

## 13.6. Additional Resources

The following is a list of additional documentation about email applications.

### 13.6.1. Installed Documentation

- ✦ Information on configuring Sendmail is included with the *sendmail* and *sendmail-cf* packages.
  - `/usr/share/sendmail-cf/README` — Contains information on the **m4** macro processor, file locations for Sendmail, supported mailers, how to access enhanced features, and more.

In addition, the **sendmail** and **aliases** man pages contain helpful information covering various Sendmail options and the proper configuration of the Sendmail `/etc/mail/aliases` file.

- ✦ `/usr/share/doc/postfix-version-number/` — Contains a large amount of information on how to configure Postfix. Replace *version-number* with the version number of Postfix.
- ✦ `/usr/share/doc/fetchmail-version-number/` — Contains a full list of Fetchmail features in the **FEATURES** file and an introductory **FAQ** document. Replace *version-number* with the version number of Fetchmail.
- ✦ `/usr/share/doc/procmail-version-number/` — Contains a **README** file that provides an overview of Procmail, a **FEATURES** file that explores every program feature, and an **FAQ** file with answers to many common configuration questions. Replace *version-number* with the version number of Procmail.

When learning how Procmail works and creating new recipes, the following Procmail man pages are invaluable:

- **procm ail** — Provides an overview of how Procmail works and the steps involved with filtering email.
- **procm ailrc** — Explains the **rc** file format used to construct recipes.
- **procm ailex** — Gives a number of useful, real-world examples of Procmail recipes.
- **procm ailsc** — Explains the weighted scoring technique used by Procmail to match a particular recipe to a message.
- **/usr/share/doc/spamassassin-version-number/** — Contains a large amount of information pertaining to SpamAssassin. Replace *version-number* with the version number of the *spamassassin* package.

### 13.6.2. Online Documentation

- [How to configure postfix with TLS?](#) — A Red Hat Knowledgebase article that describes configuring postfix to use TLS.
- [How to configure a Sendmail Smart Host](#) — A Red Hat Knowledgebase solution that describes configuring a sendmail Smart Host.
- <http://www.sendmail.org/> — Offers a thorough technical breakdown of Sendmail features, documentation and configuration examples.
- <http://www.sendmail.com/> — Contains news, interviews and articles concerning Sendmail, including an expanded view of the many options available.
- <http://www.postfix.org/> — The Postfix project home page contains a wealth of information about Postfix. The mailing list is a particularly good place to look for information.
- <http://www.fetchmail.info/fetchmail-FAQ.html> — A thorough FAQ about Fetchmail.
- <http://www.procmail.org/> — The home page for Procmail with links to assorted mailing lists dedicated to Procmail as well as various FAQ documents.
- <http://www.uwasa.fi/~ts/info/proctips.html> — Contains dozens of tips that make using Procmail much easier. Includes instructions on how to test **.procm ailrc** files and use Procmail scoring to decide if a particular action should be taken.
- <http://www.spamassassin.org/> — The official site of the SpamAssassin project.

### 13.6.3. Related Books

- *Sendmail Milers: A Guide for Fighting Spam* by Bryan Costales and Marcia Flynt; Addison-Wesley — A good Sendmail guide that can help you customize your mail filters.
- *Sendmail* by Bryan Costales with Eric Allman et al.; O'Reilly & Associates — A good Sendmail reference written with the assistance of the original creator of Delivermail and Sendmail.
- *Removing the Spam: Email Processing and Filtering* by Geoff Mulligan; Addison-Wesley Publishing Company — A volume that looks at various methods used by email administrators using established tools, such as Sendmail and Procmail, to manage spam problems.
- *Internet Email Protocols: A Developer's Guide* by Kevin Johnson; Addison-Wesley Publishing Company — Provides a very thorough review of major email protocols and the security they provide.

- ✦ *Managing IMAP* by Dianna Mullet and Kevin Mullet; O'Reilly & Associates — Details the steps required to configure an IMAP server.

## Chapter 14. File and Print Servers

This chapter guides you through the installation and configuration of **Samba**, an open source implementation of the *Server Message Block* (SMB) and *common Internet file system* (**CIFS**) protocol, and **vsftpd**, the primary FTP server shipped with Red Hat Enterprise Linux. Additionally, it explains how to use the **Print Settings** tool to configure printers.

### 14.1. Samba

**Samba** is the standard open source Windows interoperability suite of programs for Linux. It implements the *server message block* (**SMB**) protocol. **SMB** allows Microsoft Windows®, Linux, UNIX, and other operating systems to access files and printers shared from servers that support this protocol. Samba's use of **SMB** allows it to appear as a Windows server to Windows clients.



#### Note

In order to use **Samba**, first ensure the *samba* package is installed on your system by running, as **root**:

```
~]# yum install samba
```

For more information on installing packages with Yum, see [Section 8.2.4, “Installing Packages”](#).

#### 14.1.1. Introduction to Samba

Samba is an important component to seamlessly integrate Linux Servers and Desktops into Active Directory (AD) environments. It can function both as a domain controller (NT4-style) or as a regular domain member (AD or NT4-style).

##### What Samba can do:

- Serve directory trees and printers to Linux, UNIX, and Windows clients
- Assist in network browsing (with NetBIOS)
- Authenticate Windows domain logins
- Provide *Windows Internet Name Service* (**WINS**) name server resolution
- Act as a Windows NT®-style *Primary Domain Controller* (PDC)
- Act as a *Backup Domain Controller* (BDC) for a Samba-based PDC
- Act as an Active Directory domain member server
- Join a Windows NT/2000/2003/2008 PDC/Windows Server 2012

##### What Samba cannot do:

- Act as a BDC for a Windows PDC (and vice versa)

- » Act as an Active Directory domain controller

### 14.1.2. Samba Daemons and Related Services

Samba is comprised of three daemons (**smbd**, **nmbd**, and **winbindd**). Three services (**smb**, **nmb**, and **winbind**) control how the daemons are started, stopped, and other service-related features. These services act as different init scripts. Each daemon is listed in detail below, as well as which specific service has control over it.

#### **smbd**

The **smbd** server daemon provides file sharing and printing services to Windows clients. In addition, it is responsible for user authentication, resource locking, and data sharing through the **SMB** protocol. The default ports on which the server listens for **SMB** traffic are **TCP** ports **139** and **445**.

The **smbd** daemon is controlled by the **smb** service.

#### **nmbd**

The **nmbd** server daemon understands and replies to NetBIOS name service requests such as those produced by SMB/CIFS in Windows-based systems. These systems include Windows 95/98/ME, Windows NT, Windows 2000, Windows XP, and LanManager clients. It also participates in the browsing protocols that make up the Windows **Network Neighborhood** view. The default port that the server listens to for **NMB** traffic is **UDP** port **137**.

The **nmbd** daemon is controlled by the **nmb** service.

#### **winbindd**

The **winbind** service resolves user and group information received from a server running Windows NT, 2000, 2003, Windows Server 2008, or Windows Server 2012. This makes Windows user and group information understandable by UNIX platforms. This is achieved by using Microsoft RPC calls, *Pluggable Authentication Modules* (PAM), and the *Name Service Switch* (NSS). This allows Windows NT domain and Active Directory users to appear and operate as UNIX users on a UNIX machine. Though bundled with the Samba distribution, the **winbind** service is controlled separately from the **smb** service.

The **winbind** daemon is controlled by the **winbind** service and does not require the **smb** service to be started in order to operate. **winbind** is also used when Samba is an Active Directory member, and may also be used on a Samba domain controller (to implement nested groups and interdomain trust). Because **winbind** is a client-side service used to connect to Windows NT-based servers, further discussion of **winbind** is beyond the scope of this chapter.



#### Note

See [Section 14.1.9, “Samba Distribution Programs”](#) for a list of utilities included in the Samba distribution.

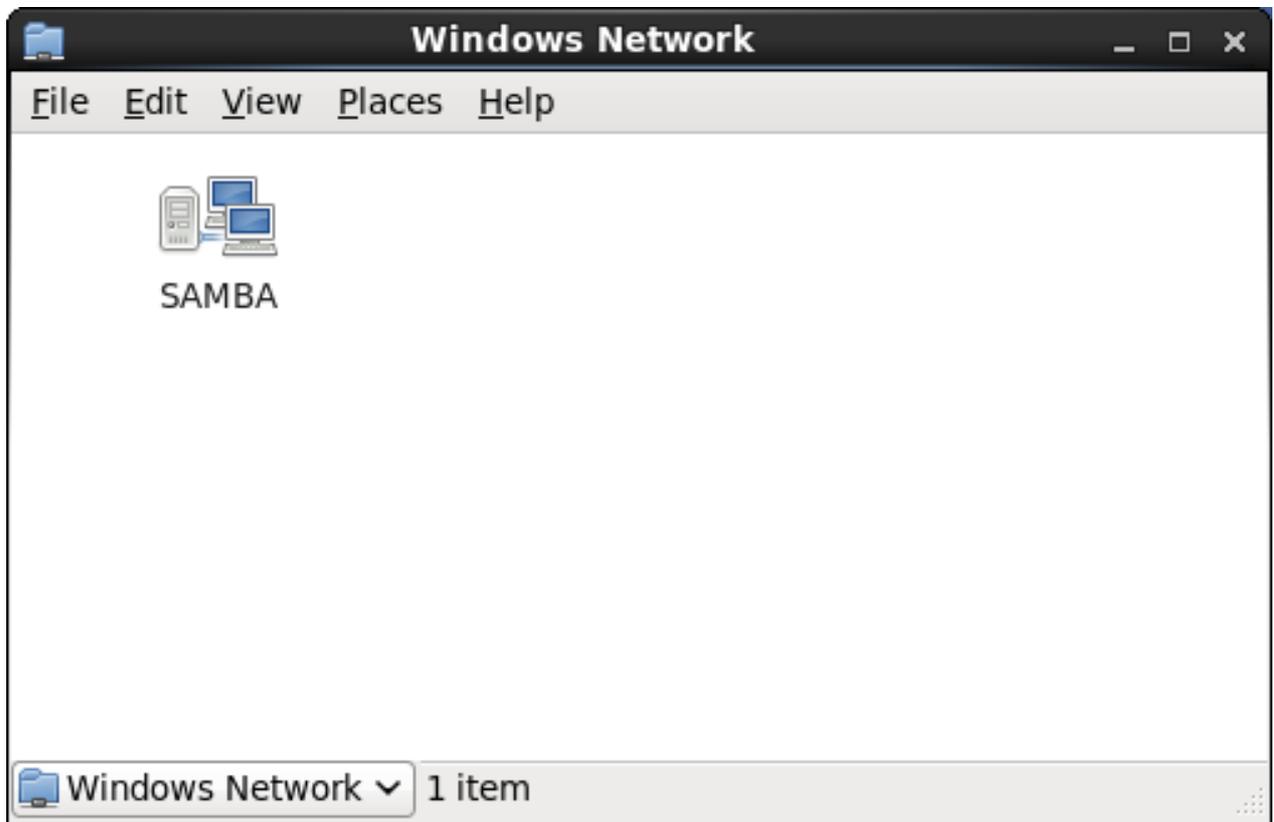
### 14.1.3. Connecting to a Samba Share

You can use either **Nautilus** or command line to connect to available Samba shares.

#### Procedure 14.1. Connecting to a Samba Share Using Nautilus

1. To view a list of Samba workgroups and domains on your network, select **Places** → **Network** from the GNOME panel, and then select the desired network. Alternatively, type **smb:** in the **File** → **Open Location** bar of **Nautilus**.

As shown in [Figure 14.1, “SMB Workgroups in Nautilus”](#), an icon appears for each available **SMB** workgroup or domain on the network.



**Figure 14.1. SMB Workgroups in Nautilus**

2. Double-click one of the workgroup or domain icon to view a list of computers within the workgroup or domain.



**Figure 14.2. SMB Machines in Nautilus**

- As displayed in [Figure 14.2, “SMB Machines in Nautilus”](#), an icon exists for each machine within the workgroup. Double-click on an icon to view the Samba shares on the machine. If a user name and password combination is required, you are prompted for them.

Alternately, you can also specify the Samba server and sharename in the **Location:** bar for **Nautilus** using the following syntax (replace *servername* and *sharename* with the appropriate values):

```
smb://servername/sharename
```

#### Procedure 14.2. Connecting to a Samba Share Using the Command Line

- To connect to a Samba share from a shell prompt, type the following command:

```
~]$ smbclient //hostname/sharename -U username
```

Replace *hostname* with the host name or **IP** address of the Samba server you want to connect to, *sharename* with the name of the shared directory you want to browse, and *username* with the Samba user name for the system. Enter the correct password or press **Enter** if no password is required for the user.

If you see the **smb:\>** prompt, you have successfully logged in. Once you are logged in, type **help** for a list of commands. If you want to browse the contents of your home directory, replace *sharename* with your user name. If the **-U** switch is not used, the user name of the current user is passed to the Samba server.

- To exit **smbclient**, type **exit** at the **smb:\>** prompt.

#### 14.1.4. Mounting the Share

Sometimes it is useful to mount a Samba share to a directory so that the files in the directory can be treated as if they are part of the local file system.

To mount a Samba share to a directory, create a directory to mount it to (if it does not already exist), and execute the following command as **root**:

```
mount -t cifs //servername/sharename /mnt/point/ -o
username=username,password=password
```

This command mounts *sharename* from *servername* in the local directory */mnt/point/*.

For more information about mounting a samba share, see the `mount.cifs(8)` manual page.



## Note

The **mount.cifs** utility is a separate RPM (independent from Samba). In order to use **mount.cifs**, first ensure the *cifs-utils* package is installed on your system by running, as **root**:

```
~]# yum install cifs-utils
```

For more information on installing packages with Yum, see [Section 8.2.4, “Installing Packages”](#).

Note that the *cifs-utils* package also contains the **cifs.upcall** binary called by the kernel in order to perform kerberized CIFS mounts. For more information on **cifs.upcall**, see the `cifs.upcall(8)` manual page.



## Warning

Some CIFS servers require plain text passwords for authentication. Support for plain text password authentication can be enabled using the following command as **root**:

```
~]# echo 0x37 > /proc/fs/cifs/SecurityFlags
```

WARNING: This operation can expose passwords by removing password encryption.

### 14.1.5. Configuring a Samba Server

The default configuration file (`/etc/samba/smb.conf`) allows users to view their home directories as a Samba share. It also shares all printers configured for the system as Samba shared printers. You can attach a printer to the system and print to it from the Windows machines on your network.

#### 14.1.5.1. Graphical Configuration

To configure Samba using a graphical interface, use one of the available Samba graphical user interfaces. A list of available GUIs can be found at <http://www.samba.org/samba/GUI/>.

### 14.1.5.2. Command-Line Configuration

Samba uses `/etc/samba/smb.conf` as its configuration file. If you change this configuration file, the changes do not take effect until you restart the Samba daemon with the following command, as **root**:

```
~]# systemctl restart smb.service
```

To specify the Windows workgroup and a brief description of the Samba server, edit the following lines in your `/etc/samba/smb.conf` file:

```
workgroup = WORKGROUPNAME
server string = BRIEF COMMENT ABOUT SERVER
```

Replace `WORKGROUPNAME` with the name of the Windows workgroup to which this machine should belong. The `BRIEF COMMENT ABOUT SERVER` is optional and is used as the Windows comment about the Samba system.

To create a Samba share directory on your Linux system, add the following section to your `/etc/samba/smb.conf` file (after modifying it to reflect your needs and your system):

#### Example 14.1. An Example Configuration of a Samba Server

```
[sharename]
comment = Insert a comment here
path = /home/share/
valid users = tfox carole
writable = yes
create mask = 0765
```

The above example allows the users **tfox** and **carole** to read and write to the directory `/home/share/`, on the Samba server, from a Samba client.

### 14.1.5.3. Encrypted Passwords

Encrypted passwords are enabled by default because it is more secure to use them. To create a user with an encrypted password, use the **smbpasswd** utility:

```
smbpasswd -a username
```

### 14.1.6. Starting and Stopping Samba

To start a Samba server, type the following command in a shell prompt, as **root**:

```
~]# systemctl start smb.service
```



## Important

To set up a domain member server, you must first join the domain or Active Directory using the **net join** command *before* starting the **smb** service. Also, it is recommended to run **winbind** before **smbd**.

To stop the server, type the following command in a shell prompt, as **root**:

```
~]# systemctl stop smb.service
```

The **restart** option is a quick way of stopping and then starting Samba. This is the most reliable way to make configuration changes take effect after editing the configuration file for Samba. Note that the restart option starts the daemon even if it was not running originally.

To restart the server, type the following command in a shell prompt, as **root**:

```
~]# systemctl restart smb.service
```

The **condrestart** (*conditional restart*) option only starts **smb** on the condition that it is currently running. This option is useful for scripts, because it does not start the daemon if it is not running.



## Note

When the **/etc/samba/smb.conf** file is changed, Samba automatically reloads it after a few minutes. Issuing a manual **restart** or **reload** is just as effective.

To conditionally restart the server, type the following command, as **root**:

```
~]# systemctl try-restart smb.service
```

A manual reload of the **/etc/samba/smb.conf** file can be useful in case of a failed automatic reload by the **smb** service. To ensure that the Samba server configuration file is reloaded without restarting the service, type the following command, as **root**:

```
~]# systemctl reload smb.service
```

By default, the **smb** service does *not* start automatically at boot time. To configure Samba to start at boot time, type the following at a shell prompt as **root**:

```
~]# systemctl enable smb.service
```

See [Chapter 9, Managing Services with systemd](#) for more information regarding this tool.

### 14.1.7. Samba Security Modes

There are only two types of security modes for Samba, *share-level* and *user-level*, which are collectively known as *security levels*. Share-level security is deprecated and has been removed from Samba. Configurations containing this mode need to be migrated to use user-level security. User-level security can be implemented in one of three different ways. The different ways of implementing a security level are called *security modes*.

### 14.1.7.1. User-Level Security

User-level security is the default and recommended setting for Samba. Even if the `security = user` directive is not listed in the `/etc/samba/smb.conf` file, it is used by Samba. If the server accepts the client's user name and password, the client can then mount multiple shares without specifying a password for each instance. Samba can also accept session-based user name and password requests. The client maintains multiple authentication contexts by using a unique UID for each logon.

In the `/etc/samba/smb.conf` file, the `security = user` directive that sets user-level security is:

```
[GLOBAL]
...
security = user
...
```

### Samba Guest Shares

As mentioned above, share-level security mode is deprecated. To configure a Samba guest share without using the `security = share` parameter, follow the procedure below:

#### Procedure 14.3. Configuring Samba Guest Shares

1. Create a username map file, in this example `/etc/samba/smbusers`, and add the following line to it:

```
nobody = guest
```

2. Add the following directives to the main section in the `/etc/samba/smb.conf` file. Also, do not use the `valid users` directive:

```
[GLOBAL]
...
security = user
map to guest = Bad User
username map = /etc/samba/smbusers
...
```

The `username map` directive provides a path to the username map file specified in the previous step.

3. Add the following directive to the share section in the `/etc/samba/smb.conf` file. Do not use the `valid users` directive.

```
[SHARE]
...
guest ok = yes
...
```

The following sections describe other implementations of user-level security.

### Domain Security Mode (User-Level Security)

In domain security mode, the Samba server has a machine account (domain security trust account) and causes all authentication requests to be passed through to the domain controllers. The Samba

server is made into a domain member server by using the following directives in the `/etc/samba/smb.conf` file:

```
[GLOBAL]
...
security = domain
workgroup = MARKETING
...
```

### Active Directory Security Mode (User-Level Security)

If you have an Active Directory environment, it is possible to join the domain as a native Active Directory member. Even if a security policy restricts the use of NT-compatible authentication protocols, the Samba server can join an ADS using Kerberos. Samba in Active Directory member mode can accept Kerberos tickets.

In the `/etc/samba/smb.conf` file, the following directives make Samba an Active Directory member server:

```
[GLOBAL]
...
security = ADS
realm = EXAMPLE.COM
password server = kerberos.example.com
...
```

#### 14.1.7.2. Share-Level Security

With share-level security, the server accepts only a password without an explicit user name from the client. The server expects a password for each share, independent of the user name. There have been recent reports that Microsoft Windows clients have compatibility issues with share-level security servers. This mode is deprecated and has been removed from Samba. Configurations containing `security = share` should be updated to use user-level security. Follow the steps in [Procedure 14.3, “Configuring Samba Guest Shares”](#) to avoid using the `security = share` directive.

#### 14.1.8. Samba Network Browsing

*Network browsing* enables Windows and Samba servers to appear in the Windows **Network Neighborhood**. Inside the **Network Neighborhood**, icons are represented as servers and if opened, the server's shares and printers that are available are displayed.

Network browsing capabilities require NetBIOS over **TCP/IP**. NetBIOS-based networking uses broadcast (**UDP**) messaging to accomplish browse list management. Without NetBIOS and WINS as the primary method for **TCP/IP** host name resolution, other methods such as static files (`/etc/hosts`) or **DNS**, must be used.

A domain master browser collates the browse lists from local master browsers on all subnets so that browsing can occur between workgroups and subnets. Also, the domain master browser should preferably be the local master browser for its own subnet.

##### 14.1.8.1. Domain Browsing

By default, a Windows server PDC for a domain is also the domain master browser for that domain. A Samba server must *not* be set up as a domain master server in this type of situation.

For subnets that do not include the Windows server PDC, a Samba server can be implemented as a local master browser. Configuring the `/etc/samba/smb.conf` file for a local master browser (or no browsing at all) in a domain controller environment is the same as workgroup configuration (see [Section 14.1.5, “Configuring a Samba Server”](#)).

#### 14.1.8.2. WINS (Windows Internet Name Server)

Either a Samba server or a Windows NT server can function as a WINS server. When a WINS server is used with NetBIOS enabled, UDP unicasts can be routed which allows name resolution across networks. Without a WINS server, the UDP broadcast is limited to the local subnet and therefore cannot be routed to other subnets, workgroups, or domains. If WINS replication is necessary, do not use Samba as your primary WINS server, as Samba does not currently support WINS replication.

In a mixed NT/2000/2003/2008 server and Samba environment, it is recommended that you use the Microsoft WINS capabilities. In a Samba-only environment, it is recommended that you use *only one* Samba server for WINS.

The following is an example of the `/etc/samba/smb.conf` file in which the Samba server is serving as a WINS server:

#### Example 14.2. An Example Configuration of WINS Server

```
[global]
wins support = yes
```



#### Note

All servers (including Samba) should connect to a WINS server to resolve NetBIOS names. Without WINS, browsing only occurs on the local subnet. Furthermore, even if a domain-wide list is somehow obtained, hosts cannot be resolved for the client without WINS.

#### 14.1.9. Samba Distribution Programs

##### net

```
net <protocol> <function> <misc_options> <target_options>
```

The `net` utility is similar to the `net` utility used for Windows and MS-DOS. The first argument is used to specify the protocol to use when executing a command. The `protocol` option can be `ads`, `rap`, or `rpc` for specifying the type of server connection. Active Directory uses `ads`, Win9x/NT3 uses `rap`, and Windows NT4/2000/2003/2008 uses `rpc`. If the protocol is omitted, `net` automatically tries to determine it.

The following example displays a list of the available shares for a host named `wakko`:

```
~]$ net -l share -S wakko
Password:
Enumerating shared resources (exports) on remote server:
Share name   Type      Description
```

```

-----
data      Disk      Wakko data share
tmp       Disk      Wakko tmp share
IPC$     IPC       IPC Service (Samba Server)
ADMIN$   IPC       IPC Service (Samba Server)

```

The following example displays a list of Samba users for a host named **wakko**:

```

~]$ net -l user -S wakko
root password:
User name          Comment
-----
andriusb          Documentation
joe               Marketing
lisa              Sales

```

## nmblookup

```
nmblookup <options> <netbios_name>
```

The **nmblookup** program resolves NetBIOS names into **IP** addresses. The program broadcasts its query on the local subnet until the target machine replies.

The following example displays the **IP** address of the NetBIOS name **trek**:

```

~]$ nmblookup trek
querying trek on 10.1.59.255
10.1.56.45 trek<00>

```

## pdbedit

```
pdbedit <options>
```

The **pdbedit** program manages accounts located in the SAM database. All back ends are supported including **smbpasswd**, LDAP, and the tdb database library.

The following are examples of adding, deleting, and listing users:

```

~]$ pdbedit -a kristin
new password:
retype new password:
Unix username:      kristin
NT username:
Account Flags:      [U          ]
User SID:           S-1-5-21-1210235352-3804200048-1474496110-2012
Primary Group SID:  S-1-5-21-1210235352-3804200048-1474496110-2077
Full Name: Home Directory:      \\wakko\kristin
HomeDir Drive:
Logon Script:
Profile Path:       \\wakko\kristin\profile
Domain:            WAKKO
Account desc:
Workstations: Munged

```

```

dial:
Logon time:          0
Logoff time:        Mon, 18 Jan 2038 22:14:07 GMT
Kickoff time:       Mon, 18 Jan 2038 22:14:07 GMT
Password last set:  Thu, 29 Jan 2004 08:29:28
GMT Password can change: Thu, 29 Jan 2004 08:29:28 GMT
Password must change: Mon, 18 Jan 2038 22:14:07 GMT
~]$ pdedit -v -L kristin
Unix username:      kristin
NT username:
Account Flags:      [U          ]
User SID:           S-1-5-21-1210235352-3804200048-1474496110-2012
Primary Group SID: S-1-5-21-1210235352-3804200048-1474496110-2077
Full Name:
Home Directory:    \\wakko\kristin
HomeDir Drive:
Logon Script:
Profile Path:      \\wakko\kristin\profile
Domain:            WAKKO
Account desc:
Workstations: Munged
dial:
Logon time:          0
Logoff time:        Mon, 18 Jan 2038 22:14:07 GMT
Kickoff time:       Mon, 18 Jan 2038 22:14:07 GMT
Password last set:  Thu, 29 Jan 2004 08:29:28 GMT
Password can change: Thu, 29 Jan 2004 08:29:28 GMT
Password must change: Mon, 18 Jan 2038 22:14:07 GMT
~]$ pdedit -L
andriusb:505:
joe:503:
lisa:504:
kristin:506:
~]$ pdedit -x joe
~]$ pdedit -L
andriusb:505: lisa:504: kristin:506:

```

## rpcclient

```
rpcclient <server> <options>
```

The **rpcclient** program issues administrative commands using Microsoft RPCs, which provide access to the Windows administration graphical user interfaces (GUIs) for systems management. This is most often used by advanced users that understand the full complexity of Microsoft RPCs.

## smbcacls

```
smbcacls <//server/share> <filename> <options>
```

The **smbcacls** program modifies Windows ACLs on files and directories shared by a Samba server or a Windows server.

## smbclient

```
smbclient <server/share> <password> <options>
```

The **smbclient** program is a versatile UNIX client which provides functionality similar to the **ftp** utility.

### smbcontrol

```
smbcontrol -i <options>
```

```
smbcontrol <options> <destination> <messagetype> <parameters>
```

The **smbcontrol** program sends control messages to running **smbd**, **nmbd**, or **winbindd** daemons. Executing **smbcontrol -i** runs commands interactively until a blank line or a **'q'** is entered.

### smbpasswd

```
smbpasswd <options> <username> <password>
```

The **smbpasswd** program manages encrypted passwords. This program can be run by a superuser to change any user's password and also by an ordinary user to change their own Samba password.

### smbspool

```
smbspool <job> <user> <title> <copies> <options> <filename>
```

The **smbspool** program is a CUPS-compatible printing interface to Samba. Although designed for use with CUPS printers, **smbspool** can work with non-CUPS printers as well.

### smbstatus

```
smbstatus <options>
```

The **smbstatus** program displays the status of current connections to a Samba server.

### smbtar

```
smbtar <options>
```

The **smbtar** program performs backup and restores of Windows-based share files and directories to a local tape archive. Though similar to the **tar** utility, the two are not compatible.

### testparm

```
testparm <options> <filename> <hostname IP_address>
```

The **testparm** program checks the syntax of the **/etc/samba/smb.conf** file. If your **smb.conf** file is in the default location (**/etc/samba/smb.conf**) you do not need to specify the location. Specifying the host name and **IP** address to the **testparm** program verifies that the **hosts.allow** and **host.deny** files are configured correctly. The **testparm** program also displays a summary of

your **smb.conf** file and the server's role (stand-alone, domain, etc.) after testing. This is convenient when debugging as it excludes comments and concisely presents information for experienced administrators to read. For example:

```
~]$ testparm
Load smb config files from /etc/samba/smb.conf
Processing section "[homes]"
Processing section "[printers]"
Processing section "[tmp]"
Processing section "[html]"
Loaded services file OK.
Server role: ROLE_STANDALONE
Press enter to see a dump of your service definitions
<enter>
# Global parameters
[global]
workgroup = MYGROUP
server string = Samba Server
security = SHARE
log file = /var/log/samba/%m.log
max log size = 50
socket options = TCP_NODELAY SO_RCVBUF=8192 SO_SNDBUF=8192
dns proxy = no
[homes]
comment = Home Directories
read only = no
browseable = no
[printers]
comment = All Printers
path = /var/spool/samba
printable = yes
browseable = no
[tmp]
comment = Wakko tmp
path = /tmp
guest only = yes
[html]
comment = Wakko www
path = /var/www/html
force user = andriusb
force group = users
read only = no
guest only = yes
```

## wbinfo

```
wbinfo <options>
```

The **wbinfo** program displays information from the **winbindd** daemon. The **winbindd** daemon must be running for **wbinfo** to work.

### 14.1.10. Additional Resources

The following sections give you the means to explore Samba in greater detail.

## Installed Documentation

- ✦ `/usr/share/doc/samba-<version-number>/` — All additional files included with the Samba distribution. This includes all helper scripts, sample configuration files, and documentation.
- ✦ See the following man pages for detailed information specific **Samba** features:
  - `smb.conf(5)`
  - `samba(7)`
  - `smbd(8)`
  - `nmbd(8)`
  - `winbindd(8)`

## Useful Websites

- ✦ <http://www.samba.org/> — Homepage for the Samba distribution and all official documentation created by the Samba development team. Many resources are available in HTML and PDF formats, while others are only available for purchase. Although many of these links are not Red Hat Enterprise Linux specific, some concepts may apply.
- ✦ [https://wiki.samba.org/index.php/User\\_Documentation](https://wiki.samba.org/index.php/User_Documentation) — Samba 4.x official documentation.
- ✦ <http://samba.org/samba/archives.html> — Active email lists for the Samba community. Enabling digest mode is recommended due to high levels of list activity.
- ✦ Samba newsgroups — Samba threaded newsgroups, such as [www.gmane.org](http://www.gmane.org), that use the **NNTP** protocol are also available. This an alternative to receiving mailing list emails.

## 14.2. FTP

The *File Transfer Protocol* (**FTP**) is one of the oldest and most commonly used protocols found on the Internet today. Its purpose is to reliably transfer files between computer hosts on a network without requiring the user to log directly in to the remote host or to have knowledge of how to use the remote system. It allows users to access files on remote systems using a standard set of simple commands.

This section outlines the basics of the **FTP** protocol and introduces **vsftpd**, which is the preferred **FTP** server in Red Hat Enterprise Linux.

### 14.2.1. The File Transfer Protocol

FTP uses a client-server architecture to transfer files using the **TCP** network protocol. Because **FTP** is a rather old protocol, it uses unencrypted user name and password authentication. For this reason, it is considered an insecure protocol and should not be used unless absolutely necessary. However, because **FTP** is so prevalent on the Internet, it is often required for sharing files to the public. System administrators, therefore, should be aware of **FTP**'s unique characteristics.

This section describes how to configure **vsftpd** to establish connections secured by **TLS** and how to secure an **FTP** server with the help of **SELinux**. A good substitute for **FTP** is **sftp** from the **OpenSSH** suite of tools. For information about configuring **OpenSSH** and about the **SSH** protocol in general, refer to [Chapter 10, OpenSSH](#).

Unlike most protocols used on the Internet, **FTP** requires multiple network ports to work properly. When an **FTP** client application initiates a connection to an **FTP** server, it opens port **21** on the

server — known as the *command port*. This port is used to issue all commands to the server. Any data requested from the server is returned to the client via a *data port*. The port number for data connections, and the way in which data connections are initialized, vary depending upon whether the client requests the data in *active* or *passive* mode.

The following defines these modes:

### **active mode**

Active mode is the original method used by the **FTP** protocol for transferring data to the client application. When an active-mode data transfer is initiated by the **FTP** client, the server opens a connection from port **20** on the server to the **IP** address and a random, unprivileged port (greater than **1024**) specified by the client. This arrangement means that the client machine must be allowed to accept connections over any port above **1024**. With the growth of insecure networks, such as the Internet, the use of firewalls for protecting client machines is now prevalent. Because these client-side firewalls often deny incoming connections from active-mode **FTP** servers, passive mode was devised.

### **passive mode**

Passive mode, like active mode, is initiated by the **FTP** client application. When requesting data from the server, the **FTP** client indicates it wants to access the data in passive mode and the server provides the **IP** address and a random, unprivileged port (greater than **1024**) on the server. The client then connects to that port on the server to download the requested information.

While passive mode does resolve issues for client-side firewall interference with data connections, it can complicate administration of the server-side firewall. You can reduce the number of open ports on a server by limiting the range of unprivileged ports on the **FTP** server. This also simplifies the process of configuring firewall rules for the server.

## **14.2.2. The vsftpd Server**

The *Very Secure FTP Daemon* (**vsftpd**) is designed from the ground up to be fast, stable, and, most importantly, secure. **vsftpd** is the only stand-alone **FTP** server distributed with Red Hat Enterprise Linux, due to its ability to handle large numbers of connections efficiently and securely.

The security model used by **vsftpd** has three primary aspects:

- ✦ *Strong separation of privileged and non-privileged processes* — Separate processes handle different tasks, and each of these processes runs with the minimal privileges required for the task.
- ✦ *Tasks requiring elevated privileges are handled by processes with the minimal privilege necessary* — By taking advantage of compatibilities found in the **libcapp** library, tasks that usually require full root privileges can be executed more safely from a less privileged process.
- ✦ *Most processes run in a **chroot** jail* — Whenever possible, processes are change-rooted to the directory being shared; this directory is then considered a **chroot** jail. For example, if the **/var/ftp/** directory is the primary shared directory, **vsftpd** reassigns **/var/ftp/** to the new root directory, known as **/**. This disallows any potential malicious hacker activities for any directories not contained in the new root directory.

Use of these security practices has the following effect on how **vsftpd** deals with requests:

- ✦ *The parent process runs with the least privileges required* — The parent process dynamically calculates the level of privileges it requires to minimize the level of risk. Child processes handle direct interaction with the **FTP** clients and run with as close to no privileges as possible.

- *All operations requiring elevated privileges are handled by a small parent process* — Much like the **Apache HTTP Server**, **vsftpd** launches unprivileged child processes to handle incoming connections. This allows the privileged, parent process to be as small as possible and handle relatively few tasks.
- *All requests from unprivileged child processes are distrusted by the parent process* — Communication with child processes is received over a socket, and the validity of any information from child processes is checked before being acted on.
- *Most interactions with **FTP** clients are handled by unprivileged child processes in a **chroot** jail* — Because these child processes are unprivileged and only have access to the directory being shared, any crashed processes only allow the attacker access to the shared files.

### 14.2.2.1. Starting and Stopping vsftpd

To start the **vsftpd** service in the current session, type the following at a shell prompt as **root**:

```
~]# systemctl start vsftpd.service
```

To stop the service in the current session, type as **root**:

```
~]# systemctl stop vsftpd.service
```

To restart the **vsftpd** service, run the following command as **root**:

```
~]# systemctl restart vsftpd.service
```

This command stops and immediately starts the **vsftpd** service, which is the most efficient way to make configuration changes take effect after editing the configuration file for this **FTP** server. Alternatively, you can use the following command to restart the **vsftpd** service only if it is already running:

```
~]# systemctl try-restart vsftpd.service
```

By default, the **vsftpd** service does *not* start automatically at boot time. To configure the **vsftpd** service to start at boot time, type the following at a shell prompt as **root**:

```
~]# systemctl enable vsftpd.service
Created symlink from /etc/systemd/system/multi-
user.target.wants/vsftpd.service to
/usr/lib/systemd/system/vsftpd.service.
```

For more information on how to manage system services in Red Hat Enterprise Linux 7, see [Chapter 9, Managing Services with systemd](#).

### 14.2.2.2. Starting Multiple Copies of vsftpd

Sometimes, one computer is used to serve multiple **FTP** domains. This is a technique called *multihoming*. One way to multihome using **vsftpd** is by running multiple copies of the daemon, each with its own configuration file.

To do this, first assign all relevant **IP** addresses to network devices or alias network devices on the system. For more information about configuring network devices, device aliases, and additional information about network configuration scripts, see the [Red Hat Enterprise Linux 7 Networking Guide](#).

Next, the *DNS* server for the **FTP** domains must be configured to reference the correct machine. For information about **BIND**, the **DNS** protocol implementation used in Red Hat Enterprise Linux, and its configuration files, see the [Red Hat Enterprise Linux 7 Networking Guide](#).

For **vsftpd** to answer requests on different **IP** addresses, multiple copies of the daemon must be running. To facilitate launching multiple instances of the **vsftpd** daemon, a special *systemd* service unit (**vsftpd@.service**) for launching **vsftpd** as an instantiated service is supplied in the *vsftpd* package.

In order to make use of this service unit, a separate **vsftpd** configuration file for each required instance of the **FTP** server must be created and placed in the `/etc/vsftpd/` directory. Note that each of these configuration files must have a unique name (such as `/etc/vsftpd/vsftpd-site-2.conf`) and must be readable and writable only by the **root** user.

Within each configuration file for each **FTP** server listening on an **IPv4** network, the following directive must be unique:

```
listen_address=N.N.N.N
```

Replace *N.N.N.N* with a *unique IP* address for the **FTP** site being served. If the site is using **IPv6**, use the `listen_address6` directive instead.

Once there are multiple configuration files present in the `/etc/vsftpd/` directory, individual instances of the **vsftpd** daemon can be started by executing the following command as **root**:

```
~]# systemctl start vsftpd@configuration-file-name.service
```

In the above command, replace *configuration-file-name* with the unique name of the requested server's configuration file, such as `vsftpd-site-2`. Note that the configuration file's `.conf` extension should not be included in the command.

If you want to start several instances of the **vsftpd** daemon at once, you can make use of a *systemd* target unit file (**vsftpd.target**), which is supplied in the *vsftpd* package. This *systemd* target causes an independent **vsftpd** daemon to be launched for each available **vsftpd** configuration file in the `/etc/vsftpd/` directory. Execute the following command as **root** to enable the target:

```
~]# systemctl enable vsftpd.target
Created symlink from /etc/systemd/system/multi-
user.target.wants/vsftpd.target to /usr/lib/systemd/system/vsftpd.target.
```

The above command configures the *systemd* service manager to launch the **vsftpd** service (along with the configured **vsftpd** server instances) at boot time. To start the service immediately, without rebooting the system, execute the following command as **root**:

```
~]# systemctl start vsftpd.target
```

See [Section 9.3, “Working with \*systemd\* Targets”](#) for more information on how to use *systemd* targets to manage services.

Other directives to consider altering on a per-server basis are:

- » **anon\_root**
- » **local\_root**
- » **vsftpd\_log\_file**
- » **xferlog\_file**

### 14.2.2.3. Encrypting vsftpd Connections Using TLS

In order to counter the inherently insecure nature of **FTP**, which transmits user names, passwords, and data without encryption by default, the **vsftpd** daemon can be configured to utilize the **TLS** protocol to authenticate connections and encrypt all transfers. Note that an **FTP** client that supports **TLS** is needed to communicate with **vsftpd** with **TLS** enabled.



#### Note

**SSL** (Secure Sockets Layer) is the name of an older implementation of the security protocol. The new versions are called **TLS** (Transport Layer Security). Only the newer versions (**TLS**) should be used as **SSL** suffers from serious security vulnerabilities. The documentation included with the **vsftpd** server, as well as the configuration directives used in the **vsftpd.conf** file, use the **SSL** name when referring to security-related matters, but **TLS** is supported and used by default when the **ssl\_enable** directive is set to **YES**.

Set the **ssl\_enable** configuration directive in the **vsftpd.conf** file to **YES** to turn on **TLS** support. The default settings of other **TLS**-related directives that become automatically active when the **ssl\_enable** option is enabled provide for a reasonably well-configured **TLS** set up. This includes, among other things, the requirement to only use the **TLS** v1 protocol for all connections (the use of the insecure **SSL** protocol versions is disabled by default) or forcing all non-anonymous logins to use **TLS** for sending passwords and data transfers.

#### Example 14.3. Configuring vsftpd to Use TLS

In this example, the configuration directives explicitly disable the older **SSL** versions of the security protocol in the **vsftpd.conf** file:

```
ssl_enable=YES
ssl_tlsv1=YES
ssl_sslv2=NO
ssl_sslv3=NO
```

Restart the **vsftpd** service after you modify its configuration:

```
~]# systemctl restart vsftpd.service
```

See the **vsftpd.conf(5)** manual page for other **TLS**-related configuration directives for fine-tuning the use of **TLS** by **vsftpd**.

### 14.2.2.4. SELinux Policy for vsftpd

The SELinux policy governing the **vsftpd** daemon (as well as other **ftpd** processes), defines a mandatory access control, which, by default, is based on least access required. In order to allow the **FTP** daemon to access specific files or directories, appropriate labels need to be assigned to them.

For example, in order to be able to share files anonymously, the **public\_content\_t** label must be assigned to the files and directories to be shared. You can do this using the **chcon** command as **root**:

```
~]# chcon -R -t public_content_t /path/to/directory
```

In the above command, replace */path/to/directory* with the path to the directory to which you want to assign the label. Similarly, if you want to set up a directory for uploading files, you need to assign that particular directory the **public\_content\_rw\_t** label. In addition to that, the **allow\_ftpd\_anon\_write** SELinux Boolean option must be set to **1**. Use the **setsebool** command as **root** to do that:

```
~]# setsebool -P allow_ftpd_anon_write=1
```

If you want local users to be able to access their home directories through **FTP**, which is the default setting on Red Hat Enterprise Linux 7, the **ftp\_home\_dir** Boolean option needs to be set to **1**. If **vsftpd** is to be allowed to run in standalone mode, which is also enabled by default on Red Hat Enterprise Linux 7, the **ftpd\_is\_daemon** option needs to be set to **1** as well.

See the `ftpd_selinux(8)` manual page for more information, including examples of other useful labels and Boolean options, on how to configure the SELinux policy pertaining to **FTP**. Also, see the [Red Hat Enterprise Linux 7 SELinux User's and Administrator's Guide](#) for more detailed information about SELinux in general.

### 14.2.3. Additional Resources

For more information about **vsftpd**, see the following resources.

#### 14.2.3.1. Installed Documentation

- ✦ The `/usr/share/doc/vsftpd-version-number/` directory — Replace *version-number* with the installed version of the `vsftpd` package. This directory contains a **README** file with basic information about the software. The **TUNING** file contains basic performance-tuning tips and the **SECURITY/** directory contains information about the security model employed by **vsftpd**.
- ✦ **vsftpd**-related manual pages — There are a number of manual pages for the daemon and the configuration files. The following lists some of the more important manual pages.

##### Server Applications

- `vsftpd(8)` — Describes available command-line options for **vsftpd**.

##### Configuration Files

- `vsftpd.conf(5)` — Contains a detailed list of options available within the configuration file for **vsftpd**.
- `hosts_access(5)` — Describes the format and options available within the **TCP** wrappers configuration files: **hosts.allow** and **hosts.deny**.

##### Interaction with SELinux

- `ftpd_selinux(8)` — Contains a description of the *SELinux* policy governing **ftpd** processes as well as an explanation of the way *SELinux* labels need to be assigned and Booleans set.

### 14.2.3.2. Online Documentation

#### About vsftpd and FTP in General

- <http://vsftpd.beasts.org/> — The **vsftpd** project page is a great place to locate the latest documentation and to contact the author of the software.
- <http://slacksite.com/other/ftp.html> — This website provides a concise explanation of the differences between active and passive-mode **FTP**.

#### Red Hat Enterprise Linux Documentation

- [Red Hat Enterprise Linux 7 Networking Guide](#) — The *Networking Guide* for Red Hat Enterprise Linux 7 documents relevant information regarding the configuration and administration of network interfaces, networks, and network services in this system. It provides an introduction to the **hostnamectl** utility and explains how to use it to view and set host names on the command line, both locally and remotely.
- [Red Hat Enterprise Linux 7 SELinux User's and Administrator's Guide](#) — The *SELinux User's and Administrator's Guide* for Red Hat Enterprise Linux 7 describes the basic principles of **SELinux** and documents in detail how to configure and use **SELinux** with various services such as the **Apache HTTP Server**, **Postfix**, **PostgreSQL**, or **OpenShift**. It explains how to configure **SELinux** access permissions for system services managed by **systemd**.
- [Red Hat Enterprise Linux 7 Security Guide](#) — The *Security Guide* for Red Hat Enterprise Linux 7 assists users and administrators in learning the processes and practices of securing their workstations and servers against local and remote intrusion, exploitation, and malicious activity. It also explains how to secure critical system services.

#### Relevant RFC Documents

- [RFC 0959](#) — The original *Request for Comments* (RFC) of the **FTP** protocol from the IETF.
- [RFC 1123](#) — The small **FTP**-related section extends and clarifies RFC 0959.
- [RFC 2228](#) — **FTP** security extensions. **vsftpd** implements the small subset needed to support TLS and SSL connections.
- [RFC 2389](#) — Proposes **FEAT** and **OPTS** commands.
- [RFC 2428](#) — **IPv6** support.

## 14.3. Print Settings

The **Print Settings** tool serves for printer configuring, maintenance of printer configuration files, print pool directories and print filters, and printer classes management.

The tool is based on the Common Unix Printing System (CUPS). If you upgraded the system from a previous Red Hat Enterprise Linux version that used CUPS, the upgrade process preserved the configured printers.



## Important

The `cupsd.conf` man page documents configuration of a CUPS server. It includes directives for enabling **SSL** support. However, CUPS does not allow control of the protocol versions used. Due to the vulnerability described in [Resolution for POODLE SSLv3.0 vulnerability \(CVE-2014-3566\) for components that do not allow SSLv3 to be disabled via configuration settings](#), Red Hat recommends that you do not rely on this for security. It is recommended that you use **stunnel** to provide a secure tunnel and disable **SSLv3**. For more information on using **stunnel**, see the [Red Hat Enterprise Linux 7 Security Guide](#).

For ad-hoc secure connections to a remote system's **Print Settings** tool, use X11 forwarding over **SSH** as described in [Section 10.4.1, "X11 Forwarding"](#).



## Note

You can perform the same and additional operations on printers directly from the CUPS web application or command line. To access the application, in a web browser, go to <http://localhost:631/>. For CUPS manuals refer to the links on the **Home** tab of the web site.

### 14.3.1. Starting the Print Settings Configuration Tool

With the **Print Settings** configuration tool you can perform various operations on existing printers and set up new printers. You can also use CUPS directly (go to <http://localhost:631/> to access the CUPS web application).

To start the **Print Settings** tool from the command line, type `system-config-printer` at a shell prompt. The **Print Settings** tool appears. Alternatively, if using the GNOME desktop, press the **Super** key to enter the Activities Overview, type **Print Settings** and then press **Enter**. The **Print Settings** tool appears. The **Super** key appears in a variety of guises, depending on the keyboard and other hardware, but often as either the Windows or Command key, and typically to the left of the **Spacebar**.

The **Print Settings** window depicted in [Figure 14.3, "Print Settings window"](#) appears.

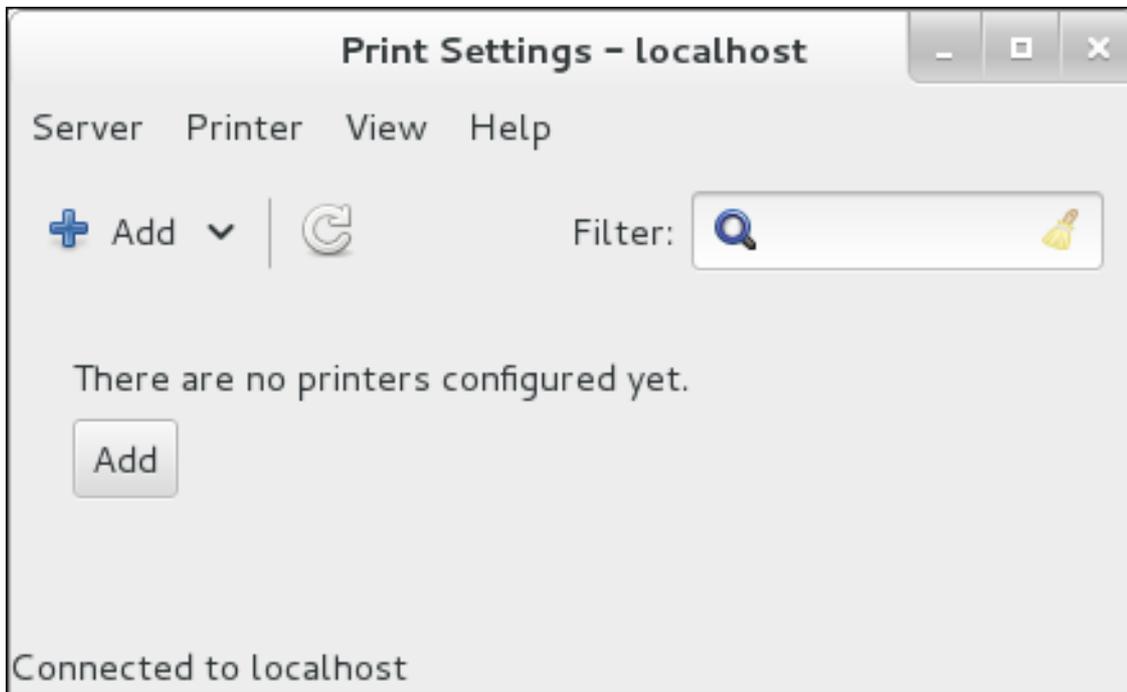


Figure 14.3. Print Settings window

### 14.3.2. Starting Printer Setup

Printer setup process varies depending on the printer queue type.

If you are setting up a local printer connected with USB, the printer is discovered and added automatically. You will be prompted to confirm the packages to be installed and provide an administrator or the **root** user password. Local printers connected with other port types and network printers need to be set up manually.

Follow this procedure to start a manual printer setup:

1. Start the Print Settings tool (refer to [Section 14.3.1, “Starting the Print Settings Configuration Tool”](#)).
2. Go to **Server** → **New** → **Printer**.
3. In the **Authenticate** dialog box, enter an administrator or **root** user password. If this is the first time you have configured a remote printer you will be prompted to authorize an adjustment to the firewall.
4. Select the printer connection type and provide its details in the area on the right.

### 14.3.3. Adding a Local Printer

Follow this procedure to add a local printer connected with other than a serial port:

1. Open the **Add** printer dialog (refer to [Section 14.3.2, “Starting Printer Setup”](#)).
2. If the device does not appear automatically, select the port to which the printer is connected in the list on the left (such as **Serial Port #1** or **LPT #1**).
3. On the right, enter the connection properties:

**for Other**

**URI** (for example file:/dev/lp0)

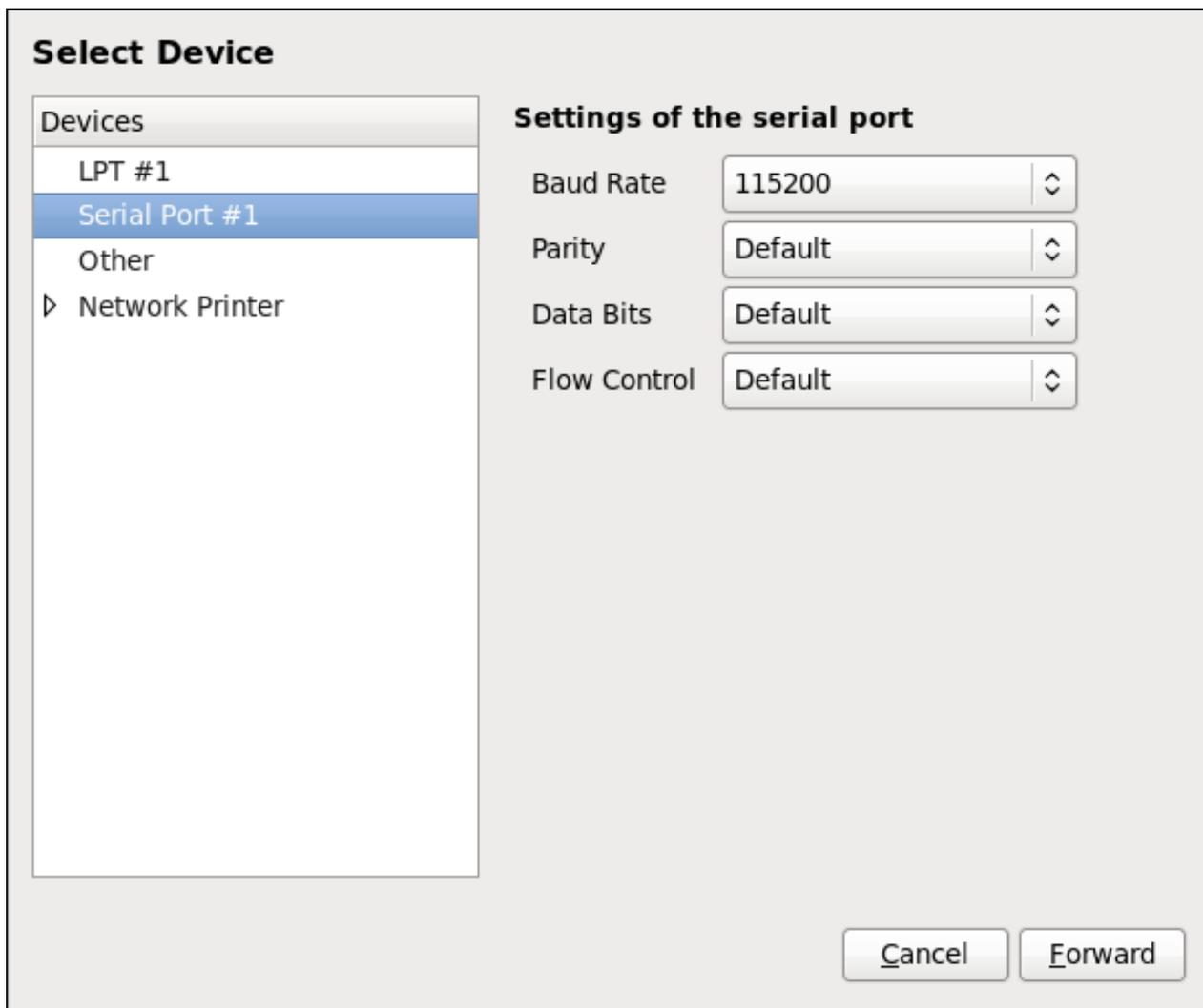
**for Serial Port**

Baud Rate

Parity

Data Bits

Flow Control



**Figure 14.4. Adding a local printer**

4. Click **Forward**.
5. Select the printer model. See [Section 14.3.8, “Selecting the Printer Model and Finishing”](#) for details.

### 14.3.4. Adding an AppSocket/HP JetDirect printer

Follow this procedure to add an AppSocket/HP JetDirect printer:

1. Open the **New Printer** dialog (refer to [Section 14.3.1, “Starting the Print Settings Configuration Tool”](#)).

2. In the list on the left, select **Network Printer** → **AppSocket/HP JetDirect**.

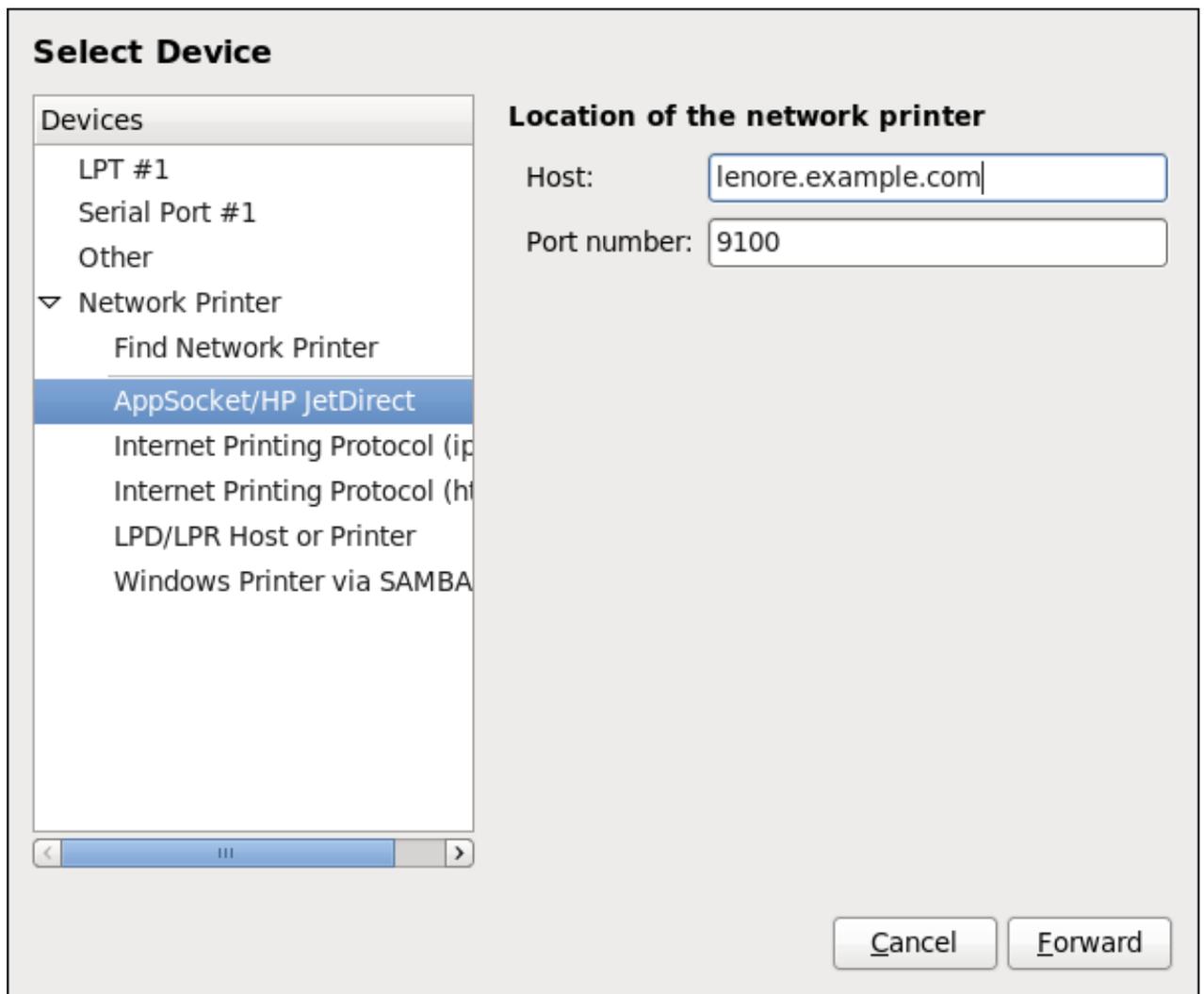
3. On the right, enter the connection settings:

**Hostname**

Printer host name or **IP** address.

**Port Number**

Printer port listening for print jobs (**9100** by default).



**Figure 14.5. Adding a JetDirect printer**

4. Click **Forward**.

5. Select the printer model. See [Section 14.3.8, “Selecting the Printer Model and Finishing”](#) for details.

### 14.3.5. Adding an IPP Printer

An **IPP** printer is a printer attached to a different system on the same TCP/IP network. The system this printer is attached to may either be running CUPS or simply configured to use **IPP**.

If a firewall is enabled on the printer server, then the firewall must be configured to allow incoming **TCP** connections on port **631**. Note that the CUPS browsing protocol allows client machines to discover shared CUPS queues automatically. To enable this, the firewall on the client machine must be configured to allow incoming **UDP** packets on port **631**.

Follow this procedure to add an **IPP** printer:

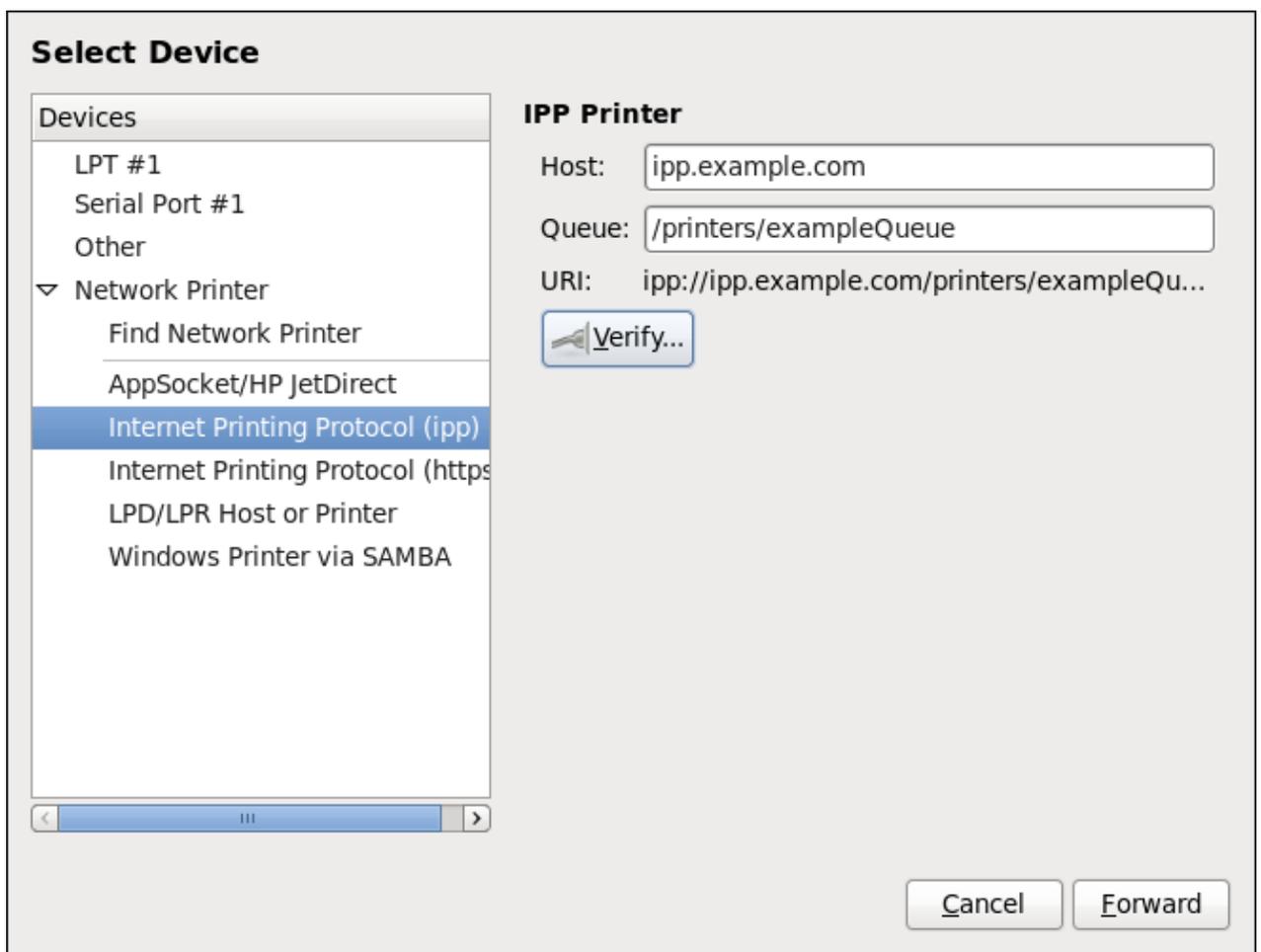
1. Open the **New Printer** dialog (refer to [Section 14.3.2, “Starting Printer Setup”](#)).
2. In the list of devices on the left, select **Network Printer** and **Internet Printing Protocol (ipp)** or **Internet Printing Protocol (https)**.
3. On the right, enter the connection settings:

#### Host

The host name of the **IPP** printer.

#### Queue

The queue name to be given to the new queue (if the box is left empty, a name based on the device node will be used).



**Figure 14.6. Adding an IPP printer**

4. Click **Forward** to continue.
5. Select the printer model. See [Section 14.3.8, “Selecting the Printer Model and Finishing”](#) for details.

### 14.3.6. Adding an LPD/LPR Host or Printer

Follow this procedure to add an LPD/LPR host or printer:

1. Open the **New Printer** dialog (refer to [Section 14.3.2, “Starting Printer Setup”](#)).
2. In the list of devices on the left, select **Network Printer** → **LPD/LPR Host or Printer**.
3. On the right, enter the connection settings:

#### Host

The host name of the LPD/LPR printer or host.

Optionally, click **Probe** to find queues on the LPD host.

#### Queue

The queue name to be given to the new queue (if the box is left empty, a name based on the device node will be used).

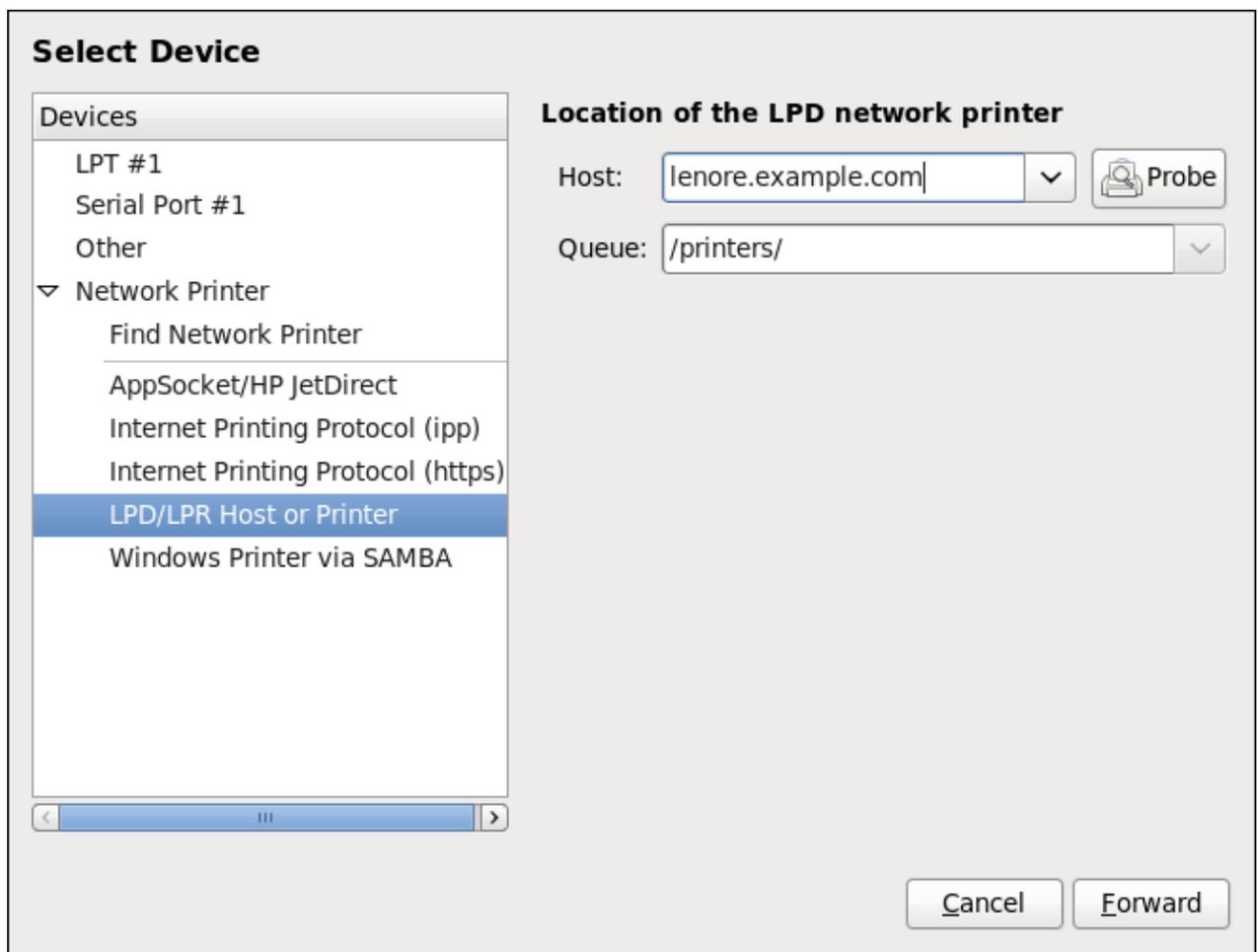


Figure 14.7. Adding an LPD/LPR printer

4. Click **Forward** to continue.
5. Select the printer model. See [Section 14.3.8, “Selecting the Printer Model and Finishing”](#) for details.

### 14.3.7. Adding a Samba (SMB) printer

Follow this procedure to add a Samba printer:

### Note

Note that in order to add a Samba printer, you need to have the *samba-client* package installed. You can do so by running, as **root**:

```
yum install samba-client
```

For more information on installing packages with Yum, refer to [Section 8.2.4, “Installing Packages”](#).

1. Open the **New Printer** dialog (refer to [Section 14.3.2, “Starting Printer Setup”](#)).
2. In the list on the left, select **Network Printer** → **Windows Printer via SAMBA**.
3. Enter the SMB address in the **smb://** field. Use the format *computer name/printer share*. In [Figure 14.8, “Adding a SMB printer”](#), the *computer name* is **dellbox** and the *printer share* is **r2**.

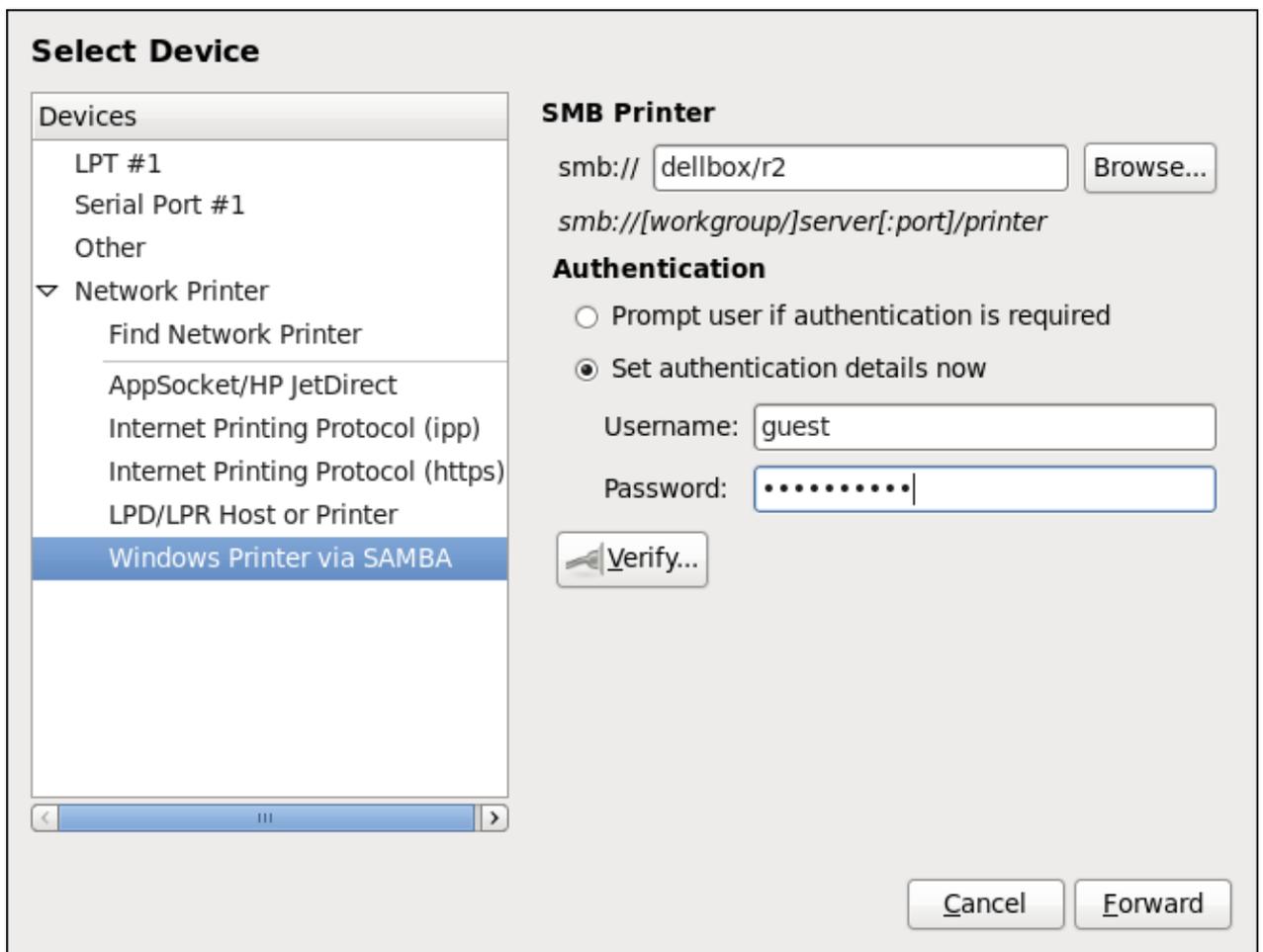


Figure 14.8. Adding a SMB printer

4. Click **Browse** to see the available workgroups/domains. To display only queues of a particular host, type in the host name (NetBios name) and click **Browse**.
5. Select either of the options:
  - A. **Prompt user if authentication is required**: user name and password are collected from the user when printing a document.
  - B. **Set authentication details now**: provide authentication information now so it is not required later. In the **Username** field, enter the user name to access the printer. This user must exist on the SMB system, and the user must have permission to access the printer. The default user name is typically **guest** for Windows servers, or **nobody** for Samba servers.
6. Enter the **Password** (if required) for the user specified in the **Username** field.



### Warning

Samba printer user names and passwords are stored in the printer server as unencrypted files readable by **root** and the Linux Printing Daemon, **lpd**. Thus, other users that have **root** access to the printer server can view the user name and password you use to access the Samba printer.

Therefore, when you choose a user name and password to access a Samba printer, it is advisable that you choose a password that is different from what you use to access your local Red Hat Enterprise Linux system.

If there are files shared on the Samba print server, it is recommended that they also use a password different from what is used by the print queue.

7. Click **Verify** to test the connection. Upon successful verification, a dialog box appears confirming printer share accessibility.
8. Click **Forward**.
9. Select the printer model. See [Section 14.3.8, “Selecting the Printer Model and Finishing”](#) for details.

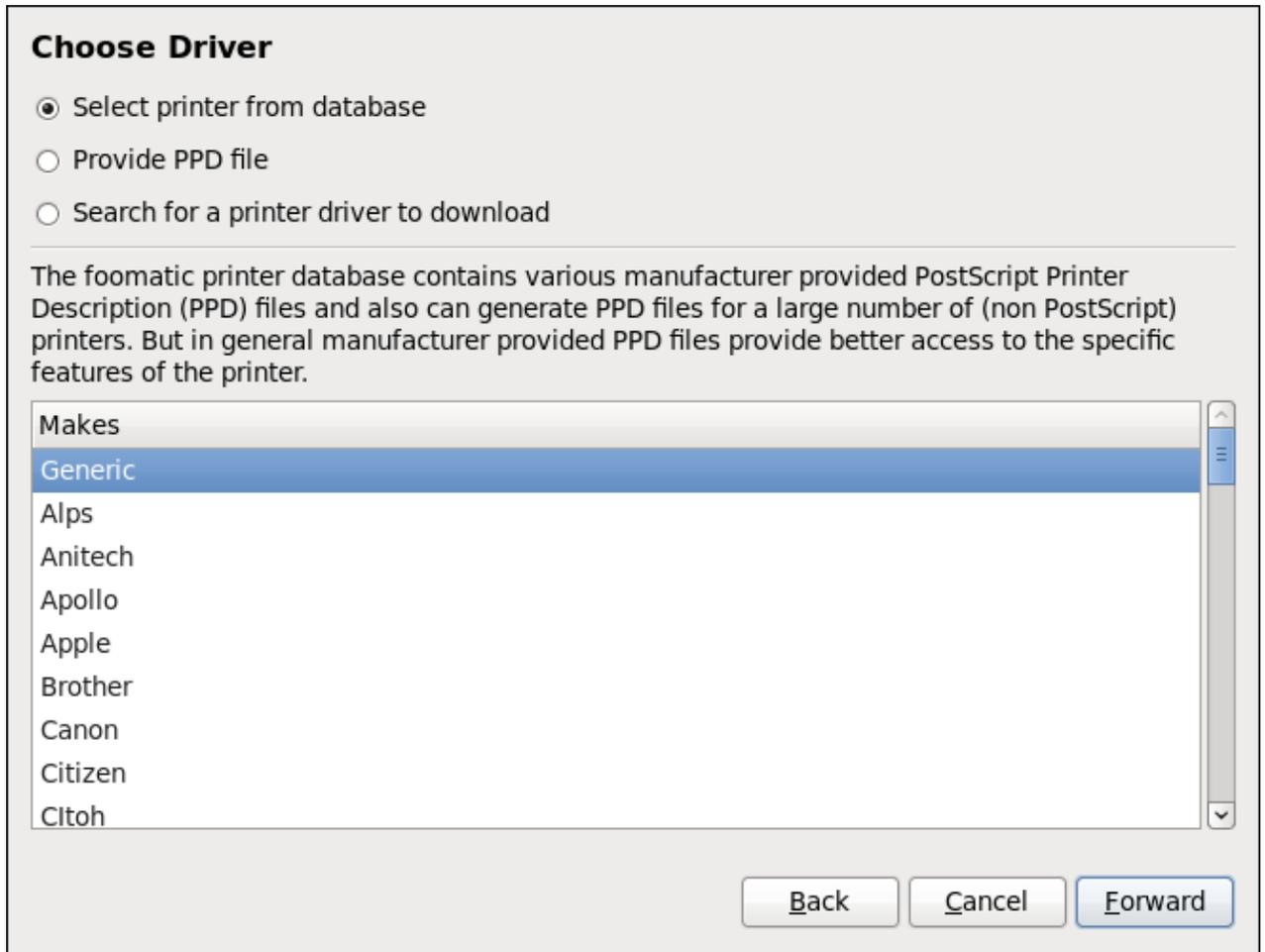
### 14.3.8. Selecting the Printer Model and Finishing

Once you have properly selected a printer connection type, the system attempts to acquire a driver. If the process fails, you can locate or search for the driver resources manually.

Follow this procedure to provide the printer driver and finish the installation:

1. In the window displayed after the automatic driver detection has failed, select one of the following options:
  - A. **Select a Printer from database** — the system chooses a driver based on the selected make of your printer from the list of **Makes**. If your printer model is not listed, choose **Generic**.
  - B. **Provide PPD file** — the system uses the provided *PostScript Printer Description* (PPD) file for installation. A PPD file may also be delivered with your printer as being normally provided by the manufacturer. If the PPD file is available, you can choose this option and use the browser bar below the option description to select the PPD file.

- C. **Search for a printer driver to download** — enter the make and model of your printer into the **Make and model** field to search on OpenPrinting.org for the appropriate packages.

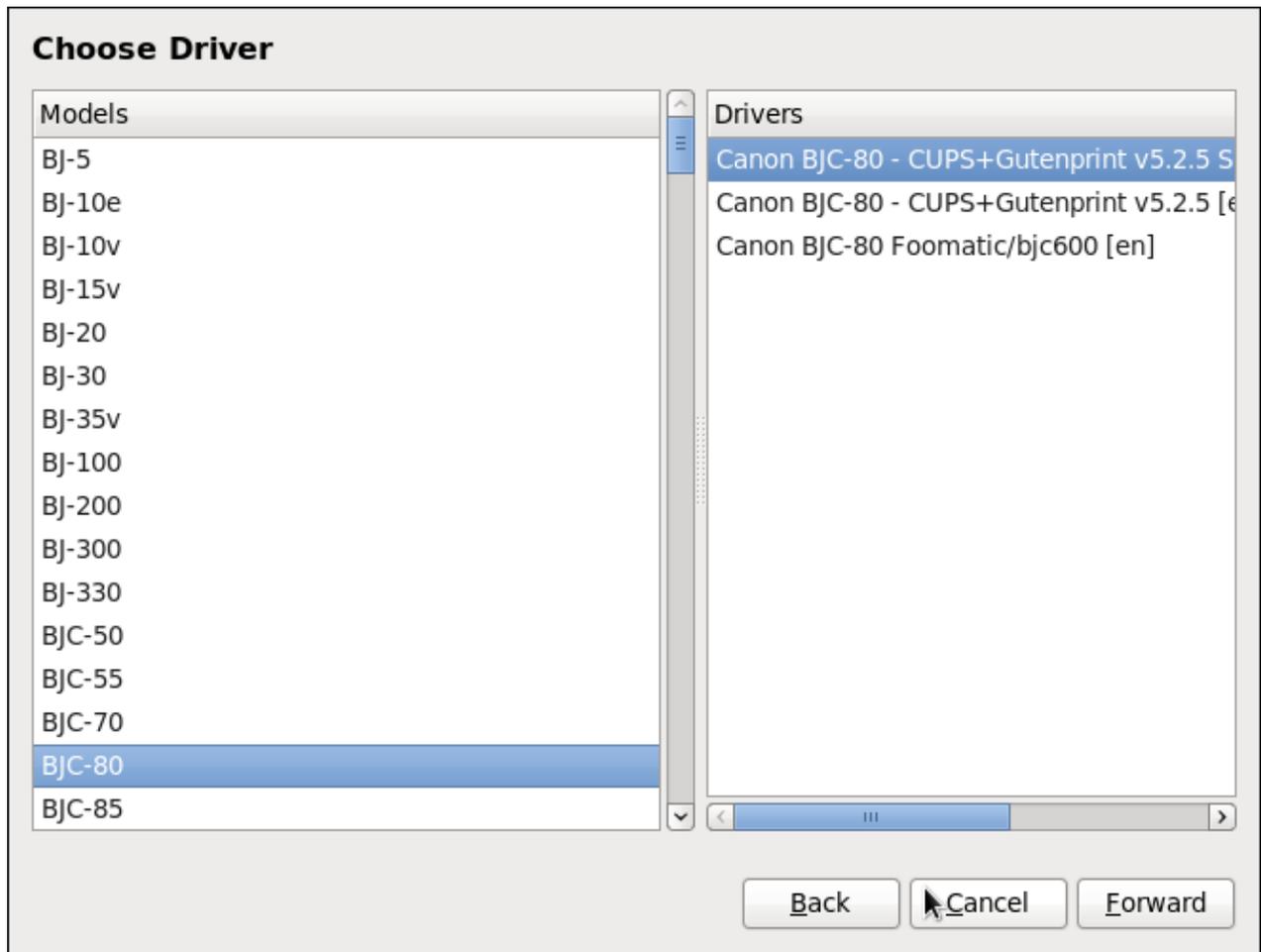


**Figure 14.9. Selecting a printer brand**

- Depending on your previous choice provide details in the area displayed below:
  - ✦ Printer brand for the **Select printer from database** option.
  - ✦ PPD file location for the **Provide PPD file** option.
  - ✦ Printer make and model for the **Search for a printer driver to download** option.
- Click **Forward** to continue.
- If applicable for your option, window shown in [Figure 14.10, "Selecting a printer model"](#) appears. Choose the corresponding model in the **Models** column on the left.

## Note

On the right, the recommended printer driver is automatically selected; however, you can select another available driver. The print driver processes the data that you want to print into a format the printer can understand. Since a local printer is attached directly to your computer, you need a printer driver to process the data that is sent to the printer.



**Figure 14.10. Selecting a printer model**

5. Click **Forward**.
6. Under the **Describe Printer** enter a unique name for the printer in the **Printer Name** field. The printer name can contain letters, numbers, dashes (-), and underscores (\_); it *must not* contain any spaces. You can also use the **Description** and **Location** fields to add further printer information. Both fields are optional, and may contain spaces.

**Describe Printer**

**Printer Name**  
Short name for this printer such as "laserjet"

**Description (optional)**  
Human-readable description such as "HP Laserjet with Duplexer"

**Location (optional)**  
Human-readable location such as "Lab 1"

**Figure 14.11. Printer setup**

7. Click **Apply** to confirm your printer configuration and add the print queue if the settings are correct. Click **Back** to modify the printer configuration.
8. After the changes are applied, a dialog box appears allowing you to print a test page. Click **Yes** to print a test page now. Alternatively, you can print a test page later as described in [Section 14.3.9, "Printing a Test Page"](#).

### 14.3.9. Printing a Test Page

After you have set up a printer or changed a printer configuration, print a test page to make sure the printer is functioning properly:

1. Right-click the printer in the **Printing** window and click **Properties**.
2. In the Properties window, click **Settings** on the left.
3. On the displayed **Settings** tab, click the **Print Test Page** button.

### 14.3.10. Modifying Existing Printers

To delete an existing printer, in the **Print Settings** window, select the printer and go to **Printer → Delete**. Confirm the printer deletion. Alternatively, press the **Delete** key.

To set the default printer, right-click the printer in the printer list and click the **Set as Default** button in the context menu.

### 14.3.10.1. The Settings Page

To change printer driver configuration, double-click the corresponding name in the **Printer** list and click the **Settings** label on the left to display the **Settings** page.

You can modify printer settings such as make and model, print a test page, change the device location (URI), and more.

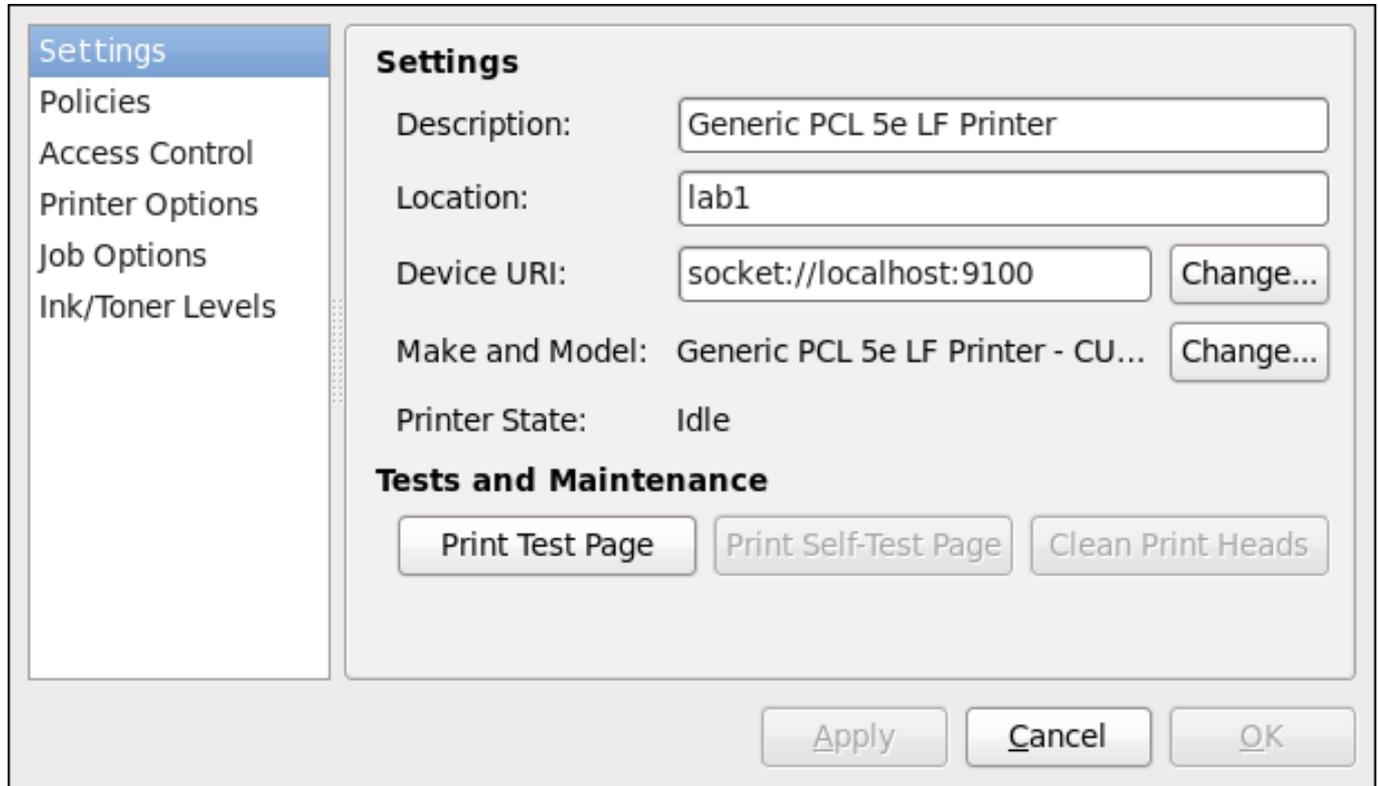


Figure 14.12. Settings page

### 14.3.10.2. The Policies Page

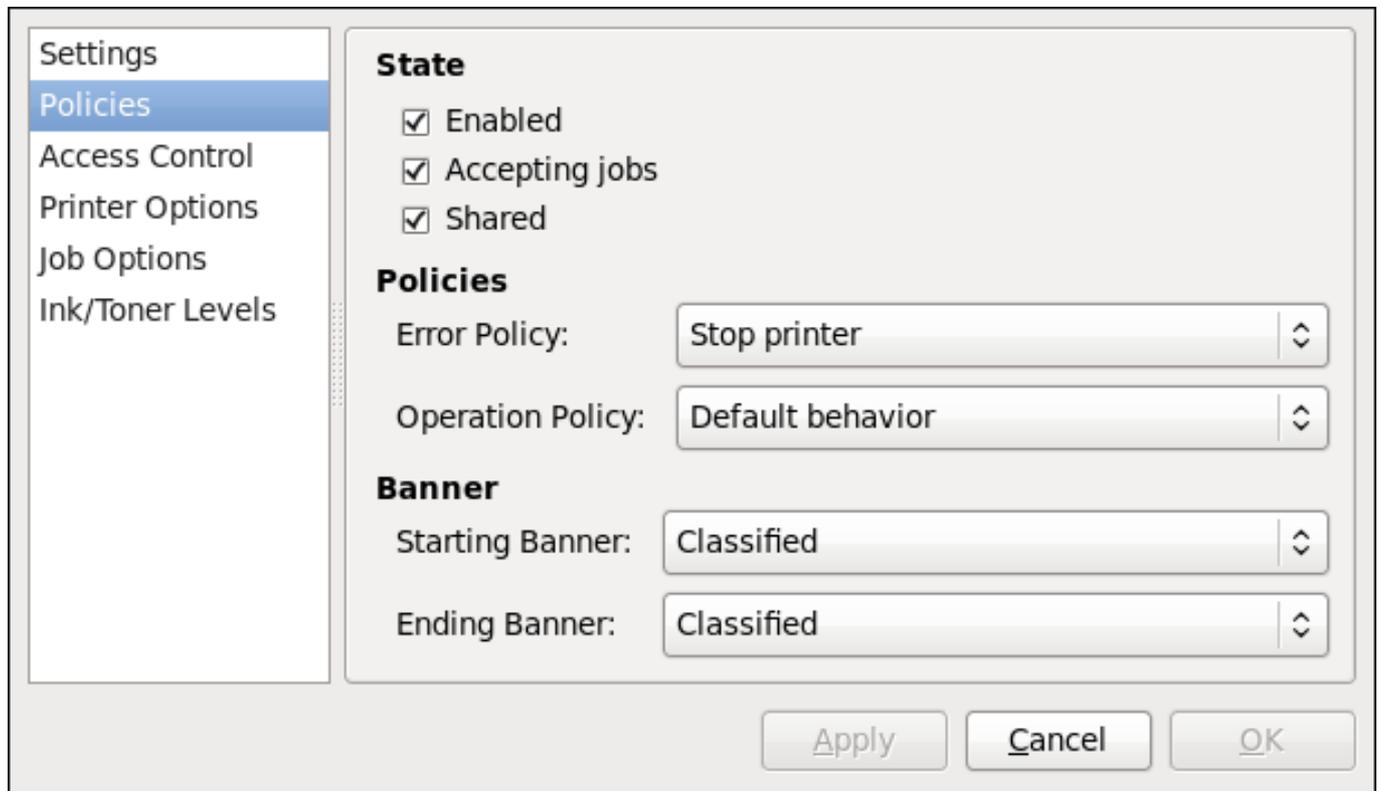
Click the **Policies** button on the left to change settings in printer state and print output.

You can select the printer states, configure the **Error Policy** of the printer (you can decide to abort the print job, retry, or stop it if an error occurs).

You can also create a *banner page* (a page that describes aspects of the print job such as the originating printer, the user name from the which the job originated, and the security status of the document being printed): click the **Starting Banner** or **Ending Banner** drop-down menu and choose the option that best describes the nature of the print jobs (for example, **confidential**).

#### 14.3.10.2.1. Sharing Printers

On the **Policies** page, you can mark a printer as shared: if a printer is shared, users published on the network can use it. To allow the sharing function for printers, go to **Server** → **Settings** and select **Publish shared printers connected to this system**.



**Figure 14.13. Policies page**

Make sure that the firewall allows incoming **TCP** connections to port **631**, the port for the Network Printing Server (**IPP**) protocol. To allow **IPP** traffic through the firewall on Red Hat Enterprise Linux 7, make use of **firewalld**'s **IPP** service. To do so, proceed as follows:

#### **Procedure 14.4. Enabling IPP Service in firewalld**

1. To start the graphical **firewall-config** tool, press the **Super** key to enter the Activities Overview, type **firewall** and then press **Enter**. The **Firewall Configuration** window opens. You will be prompted for an administrator or **root** password.

Alternatively, to start the graphical firewall configuration tool using the command line, enter the following command as **root** user:

```
~]# firewall-config
```

The **Firewall Configuration** window opens.

Look for the word “Connected” in the lower left corner. This indicates that the **firewall-config** tool is connected to the user space daemon, **firewalld**.

To immediately change the current firewall settings, ensure the drop-down selection menu labeled **Configuration** is set to **Runtime**. Alternatively, to edit the settings to be applied at the next system start, or firewall reload, select **Permanent** from the drop-down list.

2. Select the **Zones** tab and then select the firewall zone to correspond with the network interface to be used. The default is the **public** zone. The **Interfaces** tab shows what interfaces have been assigned to a zone.
3. Select the **Services** tab and then select the **ipp** service to enable sharing. The **ipp-client** service is required for accessing network printers.

4. Close the **firewall-config** tool.

For more information on opening and closing ports in **firewalld**, see the [Red Hat Enterprise Linux 7 Security Guide](#).

#### 14.3.10.2.2. The Access Control Page

You can change user-level access to the configured printer on the **Access Control** page. Click the **Access Control** label on the left to display the page. Select either **Allow printing for everyone except these users** or **Deny printing for everyone except these users** and define the user set below: enter the user name in the text box and click the **Add** button to add the user to the user set.

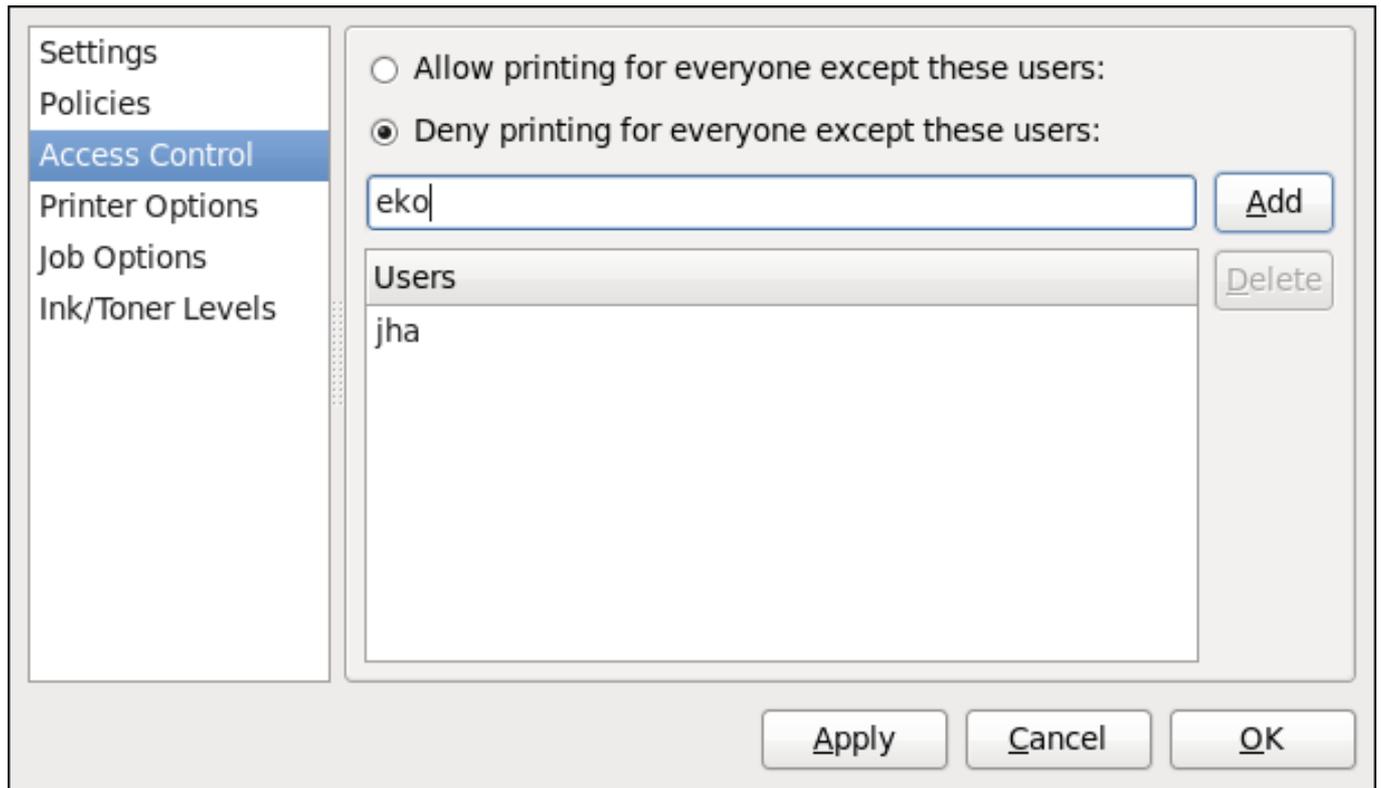


Figure 14.14. Access Control page

#### 14.3.10.2.3. The Printer Options Page

The **Printer Options** page contains various configuration options for the printer media and output, and its content may vary from printer to printer. It contains general printing, paper, quality, and printing size settings.

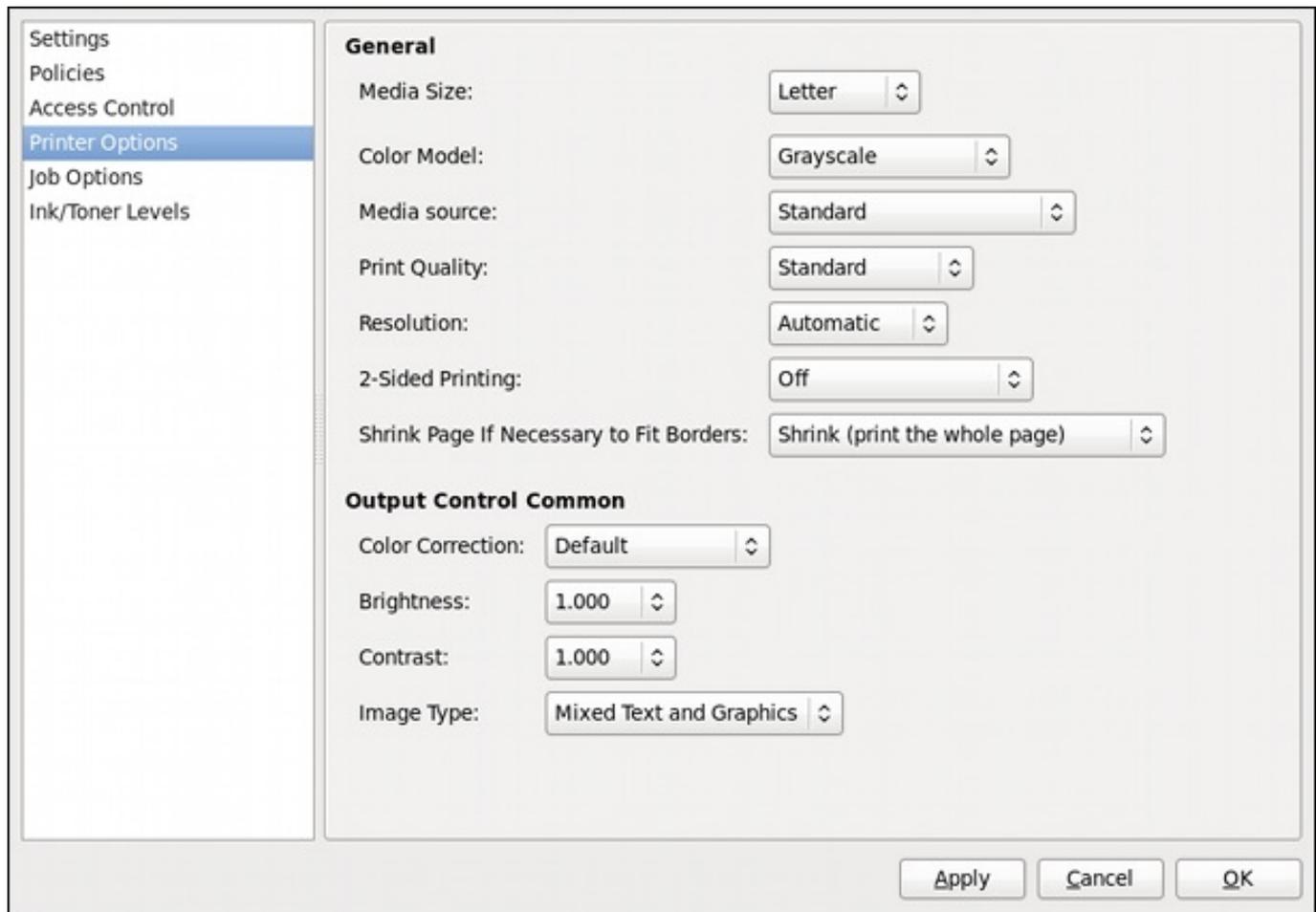


Figure 14.15. Printer Options page

#### 14.3.10.2.4. Job Options Page

On the **Job Options** page, you can detail the printer job options. Click the **Job Options** label on the left to display the page. Edit the default settings to apply custom job options, such as number of copies, orientation, pages per side, scaling (increase or decrease the size of the printable area, which can be used to fit an oversize print area onto a smaller physical sheet of print medium), detailed text options, and custom job options.

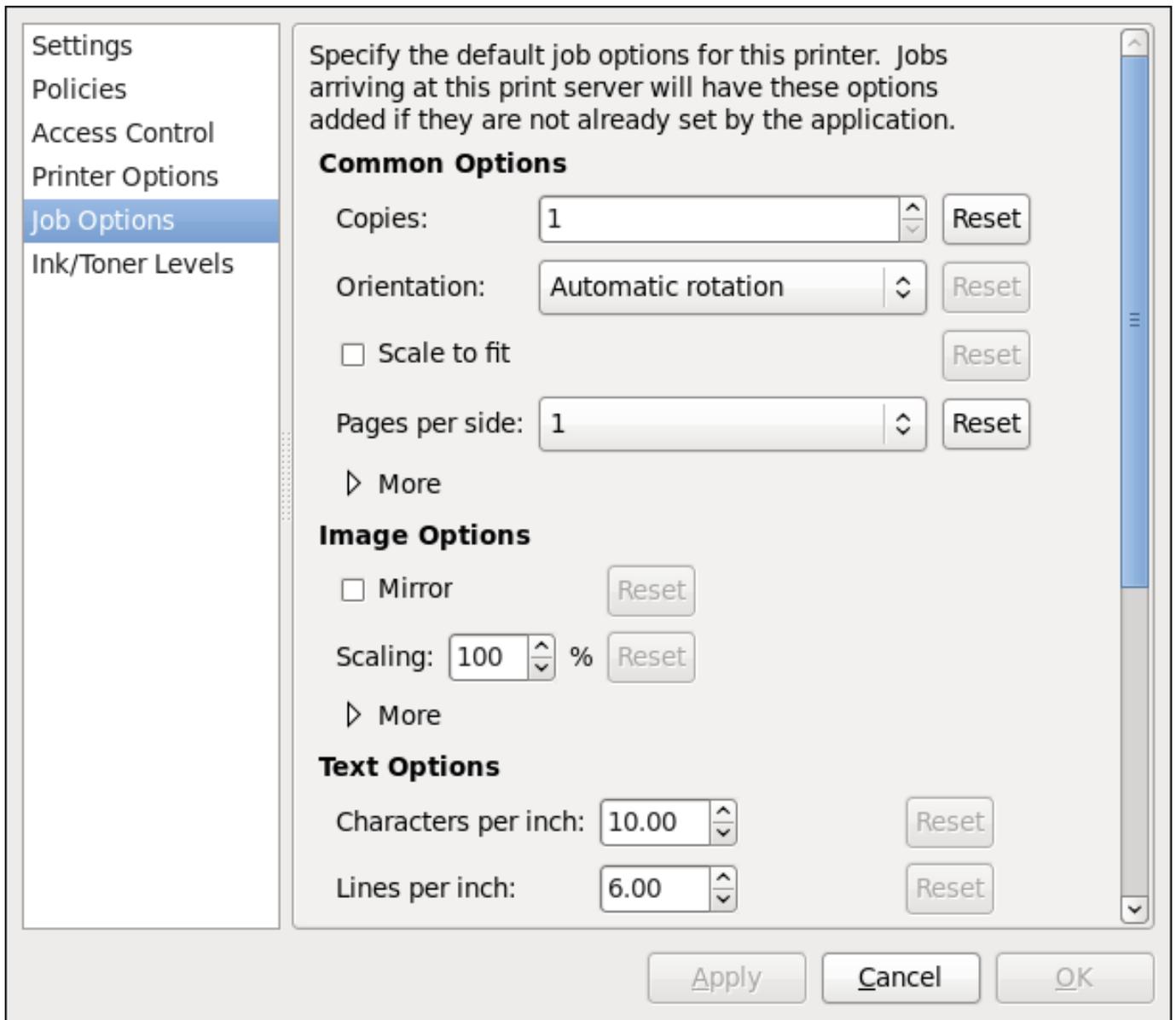


Figure 14.16. Job Options page

#### 14.3.10.2.5. Ink/Toner Levels Page

The **Ink/Toner Levels** page contains details on toner status if available and printer status messages. Click the **Ink/Toner Levels** label on the left to display the page.

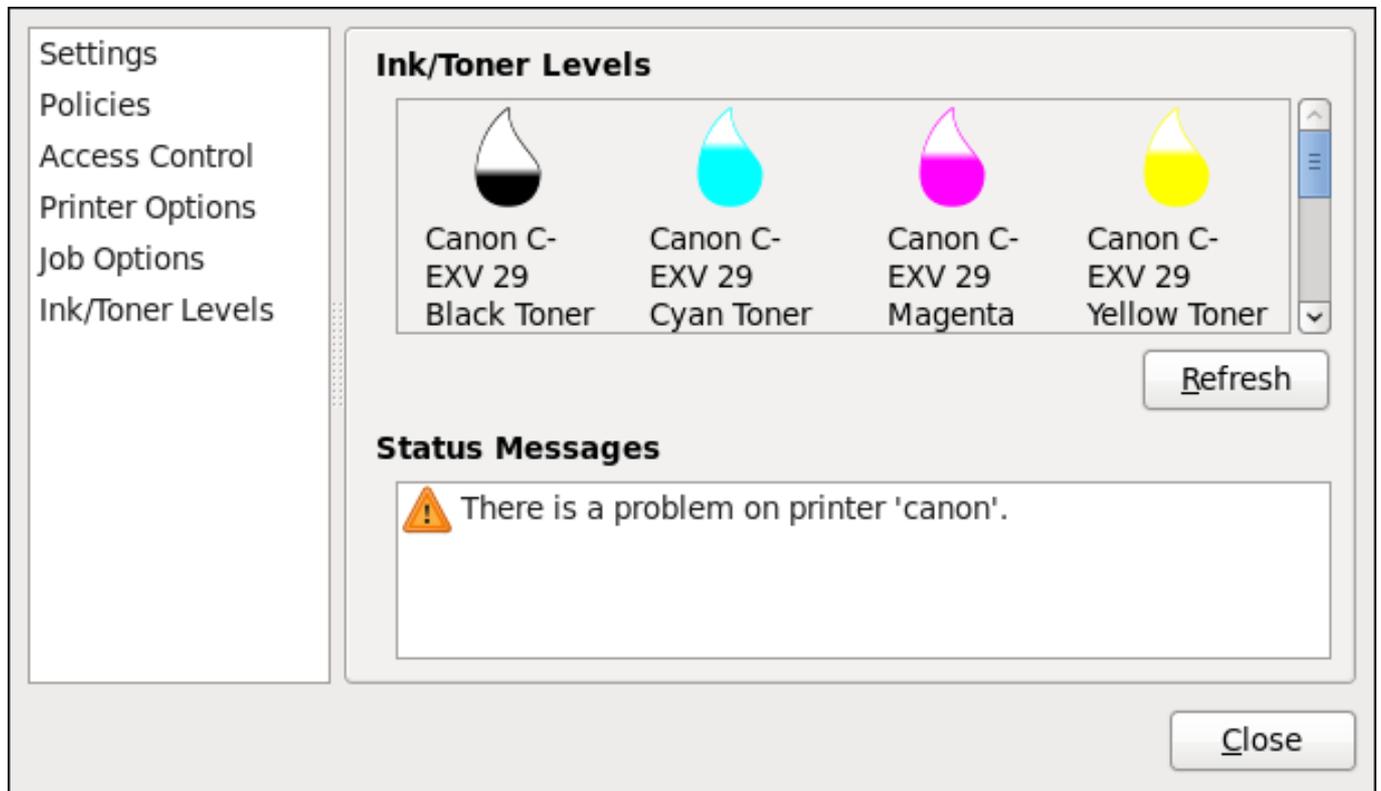


Figure 14.17. Ink/Toner Levels page

### 14.3.10.3. Managing Print Jobs

When you send a print job to the printer daemon, such as printing a text file from **Emacs** or printing an image from **GIMP**, the print job is added to the print spool queue. The print spool queue is a list of print jobs that have been sent to the printer and information about each print request, such as the status of the request, the job number, and more.

During the printing process, the **Printer Status** icon appears in the **Notification Area** on the panel. To check the status of a print job, click the **Printer Status**, which displays a window similar to [Figure 14.18, “GNOME Print Status”](#).

File	Job	View				
Job	Document	Printer	Size	Time submitted	Status	
2	Red Hat	Generic-PCL-5e-LF-...	5k	a minute ago	Processing - Printer w...	
1	Product Document...	Canon	3k	22 hours ago	Pending	

Printer 'Generic-PCL-5e-LF-Printer': 'com.apple.print.recoverable'.

Figure 14.18. GNOME Print Status

To cancel, hold, release, reprint or authenticate a print job, select the job in the **GNOME Print Status** and on the **Job** menu, click the respective command.

To view the list of print jobs in the print spool from a shell prompt, type the command **lpstat -o**. The last few lines look similar to the following:

#### Example 14.4. Example of `lpstat -o` output

```
$ lpstat -o
Charlie-60          twaugh          1024    Tue 08 Feb 2011
16:42:11 GMT
Aaron-61           twaugh          1024    Tue 08 Feb 2011
16:42:44 GMT
Ben-62             root            1024    Tue 08 Feb 2011
16:45:42 GMT
```

If you want to cancel a print job, find the job number of the request with the command **lpstat -o** and then use the command **cancel job number**. For example, **cancel 60** would cancel the print job in [Example 14.4, “Example of `lpstat -o` output”](#). You cannot cancel print jobs that were started by other users with the **cancel** command. However, you can enforce deletion of such job by issuing the **cancel -U root job\_number** command. To prevent such canceling, change the printer operation policy to **Authenticated** to force **root** authentication.

You can also print a file directly from a shell prompt. For example, the command **lp sample.txt** prints the text file **sample.txt**. The print filter determines what type of file it is and converts it into a format the printer can understand.

### 14.3.11. Additional Resources

To learn more about printing on Red Hat Enterprise Linux, see the following resources.

#### Installed Documentation

- ✧ **lp(1)** — The manual page for the **lp** command that allows you to print files from the command line.
- ✧ **lpr(1)** — The manual page for the **lpr** command that allows you to print files from the command line.
- ✧ **cancel(1)** — The manual page for the command-line utility to remove print jobs from the print queue.
- ✧ **mpage(1)** — The manual page for the command-line utility to print multiple pages on one sheet of paper.
- ✧ **cupsd(8)** — The manual page for the CUPS printer daemon.
- ✧ **cupsd.conf(5)** — The manual page for the CUPS printer daemon configuration file.
- ✧ **classes.conf(5)** — The manual page for the class configuration file for CUPS.
- ✧ **lpstat(1)** — The manual page for the **lpstat** command, which displays status information about classes, jobs, and printers.

#### Online Documentation

- ✦ <http://www.linuxprinting.org/> — The OpenPrinting group on the Linux Foundation website contains a large amount of information about printing in Linux.
- ✦ <http://www.cups.org/> — The CUPS website provides documentation, FAQs, and newsgroups about CUPS.

## Chapter 15. Configuring NTP Using the chrony Suite

Accurate time keeping is important for a number of reasons in IT. In networking for example, accurate time stamps in packets and logs are required. In Linux systems, the **NTP** protocol is implemented by a daemon running in user space.

The user space daemon updates the system clock running in the kernel. The system clock can keep time by using various clock sources. Usually, the *Time Stamp Counter* (TSC) is used. The TSC is a CPU register which counts the number of cycles since it was last reset. It is very fast, has a high resolution, and there are no interrupts.

There is a choice between the daemons **ntpd** and **chronyd**, which are available from the repositories in the *ntp* and *chrony* packages respectively. This section describes the use of the **chrony** suite of utilities to update the system clock on systems that do not fit into the conventional permanently networked, always on, dedicated server category.

### 15.1. Introduction to the chrony Suite

**Chrony** consists of **chronyd**, a daemon that runs in user space, and **chronyc**, a command line program for making adjustments to **chronyd**. Systems which are not permanently connected, or not permanently powered up, take a relatively long time to adjust their system clocks with **ntpd**. This is because many small corrections are made based on observations of the clocks drift and offset. Temperature changes, which may be significant when powering up a system, affect the stability of hardware clocks. Although adjustments begin within a few milliseconds of booting a system, acceptable accuracy may take anything from ten seconds from a warm restart to a number of hours depending on your requirements, operating environment and hardware. **chrony** is a different implementation of the **NTP** protocol than **ntpd**, it can adjust the system clock more rapidly.

#### 15.1.1. Differences Between ntpd and chronyd

One of the main differences between **ntpd** and **chronyd** is in the algorithms used to control the computer's clock. Things **chronyd** can do better than **ntpd** are:

- ✦ **chronyd** can work well when external time references are only intermittently accessible, whereas **ntpd** needs regular polling of time reference to work well.
- ✦ **chronyd** can perform well even when the network is congested for longer periods of time.
- ✦ **chronyd** can usually synchronize the clock faster and with better time accuracy.
- ✦ **chronyd** quickly adapts to sudden changes in the rate of the clock, for example, due to changes in the temperature of the crystal oscillator, whereas **ntpd** may need a long time to settle down again.
- ✦ In the default configuration, **chronyd** never steps the time after the clock has been synchronized at system start, in order not to upset other running programs. **ntpd** can be configured to never step the time too, but it has to use a different means of adjusting the clock, which has some disadvantages.
- ✦ **chronyd** can adjust the rate of the clock on a Linux system in a larger range, which allows it to operate even on machines with a broken or unstable clock. For example, on some virtual machines.

Things **chronyd** can do that **ntpd** cannot do:

- **chronyd** provides support for isolated networks where the only method of time correction is manual entry. For example, by the administrator looking at a clock. **chronyd** can examine the errors corrected at different updates to estimate the rate at which the computer gains or loses time, and use this estimate to trim the computer clock subsequently.
- **chronyd** provides support to work out the rate of gain or loss of the real-time clock, the hardware clock, that maintains the time when the computer is turned off. It can use this data when the system boots to set the system time using an adjusted value of the time taken from the real-time clock. This is, at time of writing, only available in Linux.

Things **ntpd** can do that **chronyd** cannot do:

- **ntpd** fully supports **NTP** version 4 (*RFC 5905*), including broadcast, multicast, manycast clients and servers, and the orphan mode. It also supports extra authentication schemes based on public-key cryptography (*RFC 5906*). **chronyd** uses **NTP** version 3 (*RFC 1305*), which is compatible with version 4.
- **ntpd** includes drivers for many reference clocks whereas **chronyd** relies on other programs, for example **gpsd**, to access the data from the reference clocks.

### 15.1.2. Choosing Between NTP Daemons

- **Chrony** should be considered for all systems which are frequently suspended or otherwise intermittently disconnected and reconnected to a network. Mobile and virtual systems for example.
- The **NTP** daemon (**ntpd**) should be considered for systems which are normally kept permanently on. Systems which are required to use broadcast or multicast **IP**, or to perform authentication of packets with the **Autokey** protocol, should consider using **ntpd**. **Chrony** only supports symmetric key authentication using a message authentication code (MAC) with MD5, SHA1 or stronger hash functions, whereas **ntpd** also supports the **Autokey** authentication protocol which can make use of the PKI system. **Autokey** is described in *RFC 5906*.

## 15.2. Understanding chrony and Its Configuration

### 15.2.1. Understanding chronyd

The **chrony** daemon, **chronyd**, running in user space, makes adjustments to the system clock which is running in the kernel. It does this by consulting external time sources, using the **NTP** protocol, when ever network access allows it to do so. When external references are not available, **chronyd** will use the last calculated drift stored in the drift file. It can also be commanded manually to make corrections, by **chronyc**.

### 15.2.2. Understanding chronyc

The **chrony** daemon, **chronyd**, can be controlled by the command line utility **chronyc**. This utility provides a command prompt which allows entering of a number of commands to make changes to **chronyd**. The default configuration is for **chronyd** to only accept commands from a local instance of **chronyc**, but **chronyc** can be used to alter the configuration so that **chronyd** will allow external control. **chronyc** can be run remotely after first configuring **chronyd** to accept remote connections. The **IP** addresses allowed to connect to **chronyd** should be tightly controlled.

### 15.2.3. Understanding the chrony Configuration Commands

The default configuration file for **chronyd** is `/etc/chrony.conf`. The `-f` option can be used to specify an alternate configuration file path. See the **chronyd** man page for further options. For a complete list of the directives that can be used see <http://chrony.tuxfamily.org/manual.html#Configuration-file>. Below is a selection of configuration options:

### Comments

Comments should be preceded by `#`, `%`, `;` or `!`

### allow

Optionally specify a host, subnet, or network from which to allow **NTP** connections to a machine acting as **NTP** server. The default is not to allow connections.

#### Examples:

1. `allow server1.example.com`

Use this form to specify a particular host, by its host name, to be allowed access.

2. `allow 192.0.2.0/24`

Use this form to specify a particular network to be allowed access.

3. `allow 2001:db8::/32`

Use this form to specify an **IPv6** address to be allowed access.

### cmdallow

This is similar to the **allow** directive (see section **allow**), except that it allows control access (rather than **NTP** client access) to a particular subnet or host. (By “control access” is meant that **chronyc** can be run on those hosts and successfully connect to **chronyd** on this computer.) The syntax is identical. There is also a **cmddeny all** directive with similar behavior to the **cmdallow all** directive.

### dumpdir

Path to the directory to save the measurement history across restarts of **chronyd** (assuming no changes are made to the system clock behavior whilst it is not running). If this capability is to be used (via the **dumponexit** command in the configuration file, or the **dump** command in **chronyc**), the **dumpdir** command should be used to define the directory where the measurement histories are saved.

### dumponexit

If this command is present, it indicates that **chronyd** should save the measurement history for each of its time sources recorded whenever the program exits. (See the **dumpdir** command above).

### local

The **local** keyword is used to allow **chronyd** to appear synchronized to real time from the viewpoint of clients polling it, even if it has no current synchronization source. This option is normally used on the “master” computer in an isolated network, where several computers are required to synchronize to one another, and the “master” is kept in line with real time by manual input.

An example of the command is:

```
local stratum 10
```

A large value of 10 indicates that the clock is so many hops away from a reference clock that its time is unreliable. If the computer ever has access to another computer which is ultimately synchronized to a reference clock, it will almost certainly be at a stratum less than 10. Therefore, the choice of a high value like 10 for the **local** command prevents the machine's own time from ever being confused with real time, were it ever to leak out to clients that have visibility of real servers.

## log

The **log** command indicates that certain information is to be logged. It accepts the following options:

### measurements

This option logs the raw **NTP** measurements and related information to a file called **measurements.log**.

### statistics

This option logs information about the regression processing to a file called **statistics.log**.

### tracking

This option logs changes to the estimate of the system's gain or loss rate, and any slews made, to a file called **tracking.log**.

### rtc

This option logs information about the system's real-time clock.

### refclocks

This option logs the raw and filtered reference clock measurements to a file called **refclocks.log**.

### tempcomp

This option logs the temperature measurements and system rate compensations to a file called **tempcomp.log**.

The log files are written to the directory specified by the **logdir** command. An example of the command is:

```
log measurements statistics tracking
```

## logdir

This directive allows the directory where log files are written to be specified. An example of the use of this directive is:

```
logdir /var/log/chrony
```

## makestep

Normally **chronyd** will cause the system to gradually correct any time offset, by slowing down or speeding up the clock as required. In certain situations, the system clock may be so far adrift that this slewing process would take a very long time to correct the system clock. This directive forces **chronyd** to step system clock if the adjustment is larger than a threshold value, but only if there were no more clock updates since **chronyd** was started than a specified limit (a negative value can be used to disable the limit). This is particularly useful when using reference clocks, because the **initstepslew** directive only works with **NTP** sources.

An example of the use of this directive is:

```
makestep 1000 10
```

This would step the system clock if the adjustment is larger than 1000 seconds, but only in the first ten clock updates.

### maxchange

This directive sets the maximum allowed offset corrected on a clock update. The check is performed only after the specified number of updates to allow a large initial adjustment of the system clock. When an offset larger than the specified maximum occurs, it will be ignored for the specified number of times and then **chronyd** will give up and exit (a negative value can be used to never exit). In both cases a message is sent to syslog.

An example of the use of this directive is:

```
maxchange 1000 1 2
```

After the first clock update, **chronyd** will check the offset on every clock update, it will ignore two adjustments larger than 1000 seconds and exit on another one.

### maxupdateskew

One of **chronyd**'s tasks is to work out how fast or slow the computer's clock runs relative to its reference sources. In addition, it computes an estimate of the error bounds around the estimated value. If the range of error is too large, it indicates that the measurements have not settled down yet, and that the estimated gain or loss rate is not very reliable. The **maxupdateskew** parameter is the threshold for determining whether an estimate is too unreliable to be used. By default, the threshold is 1000 ppm. The format of the syntax is:

```
maxupdateskew skew-in-ppm
```

Typical values for *skew-in-ppm* might be 100 for a dial-up connection to servers over a telephone line, and 5 or 10 for a computer on a LAN. It should be noted that this is not the only means of protection against using unreliable estimates. At all times, **chronyd** keeps track of both the estimated gain or loss rate, and the error bound on the estimate. When a new estimate is generated following another measurement from one of the sources, a weighted combination algorithm is used to update the master estimate. So if **chronyd** has an existing highly-reliable master estimate and a new estimate is generated which has large error bounds, the existing master estimate will dominate in the new master estimate.

### noclientlog

This directive, which takes no arguments, specifies that client accesses are not to be logged. Normally they are logged, allowing statistics to be reported using the **clients** command in **chronyc**.

### reselectdist

When **chronyd** selects synchronization source from available sources, it will prefer the one with minimum synchronization distance. However, to avoid frequent reselecting when there are sources with similar distance, a fixed distance is added to the distance for sources that are currently not selected. This can be set with the **reselectdist** option. By default, the distance is 100 microseconds.

The format of the syntax is:

```
reselectdist dist-in-seconds
```

### stratumweight

The **stratumweight** directive sets how much distance should be added per stratum to the synchronization distance when **chronyd** selects the synchronization source from available sources.

The format of the syntax is:

```
stratumweight dist-in-seconds
```

By default, *dist-in-seconds* is 1 second. This means that sources with lower stratum are usually preferred to sources with higher stratum even when their distance is significantly worse. Setting **stratumweight** to 0 makes **chronyd** ignore stratum when selecting the source.

### rtcfile

The **rtcfile** directive defines the name of the file in which **chronyd** can save parameters associated with tracking the accuracy of the system's real-time clock (RTC). The format of the syntax is:

```
rtcfile /var/lib/chrony/rtc
```

**chronyd** saves information in this file when it exits and when the **wri terte** command is issued in **chronyc**. The information saved is the RTC's error at some epoch, that epoch (in seconds since January 1 1970), and the rate at which the RTC gains or loses time. Not all real-time clocks are supported as their code is system-specific. Note that if this directive is used then the real-time clock should not be manually adjusted as this would interfere with **chrony**'s need to measure the rate at which the real-time clock drifts if it was adjusted at random intervals.

### rtcsync

The **rtcsync** directive is present in the **/etc/chrony.conf** file by default. This will inform the kernel the system clock is kept synchronized and the kernel will update the real-time clock every 11 minutes.

## 15.2.4. Security with chronyc

As access to **chronyc** allows changing **chronyd** just as editing the configuration files would, access to **chronyc** should be limited. Passwords can be specified in the key file, written in ASCII or HEX, to restrict the use of **chronyc**. One of the entries is used to restrict the use of operational commands and is referred to as the command key. In the default configuration, a random command key is generated automatically on start. It should not be necessary to specify or alter it manually.

Other entries in the key file can be used as **NTP** keys to authenticate packets received from remote **NTP** servers or peers. The two sides need to share a key with identical ID, hash type and password in their key file. This requires manually creating the keys and copying them over a secure medium, such as **SSH**. If the key ID was, for example, 10 then the systems that act as clients must have a line in their configuration files in the following format:

```
server w.x.y.z key 10
peer w.x.y.z key 10
```

The location of the key file is specified in the `/etc/chrony.conf` file. The default entry in the configuration file is:

```
keyfile /etc/chrony.keys
```

The command key number is specified in `/etc/chrony.conf` using the `commandkey` directive, it is the key **chronyd** will use for authentication of user commands. The directive in the configuration file takes the following form:

```
commandkey 1
```

An example of the format of the default entry in the key file, `/etc/chrony.keys`, for the command key is:

```
1 SHA1 HEX:A6CFC50C9C93AB6E5A19754C246242FC5471BCDF
```

Where **1** is the key ID, **SHA1** is the hash function to use, **HEX** is the format of the key, and **A6CFC50C9C93AB6E5A19754C246242FC5471BCDF** is the key randomly generated when **chronyd** was started for the first time. The key can be given in hexadecimal or ASCII format (the default).

A manual entry in the key file, used to authenticate packets from certain **NTP** servers or peers, can be as simple as the following:

```
20 foobar
```

Where **20** is the key ID and **foobar** is the secret authentication key. The default hash is MD5, and ASCII is the default format for the key.

By default, **chronyd** is configured to listen for commands only from **localhost** (**127.0.0.1** and **::1**) on port **323**. To access **chronyd** remotely with **chronyc**, any `bindcmdaddress` directives in the `/etc/chrony.conf` file should be removed to enable listening on all interfaces and the `cmdallow` directive should be used to allow commands from the remote **IP** address, network, or subnet. In addition, port **323** has to be opened in the firewall in order to connect from a remote system. Note that the `allow` directive is for **NTP** access whereas the `cmdallow` directive is to enable the receiving of remote commands. It is possible to make these changes temporarily using **chronyc** running locally. Edit the configuration file to make persistent changes.

The communication between **chronyc** and **chronyd** is done over **UDP**, so it needs to be authorized before issuing operational commands. To authorize, use the `authhash` and `password` commands as follows:

```
chronyc> authhash SHA1
chronyc> password HEX:A6CFC50C9C93AB6E5A19754C246242FC5471BCDF
200 OK
```

If **chronyc** is used to configure the local **chronyd**, the **-a** option will run the **authhash** and **password** commands automatically.

Only the following commands can be used without providing a password: **activity**, **authhash**, **dns**, **exit**, **help**, **password**, **quit**, **rtcddata**, **sources**, **sourcestats**, **tracking**, **waitsync**.

## 15.3. Using chrony

### 15.3.1. Installing chrony

The **chrony** suite is installed by default on some versions of Red Hat Enterprise Linux 7. If required, to ensure that it is, run the following command as **root**:

```
~]# yum install chrony
```

The default location for the **chrony** daemon is **/usr/sbin/chronyd**. The command line utility will be installed to **/usr/bin/chronyc**.

### 15.3.2. Checking the Status of chronyd

To check the status of **chronyd**, issue the following command:

```
~]$ systemctl status chronyd
chronyd.service - NTP client/server
   Loaded: loaded (/usr/lib/systemd/system/chronyd.service; enabled)
   Active: active (running) since Wed 2013-06-12 22:23:16 CEST; 11h ago
```

### 15.3.3. Starting chronyd

To start **chronyd**, issue the following command as **root**:

```
~]# systemctl start chronyd
```

To ensure **chronyd** starts automatically at system start, issue the following command as **root**:

```
~]# systemctl enable chronyd
```

### 15.3.4. Stopping chronyd

To stop **chronyd**, issue the following command as **root**:

```
~]# systemctl stop chronyd
```

To prevent **chronyd** from starting automatically at system start, issue the following command as **root**:

```
~]# systemctl disable chronyd
```

### 15.3.5. Checking if chrony is Synchronized

To check if **chrony** is synchronized, make use of the **tracking**, **sources**, and **sourcestats** commands.

### 15.3.5.1. Checking chrony Tracking

To check **chrony** tracking, issue the following command:

```
~]$ chronyc tracking
Reference ID      : 1.2.3.4 (a.b.c)
Stratum          : 3
Ref time (UTC)   : Fri Feb  3 15:00:29 2012
System time      : 0.000001501 seconds slow of NTP time
Last offset      : -0.000001632 seconds
RMS offset       : 0.000002360 seconds
Frequency        : 331.898 ppm fast
Residual freq    : 0.004 ppm
Skew             : 0.154 ppm
Root delay       : 0.373169 seconds
Root dispersion  : 0.024780 seconds
Update interval  : 64.2 seconds
Leap status      : Normal
```

The fields are as follows:

#### Reference ID

This is the reference ID and name (or **IP** address) if available, of the server to which the computer is currently synchronized. If this is **127.127.1.1** it means the computer is not synchronized to any external source and that you have the “local” mode operating (via the local command in **chronyc**, or the **local** directive in the **/etc/chrony.conf** file (see section **local**)).

#### Stratum

The stratum indicates how many hops away from a computer with an attached reference clock we are. Such a computer is a stratum-1 computer, so the computer in the example is two hops away (that is to say, a.b.c is a stratum-2 and is synchronized from a stratum-1).

#### Ref time

This is the time (UTC) at which the last measurement from the reference source was processed.

#### System time

In normal operation, **chronyd** never steps the system clock, because any jump in the timescale can have adverse consequences for certain application programs. Instead, any error in the system clock is corrected by slightly speeding up or slowing down the system clock until the error has been removed, and then returning to the system clock’s normal speed. A consequence of this is that there will be a period when the system clock (as read by other programs using the **gettimeofday()** system call, or by the date command in the shell) will be different from **chronyd**’s estimate of the current true time (which it reports to **NTP** clients when it is operating in server mode). The value reported on this line is the difference due to this effect.

#### Last offset

This is the estimated local offset on the last clock update.

**RMS offset**

This is a long-term average of the offset value.

**Frequency**

The “frequency” is the rate by which the system’s clock would be wrong if **chronyd** was not correcting it. It is expressed in ppm (parts per million). For example, a value of 1ppm would mean that when the system’s clock thinks it has advanced 1 second, it has actually advanced by 1.000001 seconds relative to true time.

**Residual freq**

This shows the “residual frequency” for the currently selected reference source. This reflects any difference between what the measurements from the reference source indicate the frequency should be and the frequency currently being used. The reason this is not always zero is that a smoothing procedure is applied to the frequency. Each time a measurement from the reference source is obtained and a new residual frequency computed, the estimated accuracy of this residual is compared with the estimated accuracy (see **skew** next) of the existing frequency value. A weighted average is computed for the new frequency, with weights depending on these accuracies. If the measurements from the reference source follow a consistent trend, the residual will be driven to zero over time.

**Skew**

This is the estimated error bound on the frequency.

**Root delay**

This is the total of the network path delays to the stratum-1 computer from which the computer is ultimately synchronized. In certain extreme situations, this value can be negative. (This can arise in a symmetric peer arrangement where the computers’ frequencies are not tracking each other and the network delay is very short relative to the turn-around time at each computer.)

**Root dispersion**

This is the total dispersion accumulated through all the computers back to the stratum-1 computer from which the computer is ultimately synchronized. Dispersion is due to system clock resolution, statistical measurement variations etc.

**Leap status**

This is the leap status, which can be Normal, Insert second, Delete second or Not synchronized.

**15.3.5.2. Checking chrony Sources**

The sources command displays information about the current time sources that **chronyd** is accessing. The optional argument **-v** can be specified, meaning verbose. In this case, extra caption lines are shown as a reminder of the meanings of the columns.

```
~]$ chronyc sources
 210 Number of sources = 3
MS Name/IP address          Stratum Poll Reach LastRx Last sample
=====
=====
#* GPS0                      0    4   377   11  -479ns[ -621ns] +/-
134ns
```

^? a.b.c	2	6	377	23	-923us[ -924us] +/-
43ms					
^+ d.e.f	1	6	377	21	-2629us[-2619us] +/-
86ms					

The columns are as follows:

#### M

This indicates the mode of the source. ^ means a server, = means a peer and # indicates a locally connected reference clock.

#### S

This column indicates the state of the sources. "\*" indicates the source to which **chronyd** is currently synchronized. "+" indicates acceptable sources which are combined with the selected source. "-" indicates acceptable sources which are excluded by the combining algorithm. "?" indicates sources to which connectivity has been lost or whose packets do not pass all tests. "x" indicates a clock which **chronyd** thinks is a *falseticker* (its time is inconsistent with a majority of other sources). "~" indicates a source whose time appears to have too much variability. The "?" condition is also shown at start-up, until at least 3 samples have been gathered from it.

#### Name/IP address

This shows the name or the **IP** address of the source, or reference ID for reference clocks.

#### Stratum

This shows the stratum of the source, as reported in its most recently received sample. Stratum 1 indicates a computer with a locally attached reference clock. A computer that is synchronized to a stratum 1 computer is at stratum 2. A computer that is synchronized to a stratum 2 computer is at stratum 3, and so on.

#### Poll

This shows the rate at which the source is being polled, as a base-2 logarithm of the interval in seconds. Thus, a value of 6 would indicate that a measurement is being made every 64 seconds. **chronyd** automatically varies the polling rate in response to prevailing conditions.

#### Reach

This shows the source's reach register printed as an octal number. The register has 8 bits and is updated on every received or missed packet from the source. A value of 377 indicates that a valid reply was received for all of the last eight transmissions.

#### LastRx

This column shows how long ago the last sample was received from the source. This is normally in seconds. The letters **m**, **h**, **d** or **y** indicate minutes, hours, days or years. A value of 10 years indicates there were no samples received from this source yet.

#### Last sample

This column shows the offset between the local clock and the source at the last measurement. The number in the square brackets shows the actual measured offset. This may be suffixed by **ns** (indicating nanoseconds), **us** (indicating microseconds), **ms** (indicating milliseconds), or **s** (indicating seconds). The number to the left of the square

brackets shows the original measurement, adjusted to allow for any slews applied to the local clock since. The number following the  $\pm$  indicator shows the margin of error in the measurement. Positive offsets indicate that the local clock is ahead of the source.

### 15.3.5.3. Checking chrony Source Statistics

The **sourcestats** command displays information about the drift rate and offset estimation process for each of the sources currently being examined by **chronyd**. The optional argument **-v** can be specified, meaning verbose. In this case, extra caption lines are shown as a reminder of the meanings of the columns.

```
~]$ chronyc sourcestats
210 Number of sources = 1
Name/IP Address          NP  NR  Span  Frequency  Freq Skew  Offset
Std Dev
=====
=====
abc.def.ghi              11  5   46m   -0.001     0.045      1us
25us
```

The columns are as follows:

#### **Name/IP address**

This is the name or **IP** address of the **NTP** server (or peer) or reference ID of the reference clock to which the rest of the line relates.

#### **NP**

This is the number of sample points currently being retained for the server. The drift rate and current offset are estimated by performing a linear regression through these points.

#### **NR**

This is the number of runs of residuals having the same sign following the last regression. If this number starts to become too small relative to the number of samples, it indicates that a straight line is no longer a good fit to the data. If the number of runs is too low, **chronyd** discards older samples and re-runs the regression until the number of runs becomes acceptable.

#### **Span**

This is the interval between the oldest and newest samples. If no unit is shown the value is in seconds. In the example, the interval is 46 minutes.

#### **Frequency**

This is the estimated residual frequency for the server, in parts per million. In this case, the computer's clock is estimated to be running 1 part in  $10^9$  slow relative to the server.

#### **Freq Skew**

This is the estimated error bounds on Freq (again in parts per million).

#### **Offset**

This is the estimated offset of the source.

#### **Std Dev**

This is the estimated sample standard deviation.

### 15.3.6. Manually Adjusting the System Clock

To update, or step, the system clock immediately, bypassing any adjustments in progress by slewing the clock, issue the following commands as **root**:

```
~]# chronyc
chrony> password commandkey-password
200 OK
chrony> makestep
200 OK
```

Where *commandkey-password* is the command key or password stored in the key file.

If the **rtcfile** directive is used, the real-time clock should not be manually adjusted. Random adjustments would interfere with **chrony**'s need to measure the rate at which the real-time clock drifts.

If **chronyc** is used to configure the local **chronyd**, the **-a** will run the **authhash** and **password** commands automatically. This means that the interactive session illustrated above can be replaced by:

```
chronyc -a makestep
```

## 15.4. Setting Up chrony for Different Environments

### 15.4.1. Setting Up chrony for a System Which is Infrequently Connected

This example is intended for systems which use dial-on-demand connections. The normal configuration should be sufficient for mobile and virtual devices which connect intermittently. First, review and confirm that the default settings in the **/etc/chrony.conf** are similar to the following:

```
driftfile /var/lib/chrony/drift
commandkey 1
keyfile /etc/chrony.keys
```

The command key ID is generated at install time and should correspond with the **commandkey** value in the key file, **/etc/chrony.keys**.

Using your editor running as **root**, add the addresses of four **NTP** servers as follows:

```
server 0.pool.ntp.org offline
server 1.pool.ntp.org offline
server 2.pool.ntp.org offline
server 3.pool.ntp.org offline
```

The **offline** option can be useful in preventing systems from trying to activate connections. The **chrony** daemon will wait for **chronyc** to inform it that the system is connected to the network or Internet.

### 15.4.2. Setting Up chrony for a System in an Isolated Network

For a network that is never connected to the Internet, one computer is selected to be the master

timeserver. The other computers are either direct clients of the master, or clients of clients. On the master, the drift file must be manually set with the average rate of drift of the system clock. If the master is rebooted it will obtain the time from surrounding systems and take an average to set its system clock. Thereafter it resumes applying adjustments based on the drift file. The drift file will be updated automatically when the **settime** command is used.

On the system selected to be the master, using a text editor running as **root**, edit the **/etc/chrony.conf** as follows:

```
driftfile /var/lib/chrony/drift
commandkey 1
keyfile /etc/chrony.keys
initstepslew 10 client1 client3 client6
local stratum 8
manual
allow 192.0.2.0
```

Where **192.0.2.0** is the network or subnet address from which the clients are allowed to connect.

On the systems selected to be direct clients of the master, using a text editor running as **root**, edit the **/etc/chrony.conf** as follows:

```
server master
driftfile /var/lib/chrony/drift
logdir /var/log/chrony
log measurements statistics tracking
keyfile /etc/chrony.keys
commandkey 24
local stratum 10
initstepslew 20 master
allow 192.0.2.123
```

Where **192.0.2.123** is the address of the master, and **master** is the host name of the master. Clients with this configuration will resynchronize the master if it restarts.

On the client systems which are not to be direct clients of the master, the **/etc/chrony.conf** file should be the same except that the **local** and **allow** directives should be omitted.

## 15.5. Using chronyc

### 15.5.1. Using chronyc to Control chronyd

To make changes to the local instance of **chronyd** using the command line utility **chronyc** in interactive mode, enter the following command as **root**:

```
~]# chronyc -a
```

**chronyc** must run as **root** if some of the restricted commands are to be used. The **-a** option is for automatic authentication using the local keys when configuring **chronyd** on the local system. See [Section 15.2.4, "Security with chronyc"](#) for more information.

The **chronyc** command prompt will be displayed as follows:

```
chronyc>
```

You can type **help** to list all of the commands.

The utility can also be invoked in non-interactive command mode if called together with a command as follows:

```
chronyc command
```



### Note

Changes made using **chronyc** are not permanent, they will be lost after a **chronyd** restart. For permanent changes, modify **/etc/chrony.conf**.

## 15.5.2. Using chronyc for Remote Administration

To configure **chrony** to connect to a remote instance of **chronyd**, issue a command in the following format:

```
~]$ chronyc -h hostname
```

Where *hostname* is the host name to connect to. The default is to connect to the local daemon.

To configure **chrony** to connect to a remote instance of **chronyd** on a non-default port, issue a command in the following format:

```
~]$ chronyc -h hostname -p port
```

Where *port* is the port in use for controlling and monitoring by the remote instance of **chronyd**.

Note that commands issued at the **chronyc** command prompt are not persistent. Only commands in the configuration file are persistent.

The first command must be the **password** command at the **chronyc** command prompt as follows:

```
chronyc> password password  
200 OK
```

The password should not have any spaces.

If the password is not an MD5 hash, the hashed password must be preceded by the **authhash** command as follows:

```
chronyc> authhash SHA1  
chronyc> password HEX:A6CFC50C9C93AB6E5A19754C246242FC5471BCDF  
200 OK
```

The password or hash associated with the command key for a remote system is best obtained by **SSH**. An **SSH** connection should be established to the remote machine and the ID of the command key from **/etc/chrony.conf** and the command key in **/etc/chrony.keys** memorized or stored securely for the duration of the session.

## 15.6. Additional Resources

The following sources of information provide additional resources regarding **chrony**.

### 15.6.1. Installed Documentation

- ✦ **chrony(1)** man page — Introduces the **chrony** daemon and the command-line interface tool.
- ✦ **chronyc(1)** man page — Describes the **chronyc** command-line interface tool including commands and command options.
- ✦ **chronyd(1)** man page — Describes the **chronyd** daemon including commands and command options.
- ✦ **chrony.conf(5)** man page — Describes the **chrony** configuration file.
- ✦ **/usr/share/doc/chrony\*/chrony.txt** — User guide for the **chrony** suite.

### 15.6.2. Online Documentation

<http://chrony.tuxfamily.org/manual.html>

The online user guide for **chrony**.

## Chapter 16. Configuring NTP Using ntpd

### 16.1. Introduction to NTP

The *Network Time Protocol* (NTP) enables the accurate dissemination of time and date information in order to keep the time clocks on networked computer systems synchronized to a common reference over the network or the Internet. Many standards bodies around the world have atomic clocks which may be made available as a reference. The satellites that make up the Global Position System contain more than one atomic clock, making their time signals potentially very accurate. Their signals can be deliberately degraded for military reasons. An ideal situation would be where each site has a server, with its own reference clock attached, to act as a site-wide time server. Many devices which obtain the time and date via low frequency radio transmissions or the Global Position System (GPS) exist. However for most situations, a range of publicly accessible time servers connected to the Internet at geographically dispersed locations can be used. These **NTP** servers provide “*Coordinated Universal Time*” (UTC). Information about these time servers can found at [www.pool.ntp.org](http://www.pool.ntp.org).

Accurate time keeping is important for a number of reasons in IT. In networking for example, accurate time stamps in packets and logs are required. Logs are used to investigate service and security issues and so time stamps made on different systems must be made by synchronized clocks to be of real value. As systems and networks become increasingly faster, there is a corresponding need for clocks with greater accuracy and resolution. In some countries there are legal obligations to keep accurately synchronized clocks. Please see [www.ntp.org](http://www.ntp.org) for more information. In Linux systems, **NTP** is implemented by a daemon running in user space. The default **NTP** user space daemon in Red Hat Enterprise Linux 7 is **chronyd**. It must be disabled if you want to use the **ntpd** daemon. See [Chapter 15, Configuring NTP Using the chrony Suite](#) for information on **chrony**.

The user space daemon updates the system clock, which is a software clock running in the kernel. Linux uses a software clock as its system clock for better resolution than the typical embedded hardware clock referred to as the “*Real Time Clock*” (RTC). See the **rtc(4)** and **hwclock(8)** man pages for information on hardware clocks. The system clock can keep time by using various clock sources. Usually, the *Time Stamp Counter* (TSC) is used. The TSC is a CPU register which counts the number of cycles since it was last reset. It is very fast, has a high resolution, and there are no interrupts. On system start, the system clock reads the time and date from the RTC. The time kept by the RTC will drift away from actual time by up to 5 minutes per month due to temperature variations. Hence the need for the system clock to be constantly synchronized with external time references. When the system clock is being synchronized by **ntpd**, the kernel will in turn update the RTC every 11 minutes automatically.

### 16.2. NTP Strata

**NTP** servers are classified according to their synchronization distance from the atomic clocks which are the source of the time signals. The servers are thought of as being arranged in layers, or strata, from 1 at the top down to 15. Hence the word stratum is used when referring to a specific layer. Atomic clocks are referred to as Stratum 0 as this is the source, but no Stratum 0 packet is sent on the Internet, all stratum 0 atomic clocks are attached to a server which is referred to as stratum 1. These servers send out packets marked as Stratum 1. A server which is synchronized by means of packets marked stratum **n** belongs to the next, lower, stratum and will mark its packets as stratum **n+1**. Servers of the same stratum can exchange packets with each other but are still designated as belonging to just the one stratum, the stratum one below the best reference they are synchronized to. The designation Stratum 16 is used to indicate that the server is not currently synchronized to a reliable time source.

Note that by default **NTP** clients act as servers for those systems in the stratum below them.

Here is a summary of the **NTP** Strata:

**Stratum 0:**

Atomic Clocks and their signals broadcast over Radio and GPS

- GPS (Global Positioning System)
- Mobile Phone Systems
- Low Frequency Radio Broadcasts WWVB (Colorado, USA.), JJY-40 and JJY-60 (Japan), DCF77 (Germany), and MSF (United Kingdom)

These signals can be received by dedicated devices and are usually connected by RS-232 to a system used as an organizational or site-wide time server.

**Stratum 1:**

Computer with radio clock, GPS clock, or atomic clock attached

**Stratum 2:**

Reads from stratum 1; Serves to lower strata

**Stratum 3:**

Reads from stratum 2; Serves to lower strata

**Stratum  $n+1$ :**

Reads from stratum  $n$ ; Serves to lower strata

**Stratum 15:**

Reads from stratum 14; This is the lowest stratum.

This process continues down to Stratum 15 which is the lowest valid stratum. The label Stratum 16 is used to indicate an unsynchronized state.

## 16.3. Understanding NTP

The version of **NTP** used by Red Hat Enterprise Linux is as described in [RFC 1305 Network Time Protocol \(Version 3\) Specification, Implementation and Analysis](#) and [RFC 5905 Network Time Protocol Version 4: Protocol and Algorithms Specification](#)

This implementation of **NTP** enables sub-second accuracy to be achieved. Over the Internet, accuracy to 10s of milliseconds is normal. On a Local Area Network (LAN), 1 ms accuracy is possible under ideal conditions. This is because clock drift is now accounted and corrected for, which was not done in earlier, simpler, time protocol systems. A resolution of 233 picoseconds is provided by using 64-bit time stamps. The first 32-bits of the time stamp is used for seconds, the last 32-bits are used for fractions of seconds.

**NTP** represents the time as a count of the number of seconds since 00:00 (midnight) 1 January, 1900 GMT. As 32-bits is used to count the seconds, this means the time will “roll over” in 2036. However **NTP** works on the difference between time stamps so this does not present the same level of problem as other implementations of time protocols have done. If a hardware clock that is within 68 years of the correct time is available at boot time then **NTP** will correctly interpret the current date. The **NTP 4** specification provides for an “Era Number” and an “Era Offset” which can be used to make software more robust when dealing with time lengths of more than 68 years. Note, please do not confuse this with the Unix Year 2038 problem.

The **NTP** protocol provides additional information to improve accuracy. Four time stamps are used to allow the calculation of round-trip time and server response time. In order for a system in its role as **NTP** client to synchronize with a reference time server, a packet is sent with an “originate time stamp”. When the packet arrives, the time server adds a “receive time stamp”. After processing the request for time and date information and just before returning the packet, it adds a “transmit time stamp”. When the returning packet arrives at the **NTP** client, a “receive time stamp” is generated. The client can now calculate the total round trip time and by subtracting the processing time derive the actual traveling time. By assuming the outgoing and return trips take equal time, the single-trip delay in receiving the **NTP** data is calculated. The full **NTP** algorithm is much more complex than presented here.

When a packet containing time information is received it is not immediately responded to, but is first subject to validation checks and then processed together with several other time samples to arrive at an estimate of the time. This is then compared to the system clock to determine the time offset, the difference between the system clock's time and what **ntpd** has determined the time should be. The system clock is adjusted slowly, at most at a rate of 0.5ms per second, to reduce this offset by changing the frequency of the counter being used. It will take at least 2000 seconds to adjust the clock by 1 second using this method. This slow change is referred to as slewing and cannot go backwards. If the time offset of the clock is more than 128ms (the default setting), **ntpd** can “step” the clock forwards or backwards. If the time offset at system start is greater than 1000 seconds then the user, or an installation script, should make a manual adjustment. See [Chapter 2, Configuring the Date and Time](#). With the **-g** option to the **ntpd** command (used by default), any offset at system start will be corrected, but during normal operation only offsets of up to 1000 seconds will be corrected.

Some software may fail or produce an error if the time is changed backwards. For systems that are sensitive to step changes in the time, the threshold can be changed to 600s instead of 128ms using the **-x** option (unrelated to the **-g** option). Using the **-x** option to increase the stepping limit from 0.128s to 600s has a drawback because a different method of controlling the clock has to be used. It disables the kernel clock discipline and may have a negative impact on the clock accuracy. The **-x** option can be added to the `/etc/sysconfig/ntpd` configuration file.

## 16.4. Understanding the Drift File

The drift file is used to store the frequency offset between the system clock running at its nominal frequency and the frequency required to remain in synchronization with UTC. If present, the value contained in the drift file is read at system start and used to correct the clock source. Use of the drift file reduces the time required to achieve a stable and accurate time. The value is calculated, and the drift file replaced, once per hour by **ntpd**. The drift file is replaced, rather than just updated, and for this reason the drift file must be in a directory for which the **ntpd** has write permissions.

## 16.5. UTC, Timezones, and DST

As **NTP** is entirely in UTC (Universal Time, Coordinated), Timezones and DST (Daylight Saving Time) are applied locally by the system. The file `/etc/localtime` is a copy of, or symlink to, a zone information file from `/usr/share/zoneinfo`. The RTC may be in localtime or in UTC, as specified by the 3rd line of `/etc/adjtime`, which will be one of LOCAL or UTC to indicate how the RTC clock has been set. Users can easily change this setting using the checkbox **System Clock Uses UTC** in the **Date and Time** graphical configuration tool. See [Chapter 2, Configuring the Date and Time](#) for information on how to use that tool. Running the RTC in UTC is recommended to avoid various problems when daylight saving time is changed.

The operation of **ntpd** is explained in more detail in the man page **ntpd (8)**. The resources section lists useful sources of information. See [Section 16.20, “Additional Resources”](#).

## 16.6. Authentication Options for NTP

**NTPv4** added support for the Autokey Security Architecture, which is based on public asymmetric cryptography while retaining support for symmetric key cryptography. The Autokey Security Architecture is described in [RFC 5906 Network Time Protocol Version 4: Autokey Specification](#). The man page **ntp\_auth(5)** describes the authentication options and commands for **ntpd**.

An attacker on the network can attempt to disrupt a service by sending **NTP** packets with incorrect time information. On systems using the public pool of **NTP** servers, this risk is mitigated by having more than three **NTP** servers in the list of public **NTP** servers in `/etc/ntp.conf`. If only one time source is compromised or spoofed, **ntpd** will ignore that source. You should conduct a risk assessment and consider the impact of incorrect time on your applications and organization. If you have internal time sources you should consider steps to protect the network over which the **NTP** packets are distributed. If you conduct a risk assessment and conclude that the risk is acceptable, and the impact to your applications minimal, then you can choose not to use authentication.

The broadcast and multicast modes require authentication by default. If you have decided to trust the network then you can disable authentication by using **disable auth** directive in the **ntp.conf** file. Alternatively, authentication needs to be configured by using SHA1 or MD5 symmetric keys, or by public (asymmetric) key cryptography using the Autokey scheme. The Autokey scheme for asymmetric cryptography is explained in the **ntp\_auth(8)** man page and the generation of keys is explained in **ntp-keygen(8)**. To implement symmetric key cryptography, see [Section 16.17.12, “Configuring Symmetric Authentication Using a Key”](#) for an explanation of the **key** option.

## 16.7. Managing the Time on Virtual Machines

Virtual machines cannot access a real hardware clock and a virtual clock is not stable enough as the stability is dependent on the host systems work load. For this reason, para-virtualized clocks should be provided by the virtualization application in use. On Red Hat Enterprise Linux with **KVM** the default clock source is **kvm-clock**. See the [KVM guest timing management](#) chapter of the *Red Hat Enterprise Linux 7 Virtualization Deployment and Administration Guide*.

## 16.8. Understanding Leap Seconds

Greenwich Mean Time (GMT) was derived by measuring the solar day, which is dependent on the Earth's rotation. When atomic clocks were first made, the potential for more accurate definitions of time became possible. In 1958, International Atomic Time (TAI) was introduced based on the more accurate and very stable atomic clocks. A more accurate astronomical time, Universal Time 1 (UT1), was also introduced to replace GMT. The atomic clocks are in fact far more stable than the rotation of the Earth and so the two times began to drift apart. For this reason UTC was introduced as a practical measure. It is kept within one second of UT1 but to avoid making many small trivial adjustments it was decided to introduce the concept of a *leap second* in order to reconcile the difference in a manageable way. The difference between UT1 and UTC is monitored until they drift apart by more than half a second. Then only is it deemed necessary to introduce a one second adjustment, forward or backward. Due to the erratic nature of the Earth's rotational speed, the need for an adjustment cannot be predicted far into the future. The decision as to when to make an adjustment is made by the [International Earth Rotation and Reference Systems Service \(IERS\)](#). However, these announcements are important only to administrators of Stratum 1 servers because **NTP** transmits information about pending leap seconds and applies them automatically.

## 16.9. Understanding the ntpd Configuration File

The daemon, **ntpd**, reads the configuration file at system start or when the service is restarted. The default location for the file is `/etc/ntp.conf` and you can view the file by entering the following command:

```
~]$ less /etc/ntp.conf
```

The configuration commands are explained briefly later in this chapter, see [Section 16.17, “Configure NTP”](#), and more verbosely in the `ntp.conf(5)` man page.

Here follows a brief explanation of the contents of the default configuration file:

### The driftfile entry

A path to the drift file is specified, the default entry on Red Hat Enterprise Linux is:

```
driftfile /var/lib/ntp/drift
```

If you change this be certain that the directory is writable by `ntpd`. The file contains one value used to adjust the system clock frequency after every system or service start. See [Understanding the Drift File](#) for more information.

### The access control entries

The following line sets the default access control restriction:

```
restrict default nomodify notrap nopeer noquery
```

- ✦ The `nomodify` options prevents any changes to the configuration.
- ✦ The `notrap` option prevents `ntpd` control message protocol traps.
- ✦ The `nopeer` option prevents a peer association being formed.
- ✦ The `noquery` option prevents `ntpq` and `ntpd` queries, but not time queries, from being answered.



### Important

The `ntpq` and `ntpd` queries can be used in amplification attacks, therefore do not remove the `noquery` option from the `restrict default` command on publicly accessible systems.

See [CVE-2013-5211](#) for more details.

Addresses within the range `127.0.0.0/8` are sometimes required by various processes or applications. As the "restrict default" line above prevents access to everything not explicitly allowed, access to the standard loopback address for **IPv4** and **IPv6** is permitted by means of the following lines:

```
# the administrative functions.
restrict 127.0.0.1
restrict ::1
```

Addresses can be added underneath if specifically required by another application.

Hosts on the local network are not permitted because of the "restrict default" line above. To change this, for example to allow hosts from the `192.0.2.0/24` network to query the time and statistics but nothing more, a line in the following format is required:

```
restrict 192.0.2.0 mask 255.255.255.0 nomodify notrap nopeer
```

To allow unrestricted access from a specific host, for example **192.0.2.250/32**, a line in the following format is required:

```
restrict 192.0.2.250
```

A mask of **255.255.255.255** is applied if none is specified.

The restrict commands are explained in the **ntp\_acc(5)** man page.

### The public servers entry

By default, the **ntp.conf** file contains four public server entries:

```
server 0.rhel.pool.ntp.org iburst
server 1.rhel.pool.ntp.org iburst
server 2.rhel.pool.ntp.org iburst
server 3.rhel.pool.ntp.org iburst
```

### The broadcast multicast servers entry

By default, the **ntp.conf** file contains some commented out examples. These are largely self explanatory. See [Section 16.17, "Configure NTP"](#) for the explanation of the specific commands. If required, add your commands just below the examples.



#### Note

When the **DHCP** client program, **dhclient**, receives a list of **NTP** servers from the **DHCP** server, it adds them to **ntp.conf** and restarts the service. To disable that feature, add **PEERntp=no** to **/etc/sysconfig/network**.

## 16.10. Understanding the ntpd Sysconfig File

The file will be read by the **ntpd** init script on service start. The default contents is as follows:

```
# Command line options for ntpd
OPTIONS="-g"
```

The **-g** option enables **ntpd** to ignore the offset limit of 1000s and attempt to synchronize the time even if the offset is larger than 1000s, but only on system start. Without that option **ntpd** will exit if the time offset is greater than 1000s. It will also exit after system start if the service is restarted and the offset is greater than 1000s even with the **-g** option.

## 16.11. Disabling chrony

In order to use **ntpd** the default user space daemon, **chronyd**, must be stopped and disabled. Issue the following command as **root**:

```
~]# systemctl stop chronyd
```

To prevent it restarting at system start, issue the following command as **root**:

```
~]# systemctl disable chronyd
```

To check the status of **chronyd**, issue the following command:

```
~]$ systemctl status chronyd
```

## 16.12. Checking if the NTP Daemon is Installed

To check if **ntpd** is installed, enter the following command as **root**:

```
~]# yum install ntp
```

**NTP** is implemented by means of the daemon or service **ntpd**, which is contained within the *ntp* package.

## 16.13. Installing the NTP Daemon (ntpd)

To install **ntpd**, enter the following command as **root**:

```
~]# yum install ntp
```

To enable **ntpd** at system start, enter the following command as **root**:

```
~]# systemctl enable ntpd
```

## 16.14. Checking the Status of NTP

To check if **ntpd** is running and configured to run at system start, issue the following command:

```
~]$ systemctl status ntpd
```

To obtain a brief status report from **ntpd**, issue the following command:

```
~]$ ntpstat
unsynchronised
  time server re-starting
  polling server every 64 s
```

```
~]$ ntpstat
synchronised to NTP server (10.5.26.10) at stratum 2
  time correct to within 52 ms
  polling server every 1024 s
```

## 16.15. Configure the Firewall to Allow Incoming NTP Packets

The **NTP** traffic consists of **UDP** packets on port **123** and needs to be permitted through network and host-based firewalls in order for **NTP** to function.

Check if the firewall is configured to allow incoming **NTP** traffic for clients using the graphical **Firewall Configuration** tool.

To start the graphical **firewall-config** tool, press the **Super** key to enter the Activities Overview, type **firewall** and then press **Enter**. The **Firewall Configuration** window opens. You will be prompted for your user password.

To start the graphical firewall configuration tool using the command line, enter the following command as **root** user:

```
~]# firewall-config
```

The **Firewall Configuration** window opens. Note, this command can be run as normal user but you will then be prompted for the **root** password from time to time.

Look for the word “Connected” in the lower left corner. This indicates that the **firewall-config** tool is connected to the user space daemon, **firewalld**.

### 16.15.1. Change the Firewall Settings

To immediately change the current firewall settings, ensure the drop-down selection menu labeled **Configuration** is set to **Runtime**. Alternatively, to edit the settings to be applied at the next system start, or firewall reload, select **Permanent** from the drop-down list.



#### Note

When making changes to the firewall settings in **Runtime** mode, your selection takes immediate effect when you set or clear the check box associated with the service. You should keep this in mind when working on a system that may be in use by other users.

When making changes to the firewall settings in **Permanent** mode, your selection will only take effect when you reload the firewall or the system restarts. To reload the firewall, select the **Options** menu and select **Reload Firewall**.

### 16.15.2. Open Ports in the Firewall for NTP Packets

To permit traffic through the firewall to a certain port, start the **firewall-config** tool and select the network zone whose settings you want to change. Select the **Ports** tab and then click the **Add** button. The **Port and Protocol** window opens.

Enter the port number **123** and select **udp** from the drop-down list.

## 16.16. Configure ntpdate Servers

The purpose of the **ntpdate** service is to set the clock during system boot. This was used previously to ensure that the services started after **ntpdate** would have the correct time and not observe a jump in the clock. The use of **ntpdate** and the list of step-tickers is considered deprecated and so Red Hat Enterprise Linux 7 uses the **-g** option to the **ntpd** command and not **ntpdate** by default.

The `ntpd` service in Red Hat Enterprise Linux 7 is mostly useful only when used alone without `ntpd`. With `systemd`, which starts services in parallel, enabling the `ntpd` service will not ensure that other services started after it will have correct time unless they specify an ordering dependency on `time-sync.target`, which is provided by the `ntpd` service. In order to ensure a service starts with correct time, add `After=time-sync.target` to the service and enable one of the services which provide the target (`ntpd` or `sntp`). Some services on Red Hat Enterprise Linux 7 have the dependency included by default ( for example, `dhcpcd`, `dhcpcd6`, and `crond`).

To check if the `ntpd` service is enabled to run at system start, issue the following command:

```
~]$ systemctl status ntpdate
```

To enable the service to run at system start, issue the following command as `root`:

```
~]# systemctl enable ntpdate
```

In Red Hat Enterprise Linux 7 the default `/etc/ntp/step-tickers` file contains `0.rhel.pool.ntp.org`. To configure additional `ntpd` servers, using a text editor running as `root`, edit `/etc/ntp/step-tickers`. The number of servers listed is not very important as `ntpd` will only use this to obtain the date information once when the system is starting. If you have an internal time server then use that host name for the first line. An additional host on the second line as a backup is sensible. The selection of backup servers and whether the second host is internal or external depends on your risk assessment. For example, what is the chance of any problem affecting the first server also affecting the second server? Would connectivity to an external server be more likely to be available than connectivity to internal servers in the event of a network failure disrupting access to the first server?

## 16.17. Configure NTP

To change the default configuration of the `NTP` service, use a text editor running as `root` user to edit the `/etc/ntp.conf` file. This file is installed together with `ntpd` and is configured to use time servers from the Red Hat pool by default. The man page `ntp.conf(5)` describes the command options that can be used in the configuration file apart from the access and rate limiting commands which are explained in the `ntp_acc(5)` man page.

### 16.17.1. Configure Access Control to an NTP Service

To restrict or control access to the `NTP` service running on a system, make use of the `restrict` command in the `ntp.conf` file. See the commented out example:

```
# Hosts on local network are less restricted.
#restrict 192.168.1.0 mask 255.255.255.0 nomodify notrap
```

The `restrict` command takes the following form:

```
restrict option
```

where *option* is one or more of:

- ✧ `ignore` — All packets will be ignored, including `ntpq` and `ntpd` queries.
- ✧ `kod` — a “Kiss-o'-death” packet is to be sent to reduce unwanted queries.

- **limited** — do not respond to time service requests if the packet violates the rate limit default values or those specified by the **discard** command. **ntpq** and **ntpd** queries are not affected. For more information on the **discard** command and the default values, see [Section 16.17.2, “Configure Rate Limiting Access to an NTP Service”](#).
- **lowprio trap** — traps set by matching hosts to be low priority.
- **nomodify** — prevents any changes to the configuration.
- **noquery** — prevents **ntpq** and **ntpd** queries, but not time queries, from being answered.
- **nopeer** — prevents a peer association being formed.
- **noserve** — deny all packets except **ntpq** and **ntpd** queries.
- **no trap** — prevents **ntpd** control message protocol traps.
- **no trust** — deny packets that are not cryptographically authenticated.
- **ntpport** — modify the match algorithm to only apply the restriction if the source port is the standard **NTP UDP** port **123**.
- **version** — deny packets that do not match the current **NTP** version.

To configure rate limit access to not respond at all to a query, the respective **restrict** command has to have the **limited** option. If **ntpd** should reply with a **KoD** packet, the **restrict** command needs to have both **limited** and **kod** options.

The **ntpq** and **ntpd** queries can be used in amplification attacks (see [CVE-2013-5211](#) for more details), do not remove the **noquery** option from the **restrict default** command on publicly accessible systems.

### 16.17.2. Configure Rate Limiting Access to an NTP Service

To enable rate limiting access to the **NTP** service running on a system, add the **limited** option to the **restrict** command as explained in [Section 16.17.1, “Configure Access Control to an NTP Service”](#). If you do not want to use the default discard parameters, then also use the **discard** command as explained here.

The **discard** command takes the following form:

```
discard [average value] [minimum value] [monitor value]
```

- **average** — specifies the minimum average packet spacing to be permitted, it accepts an argument in  $\log_2$  seconds. The default value is 3 ( $2^3$  equates to 8 seconds).
- **minimum** — specifies the minimum packet spacing to be permitted, it accepts an argument in  $\log_2$  seconds. The default value is 1 ( $2^1$  equates to 2 seconds).
- **monitor** — specifies the discard probability for packets once the permitted rate limits have been exceeded. The default value is 3000 seconds. This option is intended for servers that receive 1000 or more requests per second.

Examples of the **discard** command are as follows:

```
discard average 4
```

```
discard average 4 minimum 2
```

### 16.17.3. Adding a Peer Address

To add the address of a peer, that is to say, the address of a server running an **NTP** service of the same stratum, make use of the **peer** command in the **ntp.conf** file.

The **peer** command takes the following form:

```
peer address
```

where *address* is an **IP** unicast address or a **DNS** resolvable name. The address must only be that of a system known to be a member of the same stratum. Peers should have at least one time source that is different to each other. Peers are normally systems under the same administrative control.

### 16.17.4. Adding a Server Address

To add the address of a server, that is to say, the address of a server running an **NTP** service of a higher stratum, make use of the **server** command in the **ntp.conf** file.

The **server** command takes the following form:

```
server address
```

where *address* is an **IP** unicast address or a **DNS** resolvable name. The address of a remote reference server or local reference clock from which packets are to be received.

### 16.17.5. Adding a Broadcast or Multicast Server Address

To add a broadcast or multicast address for sending, that is to say, the address to broadcast or multicast **NTP** packets to, make use of the **broadcast** command in the **ntp.conf** file.

The broadcast and multicast modes require authentication by default. See [Section 16.6, “Authentication Options for NTP”](#).

The **broadcast** command takes the following form:

```
broadcast address
```

where *address* is an **IP** broadcast or multicast address to which packets are sent.

This command configures a system to act as an **NTP** broadcast server. The address used must be a broadcast or a multicast address. Broadcast address implies the **IPv4** address **255 . 255 . 255 . 255**. By default, routers do not pass broadcast messages. The multicast address can be an **IPv4** Class D address, or an **IPv6** address. The IANA has assigned **IPv4** multicast address **224 . 0 . 1 . 1** and **IPv6** address **FF05 : : 101** (site local) to **NTP**. Administratively scoped **IPv4** multicast addresses can also be used, as described in [RFC 2365 Administratively Scoped IP Multicast](#).

### 16.17.6. Adding a Manycast Client Address

To add a manycast client address, that is to say, to configure a multicast address to be used for **NTP** server discovery, make use of the **manycastclient** command in the **ntp.conf** file.

The **manycastclient** command takes the following form:

```
manycastclient address
```

where *address* is an **IP** multicast address from which packets are to be received. The client will send a request to the address and select the best servers from the responses and ignore other servers. **NTP** communication then uses unicast associations, as if the discovered **NTP** servers were listed in **ntp.conf**.

This command configures a system to act as an **NTP** client. Systems can be both client and server at the same time.

### 16.17.7. Adding a Broadcast Client Address

To add a broadcast client address, that is to say, to configure a broadcast address to be monitored for broadcast **NTP** packets, make use of the **broadcastclient** command in the **ntp.conf** file.

The **broadcastclient** command takes the following form:

```
broadcastclient
```

Enables the receiving of broadcast messages. Requires authentication by default. See [Section 16.6, "Authentication Options for NTP"](#).

This command configures a system to act as an **NTP** client. Systems can be both client and server at the same time.

### 16.17.8. Adding a Multicast Server Address

To add a multicast server address, that is to say, to configure an address to allow the clients to discover the server by multicasting **NTP** packets, make use of the **manycastserver** command in the **ntp.conf** file.

The **manycastserver** command takes the following form:

```
manycastserver address
```

Enables the sending of multicast messages. Where *address* is the address to multicast to. This should be used together with authentication to prevent service disruption.

This command configures a system to act as an **NTP** server. Systems can be both client and server at the same time.

### 16.17.9. Adding a Multicast Client Address

To add a multicast client address, that is to say, to configure a multicast address to be monitored for multicast **NTP** packets, make use of the **multicastclient** command in the **ntp.conf** file.

The **multicastclient** command takes the following form:

```
multicastclient address
```

Enables the receiving of multicast messages. Where *address* is the address to subscribe to. This should be used together with authentication to prevent service disruption.

This command configures a system to act as an **NTP** client. Systems can be both client and server at the same time.

### 16.17.10. Configuring the `burst` Option

Using the **`burst`** option against a public server is considered abuse. Do not use this option with public **NTP** servers. Use it only for applications within your own organization.

To increase the average quality of time offset statistics, add the following option to the end of a server command:

```
burst
```

At every poll interval, when the server responds, the system will send a burst of up to eight packets instead of the usual one packet. For use with the **`server`** command to improve the average quality of the time-offset calculations.

### 16.17.11. Configuring the `iburst` Option

To improve the time taken for initial synchronization, add the following option to the end of a server command:

```
iburst
```

When the server is unreachable, send a burst of eight packets instead of the usual one packet. The packet spacing is normally 2 s; however, the spacing between the first and second packets can be changed with the **`calldelay`** command to allow additional time for a modem or ISDN call to complete. For use with the **`server`** command to reduce the time taken for initial synchronization. This is now a default option in the configuration file.

### 16.17.12. Configuring Symmetric Authentication Using a Key

To configure symmetric authentication using a key, add the following option to the end of a server or peer command:

```
key number
```

where *number* is in the range **1** to **65534** inclusive. This option enables the use of a *message authentication code* (MAC) in packets. This option is for use with the **`peer`**, **`server`**, **`broadcast`**, and **`manycastclient`** commands.

The option can be used in the `/etc/ntp.conf` file as follows:

```
server 192.168.1.1 key 10  
broadcast 192.168.1.255 key 20  
manycastclient 239.255.254.254 key 30
```

See also [Section 16.6, “Authentication Options for NTP”](#).

### 16.17.13. Configuring the Poll Interval

To change the default poll interval, add the following options to the end of a server or peer command:

`minpoll value` and `maxpoll value`

Options to change the default poll interval, where the interval in seconds will be calculated by raising 2 to the power of *value*, in other words, the interval is expressed in  $\log_2$  seconds. The default

`minpoll` value is 6,  $2^6$  equates to 64s. The default value for `maxpoll` is 10, which equates to 1024s. Allowed values are in the range 3 to 17 inclusive, which equates to 8s to 36.4h respectively. These options are for use with the `peer` or `server`. Setting a shorter `maxpoll` may improve clock accuracy.

#### 16.17.14. Configuring Server Preference

To specify that a particular server should be preferred above others of similar statistical quality, add the following option to the end of a server or peer command:

`prefer`

Use this server for synchronization in preference to other servers of similar statistical quality. This option is for use with the `peer` or `server` commands.

#### 16.17.15. Configuring the Time-to-Live for NTP Packets

To specify that a particular *time-to-live* (TTL) value should be used in place of the default, add the following option to the end of a server or peer command:

`ttl value`

Specify the time-to-live value to be used in packets sent by broadcast servers and multicast **NTP** servers. Specify the maximum time-to-live value to use for the “expanding ring search” by a manycast client. The default value is **127**.

#### 16.17.16. Configuring the NTP Version to Use

To specify that a particular version of **NTP** should be used in place of the default, add the following option to the end of a server or peer command:

`version value`

Specify the version of **NTP** set in created **NTP** packets. The value can be in the range **1** to **4**. The default is **4**.

### 16.18. Configuring the Hardware Clock Update

The system clock can be used to update the hardware clock, also known as the real-time clock (RTC). This section shows three approaches to the task:

#### Instant one-time update

To perform an instant one-time update of the hardware clock, run this command as root:

```
~]# hwclock --systohc
```

#### Update on every boot

To make the hardware clock update on every boot after executing the **ntpdate** synchronization utility, do the following:

1. Add the following line to the `/etc/sysconfig/ntpdate` file:

```
SYNC_HWCLOCK=yes
```

2. Enable the **ntpdate** service as root:

```
~]# systemctl enable ntpdate.service
```

Note that the **ntpdate** service uses the NTP servers defined in the `/etc/ntp/step-tickers` file.



### Note

On virtual machines, the hardware clock will be updated on the next boot of the host machine, not of the virtual machine.

## Update via NTP

To make the hardware clock update every time the system clock is updated by the **ntpd** or **chronyd** service, start the **ntpdate** service as root:

```
~]# systemctl start ntpdate.service
```

To make the behavior persistent across boots, make the service start automatically at the boot time:

```
~]# systemctl enable ntpdate.service
```

As a result of enabling the **ntpdate** service, every time the system clock is synchronized by **ntpd** or **chronyd**, the kernel automatically updates the hardware clock in 11 minutes.



### Warning

This approach might not always work because the above mentioned 11-minute mode is not always enabled. As a consequence, the hardware clock does not necessarily get updated on the system clock update.

## 16.19. Configuring Clock Sources

To list the available clock sources on your system, issue the following commands:

```
~]$ cd /sys/devices/system/clocksource/clocksource0/
clocksource0]$ cat available_clocksource
kvm-clock tsc hpet acpi_pm
clocksource0]$ cat current_clocksource
kvm-clock
```

In the above example, the kernel is using **kvm-clock**. This was selected at boot time as this is a virtual machine. Note that the available clock source is architecture dependent.

To override the default clock source, append the **clocksource** directive to the end of the kernel's GRUB menu entry. Use the **grubby** tool to make the change. For example, to force the default kernel on a system to use the **tsc** clock source, enter a command as follows:

```
~]# grubby --args=clocksource=tsc --update-kernel=DEFAULT
```

The **--update-kernel** parameter also accepts the keyword **ALL**, or a comma separated list of kernel index numbers.

See [Chapter 24, Working with the GRUB 2 Boot Loader](#) for more information on making changes to the GRUB menu.

## 16.20. Additional Resources

The following sources of information provide additional resources regarding **NTP** and **ntpd**.

### 16.20.1. Installed Documentation

- ✦ **ntpd(8)** man page — Describes **ntpd** in detail, including the command-line options.
- ✦ **ntp.conf(5)** man page — Contains information on how to configure associations with servers and peers.
- ✦ **ntpq(8)** man page — Describes the **NTP** query utility for monitoring and querying an **NTP** server.
- ✦ **ntpdctl(8)** man page — Describes the **ntpd** utility for querying and changing the state of **ntpd**.
- ✦ **ntp\_auth(5)** man page — Describes authentication options, commands, and key management for **ntpd**.
- ✦ **ntp\_keygen(8)** man page — Describes generating public and private keys for **ntpd**.
- ✦ **ntp\_acc(5)** man page — Describes access control options using the **restrict** command.
- ✦ **ntp\_mon(5)** man page — Describes monitoring options for the gathering of statistics.
- ✦ **ntp\_clock(5)** man page — Describes commands for configuring reference clocks.
- ✦ **ntp\_misc(5)** man page — Describes miscellaneous options.
- ✦ **ntp\_decode(5)** man page — Lists the status words, event messages and error codes used for **ntpd** reporting and monitoring.
- ✦ **ntpstat(8)** man page — Describes a utility for reporting the synchronization state of the **NTP** daemon running on the local machine.
- ✦ **ntptime(8)** man page — Describes a utility for reading and setting kernel time variables.
- ✦ **tickadj(8)** man page — Describes a utility for reading, and optionally setting, the length of the tick.

### 16.20.2. Useful Websites

<http://doc.ntp.org/>

The NTP Documentation Archive

<http://www.eecis.udel.edu/~mills/ntp.html>

Network Time Synchronization Research Project.

<http://www.eecis.udel.edu/~mills/ntp/html/manyopt.html>

Information on Automatic Server Discovery in **NTPv4**.

## Chapter 17. Configuring PTP Using ptp4l

### 17.1. Introduction to PTP

The *Precision Time Protocol* (PTP) is a protocol used to synchronize clocks in a network. When used in conjunction with hardware support, **PTP** is capable of sub-microsecond accuracy, which is far better than is normally obtainable with **NTP**. **PTP** support is divided between the kernel and user space. The kernel in Red Hat Enterprise Linux includes support for **PTP** clocks, which are provided by network drivers. The actual implementation of the protocol is known as **linuxptp**, a **PTPv2** implementation according to the IEEE standard 1588 for Linux.

The *linuxptp* package includes the **ptp4l** and **phc2sys** programs for clock synchronization. The **ptp4l** program implements the **PTP** boundary clock and ordinary clock. With hardware time stamping, it is used to synchronize the **PTP** hardware clock to the master clock, and with software time stamping it synchronizes the system clock to the master clock. The **phc2sys** program is needed only with hardware time stamping, for synchronizing the system clock to the **PTP** hardware clock on the *network interface card* (NIC).

#### 17.1.1. Understanding PTP

The clocks synchronized by **PTP** are organized in a master-slave hierarchy. The slaves are synchronized to their masters which may be slaves to their own masters. The hierarchy is created and updated automatically by the *best master clock* (BMC) algorithm, which runs on every clock. When a clock has only one port, it can be *master* or *slave*, such a clock is called an *ordinary clock* (OC). A clock with multiple ports can be master on one port and slave on another, such a clock is called a *boundary clock* (BC). The top-level master is called the *grandmaster clock*, which can be synchronized by using a *Global Positioning System* (GPS) time source. By using a GPS-based time source, disparate networks can be synchronized with a high-degree of accuracy.

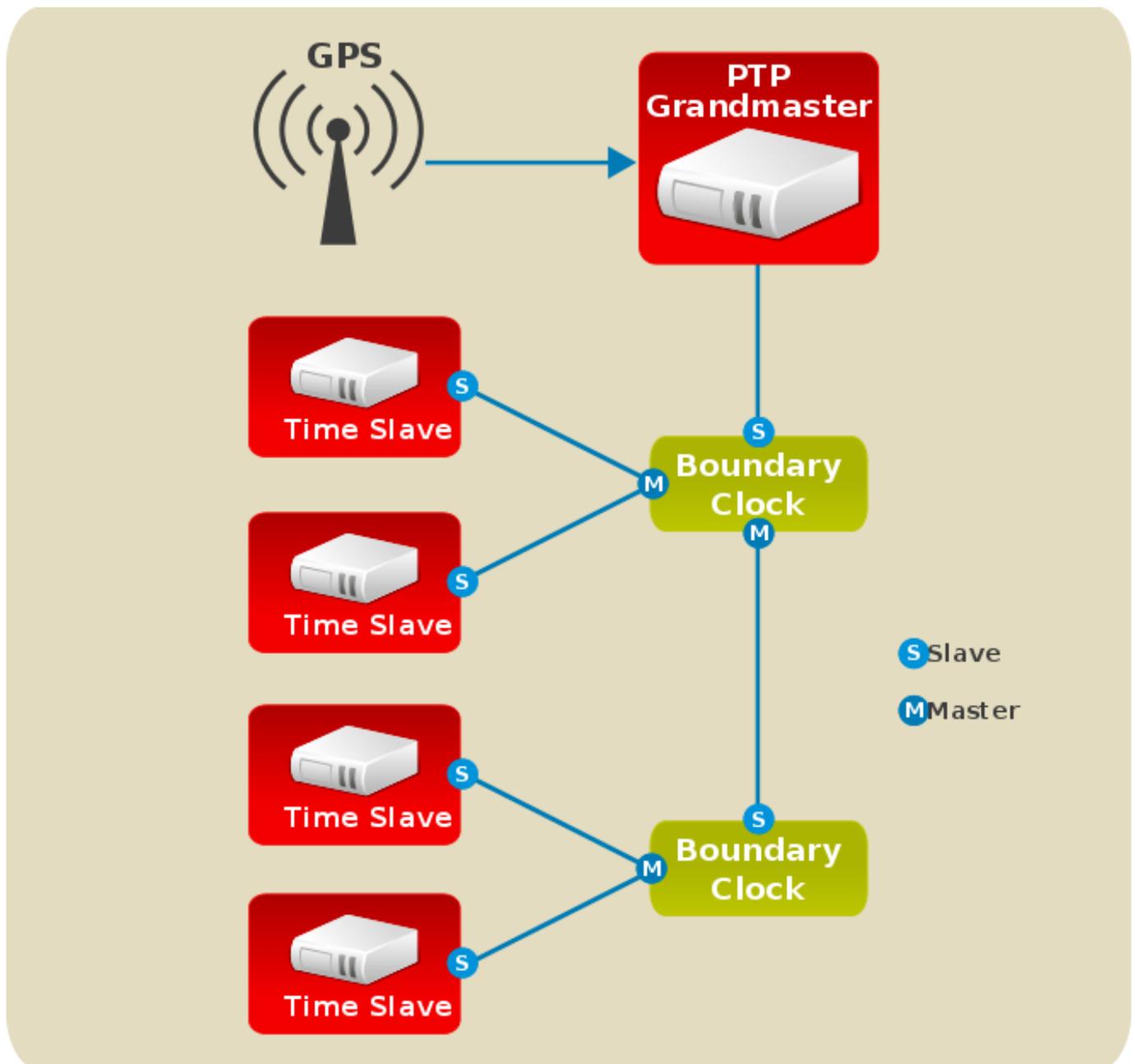


Figure 17.1. PTP grandmaster, boundary, and slave Clocks

### 17.1.2. Advantages of PTP

One of the main advantages that **PTP** has over the *Network Time Protocol* (NTP) is hardware support present in various *network interface controllers* (NIC) and network switches. This specialized hardware allows **PTP** to account for delays in message transfer, and greatly improves the accuracy of time synchronization. While it is possible to use non-PTP enabled hardware components within the network, this will often cause an increase in jitter or introduce an asymmetry in the delay resulting in synchronization inaccuracies, which add up with multiple non-PTP aware components used in the communication path. To achieve the best possible accuracy, it is recommended that all networking components between **PTP** clocks are **PTP** hardware enabled. Time synchronization in larger networks where not all of the networking hardware supports **PTP** might be better suited for **NTP**.

With hardware **PTP** support, the NIC has its own on-board clock, which is used to time stamp the received and transmitted **PTP** messages. It is this on-board clock that is synchronized to the **PTP** master, and the computer's system clock is synchronized to the **PTP** hardware clock on the NIC. With software **PTP** support, the system clock is used to time stamp the **PTP** messages and it is

synchronized to the **PTP** master directly. Hardware **PTP** support provides better accuracy since the NIC can time stamp the **PTP** packets at the exact moment they are sent and received while software **PTP** support requires additional processing of the **PTP** packets by the operating system.

## 17.2. Using PTP

In order to use **PTP**, the kernel network driver for the intended interface has to support either software or hardware time stamping capabilities.

### 17.2.1. Checking for Driver and Hardware Support

In addition to hardware time stamping support being present in the driver, the NIC must also be capable of supporting this functionality in the physical hardware. The best way to verify the time stamping capabilities of a particular driver and NIC is to use the **ethtool** utility to query the interface as follows:

```
~]# ethtool -T eth3
Time stamping parameters for eth3:
Capabilities:
    hardware-transmit      (SOF_TIMESTAMPING_TX_HARDWARE)
    software-transmit     (SOF_TIMESTAMPING_TX_SOFTWARE)
    hardware-receive      (SOF_TIMESTAMPING_RX_HARDWARE)
    software-receive      (SOF_TIMESTAMPING_RX_SOFTWARE)
    software-system-clock (SOF_TIMESTAMPING_SOFTWARE)
    hardware-raw-clock    (SOF_TIMESTAMPING_RAW_HARDWARE)
PTP Hardware Clock: 0
Hardware Transmit Timestamp Modes:
    off                    (HWTSTAMP_TX_OFF)
    on                    (HWTSTAMP_TX_ON)
Hardware Receive Filter Modes:
    none                  (HWTSTAMP_FILTER_NONE)
    all                   (HWTSTAMP_FILTER_ALL)
```

Where *eth3* is the interface you want to check.

For software time stamping support, the parameters list should include:

- ✦ **SOF\_TIMESTAMPING\_SOFTWARE**
- ✦ **SOF\_TIMESTAMPING\_TX\_SOFTWARE**
- ✦ **SOF\_TIMESTAMPING\_RX\_SOFTWARE**

For hardware time stamping support, the parameters list should include:

- ✦ **SOF\_TIMESTAMPING\_RAW\_HARDWARE**
- ✦ **SOF\_TIMESTAMPING\_TX\_HARDWARE**
- ✦ **SOF\_TIMESTAMPING\_RX\_HARDWARE**

### 17.2.2. Installing PTP

The kernel in Red Hat Enterprise Linux includes support for **PTP**. User space support is provided by the tools in the **linuxptp** package. To install **linuxptp**, issue the following command as **root**:

```
~]# yum install linuxptp
```

This will install **ptp4l** and **phc2sys**.

Do not run more than one service to set the system clock's time at the same time. If you intend to serve PTP time using NTP, see [Section 17.8, “Serving PTP Time with NTP”](#).

### 17.2.3. Starting ptp4l

The **ptp4l** program can be started from the command line or it can be started as a service. When running as a service, options are specified in the `/etc/sysconfig/ptp4l` file. Options required for use both by the service and on the command line should be specified in the `/etc/ptp4l.conf` file. The `/etc/sysconfig/ptp4l` file includes the `-f /etc/ptp4l.conf` command line option, which causes the **ptp4l** program to read the `/etc/ptp4l.conf` file and process the options it contains. The use of the `/etc/ptp4l.conf` is explained in [Section 17.4, “Specifying a Configuration File”](#). More information on the different **ptp4l** options and the configuration file settings can be found in the **ptp4l(8)** man page.

#### Starting ptp4l as a Service

To start **ptp4l** as a service, issue the following command as **root**:

```
~]# systemctl start ptp4l
```

For more information on managing system services in Red Hat Enterprise Linux 7, see [Chapter 9, Managing Services with systemd](#).

#### Using ptp4l From The Command Line

The **ptp4l** program tries to use hardware time stamping by default. To use **ptp4l** with hardware time stamping capable drivers and NICs, you must provide the network interface to use with the `-i` option. Enter the following command as **root**:

```
~]# ptp4l -i eth3 -m
```

Where `eth3` is the interface you want to configure. Below is example output from **ptp4l** when the PTP clock on the NIC is synchronized to a master:

```
~]# ptp4l -i eth3 -m
selected eth3 as PTP clock
port 1: INITIALIZING to LISTENING on INITIALIZE
port 0: INITIALIZING to LISTENING on INITIALIZE
port 1: new foreign master 00a069.ffff.0b552d-1
selected best master clock 00a069.ffff.0b552d
port 1: LISTENING to UNCALIBRATED on RS_SLAVE
master offset -23947 s0 freq +0 path delay      11350
master offset -28867 s0 freq +0 path delay      11236
master offset -32801 s0 freq +0 path delay      10841
master offset -37203 s1 freq +0 path delay      10583
master offset  -7275 s2 freq -30575 path delay   10583
port 1: UNCALIBRATED to SLAVE on MASTER_CLOCK_SELECTED
master offset  -4552 s2 freq -30035 path delay   10385
```

The master offset value is the measured offset from the master in nanoseconds. The **s0**, **s1**, **s2**

strings indicate the different clock servo states: **s0** is unlocked, **s1** is clock step and **s2** is locked. Once the servo is in the locked state (**s2**), the clock will not be stepped (only slowly adjusted) unless the **pi\_offset\_const** option is set to a positive value in the configuration file (described in the **ptp41(8)** man page). The **adj** value is the frequency adjustment of the clock in parts per billion (ppb). The path delay value is the estimated delay of the synchronization messages sent from the master in nanoseconds. Port 0 is a Unix domain socket used for local **PTP** management. Port 1 is the **eth3** interface (based on the example above.) INITIALIZING, LISTENING, UNCALIBRATED and SLAVE are some of possible port states which change on the INITIALIZE, RS\_SLAVE, MASTER\_CLOCK\_SELECTED events. In the last state change message, the port state changed from UNCALIBRATED to SLAVE indicating successful synchronization with a **PTP** master clock.

## Logging Messages From ptp41

By default, messages are sent to **/var/log/messages**. However, specifying the **-m** option enables logging to standard output which can be useful for debugging purposes.

To enable software time stamping, the **-S** option needs to be used as follows:

```
~]# ptp41 -i eth3 -m -S
```

### 17.2.3.1. Selecting a Delay Measurement Mechanism

There are two different delay measurement mechanisms and they can be selected by means of an option added to the **ptp41** command as follows:

#### -P

The **-P** selects the *peer-to-peer* (P2P) delay measurement mechanism.

The P2P mechanism is preferred as it reacts to changes in the network topology faster, and may be more accurate in measuring the delay, than other mechanisms. The P2P mechanism can only be used in topologies where each port exchanges PTP messages with at most one other P2P port. It must be supported and used by all hardware, including transparent clocks, on the communication path.

#### -E

The **-E** selects the *end-to-end* (E2E) delay measurement mechanism. This is the default.

The E2E mechanism is also referred to as the delay “request-response” mechanism.

#### -A

The **-A** enables automatic selection of the delay measurement mechanism.

The automatic option starts **ptp41** in E2E mode. It will change to P2P mode if a peer delay request is received.



### Note

All clocks on a single **PTP** communication path must use the same mechanism to measure the delay. Warnings will be printed in the following circumstances:

- ❖ When a peer delay request is received on a port using the E2E mechanism.
- ❖ When a E2E delay request is received on a port using the P2P mechanism.

## 17.3. Using PTP with Multiple Interfaces

When using PTP with multiple interfaces in different networks, it is necessary to change the *reverse path forwarding* mode to loose mode. Red Hat Enterprise Linux 7 defaults to using *Strict Reverse Path Forwarding* following the Strict Reverse Path recommendation from [RFC 3704, Ingress Filtering for Multihomed Networks](#). See the [Reverse Path Forwarding](#) section in the [Red Hat Enterprise Linux 7 Security Guide](#) for more details.

The **sysctl** utility is used to read and write values to the kernel. Changes to a running system can be made using **sysctl** commands directly on the command line and permanent changes can be made by adding lines to the `/etc/sysctl.conf` file.

- To change to loose mode filtering globally, enter the following commands as **root**:

```
~]# sysctl -w net.ipv4.conf.default.rp_filter=2
sysctl -w net.ipv4.conf.all.rp_filter=2
```

- To change the reverse path filtering mode per network interface, use the **net.ipv4.interface.rp\_filter** command on all PTP interfaces. For example, for an interface with device name **em1**:

```
~]# sysctl -w net.ipv4.conf.em1.rp_filter=2
```

To make these settings persistent across reboots, modify the `/etc/sysctl.conf` file. For example, to change the mode for all interfaces, open the `/etc/sysctl.conf` file with an editor running as the **root** user and add a line as follows:

```
net.ipv4.conf.all.rp_filter=2
```

To change only certain interfaces, enter multiple lines in the following format:

```
net.ipv4.conf.interface.rp_filter=2
```

## 17.4. Specifying a Configuration File

The command line options and other options, which cannot be set on the command line, can be set in an optional configuration file.

No configuration file is read by default, so it needs to be specified at runtime with the **-f** option. For example:

```
~]# ptp4l -f /etc/ptp4l.conf
```

A configuration file equivalent to the **-i eth3 -m -S** options shown above would look as follows:

```
~]# cat /etc/ptp4l.conf
[global]
verbose                1
time_stamping          software
[eth3]
```

## 17.5. Using the PTP Management Client

The **PTP** management client, **pmc**, can be used to obtain additional information from **ptp4l** as follows:

```
~]# pmc -u -b 0 'GET CURRENT_DATA_SET '
sending: GET CURRENT_DATA_SET
          90e2ba.ffffe.20c7f8-0 seq 0 RESPONSE MANAGMENT CURRENT_DATA_SET
          stepsRemoved          1
          offsetFromMaster      -142.0
          meanPathDelay         9310.0
```

```
~]# pmc -u -b 0 'GET TIME_STATUS_NP '
sending: GET TIME_STATUS_NP
          90e2ba.ffffe.20c7f8-0 seq 0 RESPONSE MANAGMENT TIME_STATUS_NP
          master_offset          310
          ingress_time           1361545089345029441
          cumulativeScaledRateOffset +1.0000000000
          scaledLastGmPhaseChange 0
          gmTimeBaseIndicator     0
          lastGmPhaseChange       0x0000'0000000000000000.0000
          gmPresent               true
          gmIdentity              00a069.ffffe.0b552d
```

Setting the **-b** option to **zero** limits the boundary to the locally running **ptp4l** instance. A larger boundary value will retrieve the information also from **PTP** nodes further from the local clock. The retrievable information includes:

- **stepsRemoved** is the number of communication paths to the grandmaster clock.
- **offsetFromMaster** and **master\_offset** is the last measured offset of the clock from the master in nanoseconds.
- **meanPathDelay** is the estimated delay of the synchronization messages sent from the master in nanoseconds.
- if **gmPresent** is true, the **PTP** clock is synchronized to a master, the local clock is not the grandmaster clock.
- **gmIdentity** is the grandmaster's identity.

For a full list of **pmc** commands, type the following as **root**:

```
~]# pmc help
```

Additional information is available in the **pmc(8)** man page.

## 17.6. Synchronizing the Clocks

The **phc2sys** program is used to synchronize the system clock to the **PTP** hardware clock (PHC) on the NIC. The **phc2sys** service is configured in the **/etc/sysconfig/phc2sys** configuration file. The default setting in the **/etc/sysconfig/phc2sys** file is as follows:

```
OPTIONS="-a -r"
```

The **-a** option causes **phc2sys** to read the clocks to be synchronized from the **ptp4l** application. It will follow changes in the **PTP** port states, adjusting the synchronization between the NIC hardware clocks accordingly. The system clock is not synchronized, unless the **-r** option is also specified. If you want the system clock to be eligible to become a time source, specify the **-r** option twice.

After making changes to `/etc/sysconfig/phc2sys`, restart the **phc2sys** service from the command line by issuing a command as **root**:

```
~]# systemctl restart phc2sys
```

Under normal circumstances, use **systemctl** commands to start, stop, and restart the **phc2sys** service.

When you do not want to start **phc2sys** as a service, you can start it from the command line. For example, enter the following command as **root**:

```
~]# phc2sys -a -r
```

The **-a** option causes **phc2sys** to read the clocks to be synchronized from the **ptp4l** application. If you want the system clock to be eligible to become a time source, specify the **-r** option twice.

Alternately, use the **-s** option to synchronize the system clock to a specific interface's **PTP** hardware clock. For example:

```
~]# phc2sys -s eth3 -w
```

The **-w** option waits for the running **ptp4l** application to synchronize the **PTP** clock and then retrieves the TAI to UTC offset from **ptp4l**.

Normally, **PTP** operates in the *International Atomic Time* (TAI) timescale, while the system clock is kept in *Coordinated Universal Time* (UTC). The current offset between the TAI and UTC timescales is 36 seconds. The offset changes when leap seconds are inserted or deleted, which typically happens every few years. The **-o** option needs to be used to set this offset manually when the **-w** is not used, as follows:

```
~]# phc2sys -s eth3 -o -36
```

Once the **phc2sys** servo is in a locked state, the clock will not be stepped, unless the **-S** option is used. This means that the **phc2sys** program should be started after the **ptp4l** program has synchronized the **PTP** hardware clock. However, with **-w**, it is not necessary to start **phc2sys** after **ptp4l** as it will wait for it to synchronize the clock.

The **phc2sys** program can also be started as a service by running:

```
~]# systemctl start phc2sys
```

When running as a service, options are specified in the `/etc/sysconfig/phc2sys` file. More information on the different **phc2sys** options can be found in the **phc2sys(8)** man page.

Note that the examples in this section assume the command is run on a slave system or slave port.

## 17.7. Verifying Time Synchronization

When **PTP** time synchronization is working properly, new messages with offsets and frequency adjustments will be printed periodically to the **ptp4l** and **phc2sys** (if hardware time stamping is used) outputs. These values will eventually converge after a short period of time. These messages can be seen in `/var/log/messages` file. An example of the output follows:

```
ptp4l[352.359]: selected /dev/ptp0 as PTP clock
ptp4l[352.361]: port 1: INITIALIZING to LISTENING on INITIALIZE
ptp4l[352.361]: port 0: INITIALIZING to LISTENING on INITIALIZE
ptp4l[353.210]: port 1: new foreign master 00a069.ffffe.0b552d-1
ptp4l[357.214]: selected best master clock 00a069.ffffe.0b552d
ptp4l[357.214]: port 1: LISTENING to UNCALIBRATED on RS_SLAVE
ptp4l[359.224]: master offset      3304 s0 freq      +0 path delay
9202
ptp4l[360.224]: master offset      3708 s1 freq     -29492 path delay
9202
ptp4l[361.224]: master offset     -3145 s2 freq     -32637 path delay
9202
ptp4l[361.224]: port 1: UNCALIBRATED to SLAVE on MASTER_CLOCK_SELECTED
ptp4l[362.223]: master offset      -145 s2 freq     -30580 path delay
9202
ptp4l[363.223]: master offset      1043 s2 freq     -29436 path delay
8972
ptp4l[364.223]: master offset        266 s2 freq     -29900 path delay
9153
ptp4l[365.223]: master offset        430 s2 freq     -29656 path delay
9153
ptp4l[366.223]: master offset        615 s2 freq     -29342 path delay
9169
ptp4l[367.222]: master offset     -191 s2 freq     -29964 path delay
9169
ptp4l[368.223]: master offset        466 s2 freq     -29364 path delay
9170
ptp4l[369.235]: master offset         24 s2 freq     -29666 path delay
9196
ptp4l[370.235]: master offset     -375 s2 freq     -30058 path delay
9238
ptp4l[371.235]: master offset        285 s2 freq     -29511 path delay
9199
ptp4l[372.235]: master offset     -78 s2 freq     -29788 path delay
9204
```

An example of the **phc2sys** output follows:

```
phc2sys[526.527]: Waiting for ptp4l...
phc2sys[527.528]: Waiting for ptp4l...
phc2sys[528.528]: phc offset      55341 s0 freq      +0 delay      2729
phc2sys[529.528]: phc offset      54658 s1 freq     -37690 delay      2725
phc2sys[530.528]: phc offset         888 s2 freq     -36802 delay      2756
phc2sys[531.528]: phc offset      1156 s2 freq     -36268 delay      2766
phc2sys[532.528]: phc offset         411 s2 freq     -36666 delay      2738
phc2sys[533.528]: phc offset        -73 s2 freq     -37026 delay      2764
phc2sys[534.528]: phc offset         39 s2 freq     -36936 delay      2746
phc2sys[535.529]: phc offset         95 s2 freq     -36869 delay      2733
phc2sys[536.529]: phc offset     -359 s2 freq     -37294 delay      2738
phc2sys[537.529]: phc offset     -257 s2 freq     -37300 delay      2753
phc2sys[538.529]: phc offset        119 s2 freq     -37001 delay      2745
```

```

phc2sys[539.529]: phc offset      288 s2 freq  -36796 delay  2766
phc2sys[540.529]: phc offset     -149 s2 freq  -37147 delay  2760
phc2sys[541.529]: phc offset    -352 s2 freq  -37395 delay  2771
phc2sys[542.529]: phc offset     166 s2 freq  -36982 delay  2748
phc2sys[543.529]: phc offset      50 s2 freq  -37048 delay  2756
phc2sys[544.530]: phc offset     -31 s2 freq  -37114 delay  2748
phc2sys[545.530]: phc offset    -333 s2 freq  -37426 delay  2747
phc2sys[546.530]: phc offset     194 s2 freq  -36999 delay  2749

```

For **ptp4l** there is also a directive, **summary\_interval**, to reduce the output and print only statistics, as normally it will print a message every second or so. For example, to reduce the output to every **1024** seconds, add the following line to the **/etc/ptp4l.conf** file:

```
summary_interval 10
```

An example of the **ptp4l** output, with **summary\_interval 6**, follows:

```

ptp4l: [615.253] selected /dev/ptp0 as PTP clock
ptp4l: [615.255] port 1: INITIALIZING to LISTENING on INITIALIZE
ptp4l: [615.255] port 0: INITIALIZING to LISTENING on INITIALIZE
ptp4l: [615.564] port 1: new foreign master 00a069.ffff.0b552d-1
ptp4l: [619.574] selected best master clock 00a069.ffff.0b552d
ptp4l: [619.574] port 1: LISTENING to UNCALIBRATED on RS_SLAVE
ptp4l: [623.573] port 1: UNCALIBRATED to SLAVE on MASTER_CLOCK_SELECTED
ptp4l: [684.649] rms 669 max 3691 freq -29383 ± 3735 delay 9232 ± 122
ptp4l: [748.724] rms 253 max 588 freq -29787 ± 221 delay 9219 ± 158
ptp4l: [812.793] rms 287 max 673 freq -29802 ± 248 delay 9211 ± 183
ptp4l: [876.853] rms 226 max 534 freq -29795 ± 197 delay 9221 ± 138
ptp4l: [940.925] rms 250 max 562 freq -29801 ± 218 delay 9199 ± 148
ptp4l: [1004.988] rms 226 max 525 freq -29802 ± 196 delay 9228 ± 143
ptp4l: [1069.065] rms 300 max 646 freq -29802 ± 259 delay 9214 ± 176
ptp4l: [1133.125] rms 226 max 505 freq -29792 ± 197 delay 9225 ± 159
ptp4l: [1197.185] rms 244 max 688 freq -29790 ± 211 delay 9201 ± 162

```

To reduce the output from the **phc2sys**, it can be called it with the **-u** option as follows:

```
~]# phc2sys -u summary-updates
```

Where *summary-updates* is the number of clock updates to include in summary statistics. An example follows:

```

~]# phc2sys -s eth3 -w -m -u 60
phc2sys[700.948]: rms 1837 max 10123 freq -36474 ± 4752 delay 2752 ± 16
phc2sys[760.954]: rms 194 max 457 freq -37084 ± 174 delay 2753 ± 12
phc2sys[820.963]: rms 211 max 487 freq -37085 ± 185 delay 2750 ± 19
phc2sys[880.968]: rms 183 max 440 freq -37102 ± 164 delay 2734 ± 91
phc2sys[940.973]: rms 244 max 584 freq -37095 ± 216 delay 2748 ± 16
phc2sys[1000.979]: rms 220 max 573 freq -36666 ± 182 delay 2747 ± 43
phc2sys[1060.984]: rms 266 max 675 freq -36759 ± 234 delay 2753 ± 17

```

## 17.8. Serving PTP Time with NTP

The **ntpd** daemon can be configured to distribute the time from the system clock synchronized by **ptp4l** or **phc2sys** by using the LOCAL reference clock driver. To prevent **ntpd** from adjusting the system clock, the **ntp.conf** file must not specify any **NTP** servers. The following is a minimal example of **ntp.conf**:

```
~]# cat /etc/ntp.conf
server 127.127.1.0
fudge 127.127.1.0 stratum 0
```



### Note

When the **DHCP** client program, **dhclient**, receives a list of **NTP** servers from the **DHCP** server, it adds them to **ntp.conf** and restarts the service. To disable that feature, add **PEERntp=no** to **/etc/sysconfig/network**.

## 17.9. Serving NTP Time with PTP

**NTP** to **PTP** synchronization in the opposite direction is also possible. When **ntpd** is used to synchronize the system clock, **ptp4l** can be configured with the **priority1** option (or other clock options included in the best master clock algorithm) to be the grandmaster clock and distribute the time from the system clock via **PTP**:

```
~]# cat /etc/ptp4l.conf
[global]
priority1 127
[eth3]
# ptp4l -f /etc/ptp4l.conf
```

With hardware time stamping, **phc2sys** needs to be used to synchronize the **PTP** hardware clock to the system clock. If running **phc2sys** as a service, edit the **/etc/sysconfig/phc2sys** configuration file. The default setting in the **/etc/sysconfig/phc2sys** file is as follows:

```
OPTIONS="-a -r"
```

As **root**, edit that line as follows:

```
~]# vi /etc/sysconfig/phc2sys
OPTIONS="-a -r -r"
```

The **-r** option is used twice here to allow synchronization of the **PTP** hardware clock on the NIC from the system clock. Restart the **phc2sys** service for the changes to take effect:

```
~]# systemctl restart phc2sys
```

To prevent quick changes in the **PTP** clock's frequency, the synchronization to the system clock can be loosened by using smaller **P** (proportional) and **I** (integral) constants for the PI servo:

```
~]# phc2sys -a -r -r -P 0.01 -I 0.0001
```

## 17.10 Synchronize to PTP or NTP Time Using timemaster

## 17.10. Synchronizing to PTP or NTP Time Using timemaster

When there are multiple **PTP** domains available on the network, or fallback to **NTP** is needed, the **timemaster** program can be used to synchronize the system clock to all available time sources. The **PTP** time is provided by **phc2sys** and **ptp4l** via *shared memory driver* (SHM reference clocks to **chrony** or **ntpd** (depending on the **NTP** daemon that has been configured on the system). The **NTP** daemon can then compare all time sources, both **PTP** and **NTP**, and use the best sources to synchronize the system clock.

On start, **timemaster** reads a configuration file that specifies the **NTP** and **PTP** time sources, checks which network interfaces have their own or share a **PTP** hardware clock (PHC), generates configuration files for **ptp4l** and **chrony** or **ntpd**, and starts the **ptp4l**, **phc2sys**, and **chrony** or **ntpd** processes as needed. It will remove the generated configuration files on exit. It writes configuration files for **chrony**, **ntpd**, and **ptp4l** to `/var/run/timemaster/`.

### 17.10.1. Starting timemaster as a Service

To start **timemaster** as a service, issue the following command as **root**:

```
~]# systemctl start timemaster
```

This will read the options in `/etc/timemaster.conf`. For more information on managing system services in Red Hat Enterprise Linux 7, see [Chapter 9, Managing Services with systemd](#).

### 17.10.2. Understanding the timemaster Configuration File

Red Hat Enterprise Linux provides a default `/etc/timemaster.conf` file with a number of sections containing default options. The section headings are enclosed in brackets.

To view the default configuration, issue a command as follows:

```
~]$ less /etc/timemaster.conf
# Configuration file for timemaster

#[ntp_server ntp-server.local]
#minpoll 4
#maxpoll 4

#[ptp_domain 0]
#interfaces eth0

[timemaster]
ntp_program chronyd

[chrony.conf]
include /etc/chrony.conf

[ntp.conf]
includefile /etc/ntp.conf

[ptp4l.conf]

[chronyd]
path /usr/sbin/chronyd
options -u chrony
```

```
[ntpd]
path /usr/sbin/ntpd
options -u ntp:ntp -g

[phc2sys]
path /usr/sbin/phc2sys

[ptp4l]
path /usr/sbin/ptp4l
```

Notice the section named as follows:

```
[ntp_server address]
```

This is an example of an **NTP** server section, “ntp-server.local” is an example of a host name for an **NTP** server on the local LAN. Add more sections as required using a host name or **IP** address as part of the section name. Note that the short polling values in that example section are not suitable for a public server, see [Chapter 16, Configuring NTP Using ntpd](#) for an explanation of suitable **minpoll** and **maxpoll** values.

Notice the section named as follows:

```
[ptp_domain number]
```

A “PTP domain” is a group of one or more **PTP** clocks that synchronize to each other. They may or may not be synchronized to clocks in another domain. Clocks that are configured with the same domain number make up the domain. This includes a **PTP** grandmaster clock. The domain number in each “PTP domain” section needs to correspond to one of the **PTP** domains configured on the network.

An instance of **ptp4l** is started for every interface which has its own **PTP** clock and hardware time stamping is enabled automatically. Interfaces that support hardware time stamping have a **PTP** clock (PHC) attached, however it is possible for a group of interfaces on a NIC to share a PHC. A separate **ptp4l** instance will be started for each group of interfaces sharing the same PHC and for each interface that supports only software time stamping. All **ptp4l** instances are configured to run as a slave. If an interface with hardware time stamping is specified in more than one **PTP** domain, then only the first **ptp4l** instance created will have hardware time stamping enabled.

Notice the section named as follows:

```
[timemaster]
```

The default **timemaster** configuration includes the system **ntpd** and chrony configuration (**/etc/ntp.conf** or **/etc/chronyd.conf**) in order to include the configuration of access restrictions and authentication keys. That means any **NTP** servers specified there will be used with **timemaster** too.

The section headings are as follows:

- ✦ **[ntp\_server ntp-server.local]** — Specify polling intervals for this server. Create additional sections as required. Include the host name or **IP** address in the section heading.
- ✦ **[ptp\_domain 0]** — Specify interfaces that have **PTP** clocks configured for this domain. Create additional sections with, the appropriate domain number, as required.
- ✦ **[timemaster]** — Specify the **NTP** daemon to be used. Possible values are **chronyd** and **ntpd**.

- ✦ **[chrony.conf]** — Specify any additional settings to be copied to the configuration file generated for **chronyd**.
- ✦ **[ntp.conf]** — Specify any additional settings to be copied to the configuration file generated for **ntpd**.
- ✦ **[ptp4l.conf]** — Specify options to be copied to the configuration file generated for **ptp4l**.
- ✦ **[chronyd]** — Specify any additional settings to be passed on the command line to **chronyd**.
- ✦ **[ntpd]** — Specify any additional settings to be passed on the command line to **ntpd**.
- ✦ **[phc2sys]** — Specify any additional settings to be passed on the command line to **phc2sys**.
- ✦ **[ptp4l]** — Specify any additional settings to be passed on the command line to all instances of **ptp4l**.

The section headings and their contents are explained in detail in the **timemaster(8)** manual page.

### 17.10.3. Configuring timemaster Options

#### Procedure 17.1. Editing the timemaster Configuration File

1. To change the default configuration, open the `/etc/timemaster.conf` file for editing as **root**:

```
~]# vi /etc/timemaster.conf
```

2. For each **NTP** server you want to control using **timemaster**, create **[ntp\_server address]** sections. Note that the short polling values in the example section are not suitable for a public server, see [Chapter 16, Configuring NTP Using ntpd](#) for an explanation of suitable **minpoll** and **maxpoll** values.
3. To add interfaces that should be used in a domain, edit the **#[ptp\_domain 0]** section and add the interfaces. Create additional domains as required. For example:

```
[ptp_domain 0]
    interfaces eth0

    [ptp_domain 1]
    interfaces eth1
```

4. If required to use **ntpd** as the **NTP** daemon on this system, change the default entry in the **[timemaster]** section from **chronyd** to **ntpd**. See [Chapter 15, Configuring NTP Using the chrony Suite](#) for information on the differences between **ntpd** and **chronyd**.
5. If using **chronyd** as the **NTP** server on this system, add any additional options below the default **include /etc/chrony.conf** entry in the **[chrony.conf]** section. Edit the default **include** entry if the path to `/etc/chrony.conf` is known to have changed.
6. If using **ntpd** as the **NTP** server on this system, add any additional options below the default **include /etc/ntp.conf** entry in the **[ntp.conf]** section. Edit the default **include** entry if the path to `/etc/ntp.conf` is known to have changed.

7. In the `[ptp41.conf]` section, add any options to be copied to the configuration file generated for `ptp41`. This chapter documents common options and more information is available in the `ptp41(8)` manual page.
8. In the `[chronyd]` section, add any command line options to be passed to `chronyd` when called by `timemaster`. See [Chapter 15, Configuring NTP Using the chrony Suite](#) for information on using `chronyd`.
9. In the `[ntpd]` section, add any command line options to be passed to `ntpd` when called by `timemaster`. See [Chapter 16, Configuring NTP Using ntpd](#) for information on using `ntpd`.
10. In the `[phc2sys]` section, add any command line options to be passed to `phc2sys` when called by `timemaster`. This chapter documents common options and more information is available in the `phy2sys(8)` manual page.
11. In the `[ptp41]` section, add any command line options to be passed to `ptp41` when called by `timemaster`. This chapter documents common options and more information is available in the `ptp41(8)` manual page.
12. Save the configuration file and restart `timemaster` by issuing the following command as `root`:

```
~]# systemctl restart timemaster
```

## 17.11. Improving Accuracy

Previously, test results indicated that disabling the tickless kernel capability could significantly improve the stability of the system clock, and thus improve the **PTP** synchronization accuracy (at the cost of increased power consumption). The kernel tickless mode can be disabled by adding `nohz=off` to the kernel boot option parameters. However, recent improvements applied to `kernel-3.10.0-197.el7` have greatly improved the stability of the system clock and the difference in stability of the clock with and without `nohz=off` should be much smaller now for most users.

The `ptp41` and `phc2sys` applications can be configured to use a new adaptive servo. The advantage over the PI servo is that it does not require configuration of the PI constants to perform well. To make use of this for `ptp41`, add the following line to the `/etc/ptp41.conf` file:

```
clock_servo linreg
```

After making changes to `/etc/ptp41.conf`, restart the `ptp41` service from the command line by issuing the following command as `root`:

```
~]# systemctl restart ptp41
```

To make use of this for `phc2sys`, add the following line to the `/etc/sysconfig/phc2sys` file:

```
-E linreg
```

After making changes to `/etc/sysconfig/phc2sys`, restart the `phc2sys` service from the command line by issuing the following command as `root`:

```
~]# systemctl restart phc2sys
```

## 17.12. Additional Resources

## 17.12.1. ADDITIONAL RESOURCES

The following sources of information provide additional resources regarding **PTP** and the **ptp4l** tools.

### 17.12.1. Installed Documentation

- ✦ **ptp4l(8)** man page — Describes **ptp4l** options including the format of the configuration file.
- ✦ **pmc(8)** man page — Describes the **PTP** management client and its command options.
- ✦ **phc2sys(8)** man page — Describes a tool for synchronizing the system clock to a **PTP** hardware clock (PHC).
- ✦ **timemaster(8)** man page — Describes a program that uses **ptp4l** and **phc2sys** to synchronize the system clock using **chronyd** or **ntpd**.

### 17.12.2. Useful Websites

<http://www.nist.gov/el/isd/ieee/ieee1588.cfm>

The IEEE 1588 Standard.

## **Part VI. Monitoring and Automation**

This part describes various tools that allow system administrators to monitor system performance, automate system tasks, and report bugs.

## Chapter 18. System Monitoring Tools

In order to configure the system, system administrators often need to determine the amount of free memory, how much free disk space is available, how the hard drive is partitioned, or what processes are running.

### 18.1. Viewing System Processes

#### 18.1.1. Using the `ps` Command

The `ps` command allows you to display information about running processes. It produces a static list, that is, a snapshot of what is running when you execute the command. If you want a constantly updated list of running processes, use the `top` command or the **System Monitor** application instead.

To list all processes that are currently running on the system including processes owned by other users, type the following at a shell prompt:

```
ps ax
```

For each listed process, the `ps ax` command displays the process ID (**PID**), the terminal that is associated with it (**TTY**), the current status (**STAT**), the cumulated CPU time (**TIME**), and the name of the executable file (**COMMAND**). For example:

```
~]$ ps ax
PID TTY      STAT   TIME COMMAND
  1 ?        Ss     0:01 /usr/lib/systemd/systemd --switched-root --system
--deserialize 23
  2 ?        S      0:00 [kthreadd]
  3 ?        S      0:00 [ksoftirqd/0]
  5 ?        S>     0:00 [kworker/0:0H]
[output truncated]
```

To display the owner alongside each process, use the following command:

```
ps aux
```

Apart from the information provided by the `ps ax` command, `ps aux` displays the effective user name of the process owner (**USER**), the percentage of the CPU (**%CPU**) and memory (**%MEM**) usage, the virtual memory size in kilobytes (**VSZ**), the non-swapped physical memory size in kilobytes (**RSS**), and the time or date the process was started. For example:

```
~]$ ps aux
USER  PID %CPU %MEM    VSZ   RSS TTY      STAT START   TIME COMMAND
root    1  0.3  0.3 134776  6840 ?        Ss   09:28   0:01
/usr/lib/systemd/systemd --switched-root --system --d
root    2  0.0  0.0     0     0 ?        S    09:28   0:00 [kthreadd]
root    3  0.0  0.0     0     0 ?        S    09:28   0:00 [ksoftirqd/0]
root    5  0.0  0.0     0     0 ?        S>   09:28   0:00 [kworker/0:0H]
[output truncated]
```

You can also use the `ps` command in a combination with `grep` to see if a particular process is running. For example, to determine if **Emacs** is running, type:

```
~]$ ps ax | grep emacs
12056 pts/3    S+      0:00 emacs
12060 pts/2    S+      0:00 grep --color=auto emacs
```

For a complete list of available command line options, see the **ps(1)** manual page.

### 18.1.2. Using the top Command

The **top** command displays a real-time list of processes that are running on the system. It also displays additional information about the system uptime, current CPU and memory usage, or total number of running processes, and allows you to perform actions such as sorting the list or killing a process.

To run the **top** command, type the following at a shell prompt:

```
top
```

For each listed process, the **top** command displays the process ID (**PID**), the effective user name of the process owner (**USER**), the priority (**PR**), the nice value (**NI**), the amount of virtual memory the process uses (**VIRT**), the amount of non-swapped physical memory the process uses (**RES**), the amount of shared memory the process uses (**SHR**), the process status field **S**, the percentage of the CPU (**%CPU**) and memory (**%MEM**) usage, the cumulated CPU time (**TIME+**), and the name of the executable file (**COMMAND**). For example:

```
~]$ top
top - 16:42:12 up 13 min,  2 users,  load average: 0.67, 0.31, 0.19
Tasks: 165 total,   2 running, 163 sleeping,   0 stopped,   0 zombie
%Cpu(s): 37.5 us,   3.0 sy,   0.0 ni, 59.5 id,   0.0 wa,   0.0 hi,   0.0 si,
0.0 st
KiB Mem : 1016800 total,    77368 free,    728936 used,    210496
buff/cache
KiB Swap:  839676 total,   776796 free,    62880 used.   122628 avail
Mem

  PID USER      PR  NI   VIRT   RES   SHR S  %CPU  %MEM     TIME+
COMMAND
 3168 sjw      20   0 1454628 143240 15016 S  20.3  14.1   0:22.53 gnome-
shell
 4006 sjw      20   0 1367832 298876 27856 S  13.0  29.4   0:15.58
firefox
 1683 root      20   0 242204   50464  4268 S   6.0   5.0   0:07.76 Xorg
 4125 sjw      20   0 555148   19820 12644 S   1.3   1.9   0:00.48 gnome-
terminal-
  10 root      20   0      0      0      0 S   0.3   0.0   0:00.39
rcu_sched
 3091 sjw      20   0   37000   1468   904 S   0.3   0.1   0:00.31 dbus-
daemon
 3096 sjw      20   0 129688   2164  1492 S   0.3   0.2   0:00.14 at-
spi2-registr
 3925 root      20   0      0      0      0 S   0.3   0.0   0:00.05
kworker/0:0
   1 root      20   0 126568   3884  1052 S   0.0   0.4   0:01.61
systemd
   2 root      20   0      0      0      0 S   0.0   0.0   0:00.00
kthreadd
```

```

  3 root      20   0   0   0   0 S  0.0  0.0  0:00.00
ksoftirqd/0
  6 root      20   0   0   0   0 S  0.0  0.0  0:00.07
kworker/u2:0
[output truncated]

```

[Table 18.1, “Interactive top commands”](#) contains useful interactive commands that you can use with **top**. For more information, see the **top(1)** manual page.

**Table 18.1. Interactive top commands**

Command	Description
<b>Enter, Space</b>	Immediately refreshes the display.
<b>h</b>	Displays a help screen for interactive commands.
<b>h, ?</b>	Displays a help screen for windows and field groups.
<b>k</b>	Kills a process. You are prompted for the process ID and the signal to send to it.
<b>n</b>	Changes the number of displayed processes. You are prompted to enter the number.
<b>u</b>	Sorts the list by user.
<b>M</b>	Sorts the list by memory usage.
<b>P</b>	Sorts the list by CPU usage.
<b>q</b>	Terminates the utility and returns to the shell prompt.

### 18.1.3. Using the System Monitor Tool

The **Processes** tab of the **System Monitor** tool allows you to view, search for, change the priority of, and kill processes from the graphical user interface.

To start the **System Monitor** tool from the command line, type **gnome-system-monitor** at a shell prompt. The **System Monitor** tool appears. Alternatively, if using the GNOME desktop, press the **Super** key to enter the Activities Overview, type **System Monitor** and then press **Enter**. The **System Monitor** tool appears. The **Super** key appears in a variety of guises, depending on the keyboard and other hardware, but often as either the Windows or Command key, and typically to the left of the **Spacebar**.

Click the **Processes** tab to view the list of running processes.

Process Name	User	% CPU	ID	Memory	Unit	Priority
abrt-applet	sjw	0	3484	4.4 MiB	session-2.scope	Normal
at-spi2-registryd	sjw	0	3191	700.0 KiB	session-2.scope	Normal
at-spi-bus-launcher	sjw	0	3182	668.0 KiB	session-2.scope	Normal
bash	sjw	0	4272	1.7 MiB	session-2.scope	Normal
bash	sjw	0	3642	1.6 MiB	session-2.scope	Normal
dbus-daemon	sjw	0	3186	464.0 KiB	session-2.scope	Normal
dbus-daemon	sjw	0	3018	1.4 MiB	session-2.scope	Normal
dbus-launch	sjw	0	3017	192.0 KiB	session-2.scope	Normal
dconf-service	sjw	0	3241	552.0 KiB	session-2.scope	Normal
evolution-addressbook-factory	sjw	0	3449	4.6 MiB	session-2.scope	Normal
evolution-calendar-factory	sjw	0	3450	5.3 MiB	session-2.scope	Normal

**Figure 18.1. System Monitor — Processes**

For each listed process, the **System Monitor** tool displays its name (**Process Name**), current status (**Status**), percentage of the CPU usage (**% CPU**), nice value (**Nice**), process ID (**ID**), memory usage (**Memory**), the channel the process is waiting in (**Waiting Channel**), and additional details about the session (**Session**). To sort the information by a specific column in ascending order, click the name of that column. Click the name of the column again to toggle the sort between ascending and descending order.

By default, the **System Monitor** tool displays a list of processes that are owned by the current user. Selecting various options from the **View** menu allows you to:

- » view only active processes,
- » view all processes,
- » view your processes,
- » view process dependencies,

Additionally, two buttons enable you to:

- » refresh the list of processes,
- » end a process by selecting it from the list and then clicking the **End Process** button.

## 18.2. Viewing Memory Usage

### 18.2.1. Using the `free` Command

The **free** command allows you to display the amount of free and used memory on the system. To do so, type the following at a shell prompt:

```
free
```

The **free** command provides information about both the physical memory (**Mem**) and swap space (**Swap**). It displays the total amount of memory (**total**), as well as the amount of memory that is in use (**used**), free (**free**), shared (**shared**), sum of buffers and cached (**buff/cache**), and available (**available**). For example:

```
~]$ free
              total        used        free      shared  buff/cache
available
Mem:         1016800      727300      84684       3500     204816
124068
Swap:         839676        66920      772756
```

By default, **free** displays the values in kilobytes. To display the values in megabytes, supply the **-m** command line option:

```
free -m
```

For instance:

```
~]$ free -m
              total        used        free      shared  buff/cache
available
Mem:           992         711         81          3         200
120
Swap:          819          65         754
```

For a complete list of available command line options, see the **free(1)** manual page.

## 18.2.2. Using the System Monitor Tool

The **Resources** tab of the **System Monitor** tool allows you to view the amount of free and used memory on the system.

To start the **System Monitor** tool from the command line, type **gnome-system-monitor** at a shell prompt. The **System Monitor** tool appears. Alternatively, if using the GNOME desktop, press the **Super** key to enter the Activities Overview, type **System Monitor** and then press **Enter**. The **System Monitor** tool appears. The **Super** key appears in a variety of guises, depending on the keyboard and other hardware, but often as either the Windows or Command key, and typically to the left of the **Spacebar**.

Click the **Resources** tab to view the system's memory usage.

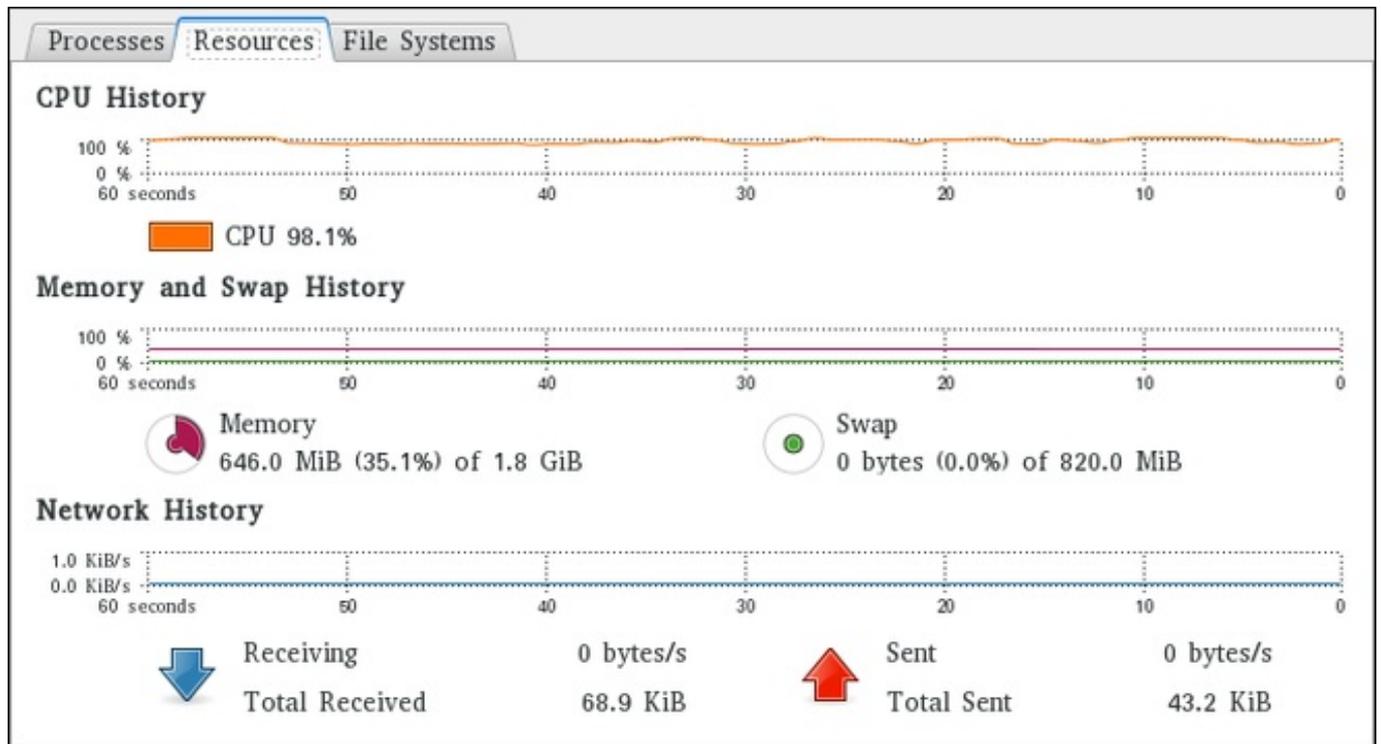


Figure 18.2. System Monitor — Resources

In the **Memory and Swap History** section, the **System Monitor** tool displays a graphical representation of the memory and swap usage history, as well as the total amount of the physical memory (**Memory**) and swap space (**Swap**) and how much of it is in use.

## 18.3. Viewing CPU Usage

### 18.3.1. Using the System Monitor Tool

The **Resources** tab of the **System Monitor** tool allows you to view the current CPU usage on the system.

To start the **System Monitor** tool from the command line, type `gnome-system-monitor` at a shell prompt. The **System Monitor** tool appears. Alternatively, if using the GNOME desktop, press the **Super** key to enter the Activities Overview, type `System Monitor` and then press **Enter**. The **System Monitor** tool appears. The **Super** key appears in a variety of guises, depending on the keyboard and other hardware, but often as either the Windows or Command key, and typically to the left of the **Spacebar**.

Click the **Resources** tab to view the system's CPU usage.

In the **CPU History** section, the **System Monitor** tool displays a graphical representation of the CPU usage history and shows the percentage of how much CPU is currently in use.

## 18.4. Viewing Block Devices and File Systems

### 18.4.1. Using the `lsblk` Command

The **lsblk** command allows you to display a list of available block devices. It provides more information and better control on output formatting than the **blkid** command. It reads information from **udev**, therefore it is usable by non-**root** users. To display a list of block devices, type the following at a shell prompt:

```
lsblk
```

For each listed block device, the **lsblk** command displays the device name (**NAME**), major and minor device number (**MAJ:MIN**), if the device is removable (**RM**), its size (**SIZE**), if the device is read-only (**RO**), what type it is (**TYPE**), and where the device is mounted (**MOUNTPOINT**). For example:

```
~]$ lsblk
NAME                MAJ:MIN RM  SIZE RO TYPE MOUNTPOINT
sr0                  11:0    1 1024M 0 rom
vda                  252:0    0   20G 0 rom
|-vda1               252:1    0   500M 0 part /boot
`-vda2               252:2    0  19.5G 0 part
  |-vg_kvm-lv_root (dm-0) 253:0    0   18G 0 lvm /
  `-vg_kvm-lv_swap (dm-1) 253:1    0   1.5G 0 lvm [SWAP]
```

By default, **lsblk** lists block devices in a tree-like format. To display the information as an ordinary list, add the **-l** command line option:

```
lsblk -l
```

For instance:

```
~]$ lsblk -l
NAME                MAJ:MIN RM  SIZE RO TYPE MOUNTPOINT
sr0                  11:0    1 1024M 0 rom
vda                  252:0    0   20G 0 rom
vda1                 252:1    0   500M 0 part /boot
vda2                 252:2    0  19.5G 0 part
vg_kvm-lv_root (dm-0) 253:0    0   18G 0 lvm /
vg_kvm-lv_swap (dm-1) 253:1    0   1.5G 0 lvm [SWAP]
```

For a complete list of available command line options, see the **lsblk(8)** manual page.

### 18.4.2. Using the blkid Command

The **blkid** command allows you to display low-level information about available block devices. It requires **root** privileges, therefore non-**root** users should use the **lsblk** command. To do so, type the following at a shell prompt as **root**:

```
blkid
```

For each listed block device, the **blkid** command displays available attributes such as its *universally unique identifier* (**UUID**), file system type (**TYPE**), or volume label (**LABEL**). For example:

```
~]# blkid
/dev/vda1: UUID="7fa9c421-0054-4555-b0ca-b470a97a3d84" TYPE="ext4"
/dev/vda2: UUID="7IvYzk-TnnK-oPjf-ipdD-cofz-DXaJ-gPdgBW"
TYPE="LVM2_member"
```

```
/dev/mapper/vg_kvm-lv_root: UUID="a07b967c-71a0-4925-ab02-aebcad2ae824"
TYPE="ext4"
/dev/mapper/vg_kvm-lv_swap: UUID="d7ef54ca-9c41-4de4-ac1b-4193b0c1ddb6"
TYPE="swap"
```

By default, the **blkid** command lists all available block devices. To display information about a particular device only, specify the device name on the command line:

```
blkid device_name
```

For instance, to display information about **/dev/vda1**, type as **root**:

```
~]# blkid /dev/vda1
/dev/vda1: UUID="7fa9c421-0054-4555-b0ca-b470a97a3d84" TYPE="ext4"
```

You can also use the above command with the **-p** and **-o udev** command line options to obtain more detailed information. Note that **root** privileges are required to run this command:

```
blkid -po udev device_name
```

For example:

```
~]# blkid -po udev /dev/vda1
ID_FS_UUID=7fa9c421-0054-4555-b0ca-b470a97a3d84
ID_FS_UUID_ENC=7fa9c421-0054-4555-b0ca-b470a97a3d84
ID_FS_VERSION=1.0
ID_FS_TYPE=ext4
ID_FS_USAGE=filesystem
```

For a complete list of available command line options, see the **blkid(8)** manual page.

### 18.4.3. Using the findmnt Command

The **findmnt** command allows you to display a list of currently mounted file systems. To do so, type the following at a shell prompt:

```
findmnt
```

For each listed file system, the **findmnt** command displays the target mount point (**TARGET**), source device (**SOURCE**), file system type (**FSTYPE**), and relevant mount options (**OPTIONS**). For example:

```
~]$ findmnt
TARGET                                SOURCE                                FSTYPE
OPTIONS
/                                       /dev/mapper/rhel-root                xfs
rw,relatime,seclabel,attr2,inode64,noquota
├─/proc                                proc                                  proc
rw,nosuid,nodev,noexec,relatime
├─/proc/sys/fs/binfmt_misc            systemd-1                            autofs
rw,relatime,fd=32,pgrp=1,timeout=300,minproto=5,maxproto=5,direct
├─/proc/fs/nfsd                        sunrpc                                  nfsd
rw,relatime
```

```

└-/sys                                sysfs                sysfs
rw,nosuid,nodev,noexec,relatime,seclabel
| └-/sys/kernel/security              securityfs           securityfs
rw,nosuid,nodev,noexec,relatime
| └-/sys/fs/cgroup                    tmpfs                tmpfs
rw,nosuid,nodev,noexec,seclabel,mode=755
[output truncated]

```

By default, **findmnt** lists file systems in a tree-like format. To display the information as an ordinary list, add the **-l** command line option:

```
findmnt -l
```

For instance:

```

~]$ findmnt -l
TARGET                SOURCE                FSTYPE                OPTIONS
/proc                 proc                  proc
rw,nosuid,nodev,noexec,relatime
/sys                  sysfs                 sysfs
rw,nosuid,nodev,noexec,relatime,seclabel
/dev                  devtmpfs              devtmpfs
rw,nosuid,seclabel,size=933372k,nr_inodes=233343,mode=755
/sys/kernel/security  securityfs            securityfs
rw,nosuid,nodev,noexec,relatime
/dev/shm              tmpfs                 tmpfs
rw,nosuid,nodev,seclabel
/dev/pts              devpts                devpts
rw,nosuid,noexec,relatime,seclabel,gid=5,mode=620,ptmxmode=000
/run                  tmpfs                 tmpfs
rw,nosuid,nodev,seclabel,mode=755
/sys/fs/cgroup        tmpfs                 tmpfs
rw,nosuid,nodev,noexec,seclabel,mode=755
[output truncated]

```

You can also choose to list only file systems of a particular type. To do so, add the **-t** command line option followed by a file system type:

```
findmnt -t type
```

For example, to all list **xfs** file systems, type:

```

~]$ findmnt -t xfs
TARGET  SOURCE                FSTYPE  OPTIONS
/       /dev/mapper/rhel-root xfs
rw,relatime,seclabel,attr2,inode64,noquota
└/boot /dev/vda1             xfs
rw,relatime,seclabel,attr2,inode64,noquota

```

For a complete list of available command line options, see the **findmnt(8)** manual page.

#### 18.4.4. Using the **df** Command

The **df** command allows you to display a detailed report on the system's disk space usage. To do so, type the following at a shell prompt:

```
df
```

For each listed file system, the **df** command displays its name (**Filesystem**), size (**1K-blocks** or **Size**), how much space is used (**Used**), how much space is still available (**Available**), the percentage of space usage (**Use%**), and where is the file system mounted (**Mounted on**). For example:

```
~]$ df
Filesystem                1K-blocks      Used Available Use% Mounted on
/dev/mapper/vg_kvm-lv_root 18618236    4357360 13315112  25% /
tmpfs                      380376        288    380088   1% /dev/shm
/dev/vda1                  495844        77029   393215  17% /boot
```

By default, the **df** command shows the partition size in 1 kilobyte blocks and the amount of used and available disk space in kilobytes. To view the information in megabytes and gigabytes, supply the **-h** command line option, which causes **df** to display the values in a human-readable format:

```
df -h
```

For instance:

```
~]$ df -h
Filesystem                Size      Used Avail Use% Mounted on
/dev/mapper/vg_kvm-lv_root  18G     4.2G   13G   25% /
tmpfs                      372M     288K   372M   1% /dev/shm
/dev/vda1                  485M     76M   384M  17% /boot
```

For a complete list of available command line options, see the **df(1)** manual page.

### 18.4.5. Using the du Command

The **du** command allows you to displays the amount of space that is being used by files in a directory. To display the disk usage for each of the subdirectories in the current working directory, run the command with no additional command line options:

```
du
```

For example:

```
~]$ du
14972  ./Downloads
4      ./mozilla/extensions
4      ./mozilla/plugins
12     ./mozilla
15004  .
```

By default, the **du** command displays the disk usage in kilobytes. To view the information in megabytes and gigabytes, supply the **-h** command line option, which causes the utility to display the values in a human-readable format:

```
du -h
```

For instance:

```
~]$ du -h
15M    ./Downloads
4.0K   ./mozilla/extensions
4.0K   ./mozilla/plugins
12K    ./mozilla
15M    .
```

At the end of the list, the **du** command always shows the grand total for the current directory. To display only this information, supply the **-s** command line option:

```
du -sh
```

For example:

```
~]$ du -sh
15M    .
```

For a complete list of available command line options, see the **du(1)** manual page.

### 18.4.6. Using the System Monitor Tool

The **File Systems** tab of the **System Monitor** tool allows you to view file systems and disk space usage in the graphical user interface.

To start the **System Monitor** tool from the command line, type **gnome-system-monitor** at a shell prompt. The **System Monitor** tool appears. Alternatively, if using the GNOME desktop, press the **Super** key to enter the Activities Overview, type **System Monitor** and then press **Enter**. The **System Monitor** tool appears. The **Super** key appears in a variety of guises, depending on the keyboard and other hardware, but often as either the Windows or Command key, and typically to the left of the **Spacebar**.

Click the **File Systems** tab to view a list of file systems.

Device	Directory	Type	Total	Available	Used	
/dev/mapper/rhel-root	/	xfs	7.2 GB	2.1 GB	5.1 GB	70 %
/dev/vda1	/boot	xfs	520.8 MB	346.6 MB	174.2 MB	33 %

Figure 18.3. System Monitor — File Systems

For each listed file system, the **System Monitor** tool displays the source device (**Device**), target mount point (**Directory**), and file system type (**Type**), as well as its size (**Total**), and how much space is available (**Available**), and used (**Used**).

## 18.5. Viewing Hardware Information

### 18.5.1. Using the `lspci` Command

The `lspci` command allows you to display information about PCI buses and devices that are attached to them. To list all PCI devices that are in the system, type the following at a shell prompt:

```
lspci
```

This displays a simple list of devices, for example:

```
~]$ lspci
00:00.0 Host bridge: Intel Corporation 82X38/X48 Express DRAM Controller
00:01.0 PCI bridge: Intel Corporation 82X38/X48 Express Host-Primary PCI
Express Bridge
00:1a.0 USB Controller: Intel Corporation 82801I (ICH9 Family) USB UHCI
Controller #4 (rev 02)
00:1a.1 USB Controller: Intel Corporation 82801I (ICH9 Family) USB UHCI
Controller #5 (rev 02)
00:1a.2 USB Controller: Intel Corporation 82801I (ICH9 Family) USB UHCI
Controller #6 (rev 02)
[output truncated]
```

You can also use the `-v` command line option to display more verbose output, or `-vv` for very verbose output:

```
lspci -v|-vv
```

For instance, to determine the manufacturer, model, and memory size of a system's video card, type:

```
~]$ lspci -v
[output truncated]

01:00.0 VGA compatible controller: nVidia Corporation G84 [Quadro FX 370]
(rev a1) (prog-if 00 [VGA controller])
    Subsystem: nVidia Corporation Device 0491
    Physical Slot: 2
    Flags: bus master, fast devsel, latency 0, IRQ 16
    Memory at f2000000 (32-bit, non-prefetchable) [size=16M]
    Memory at e0000000 (64-bit, prefetchable) [size=256M]
    Memory at f0000000 (64-bit, non-prefetchable) [size=32M]
    I/O ports at 1100 [size=128]
    Expansion ROM at <unassigned> [disabled]
    Capabilities: <access denied>
    Kernel driver in use: nouveau
    Kernel modules: nouveau, nvidiafb

[output truncated]
```

For a complete list of available command line options, see the **lspci(8)** manual page.

### 18.5.2. Using the **lsusb** Command

The **lsusb** command allows you to display information about USB buses and devices that are attached to them. To list all USB devices that are in the system, type the following at a shell prompt:

```
lsusb
```

This displays a simple list of devices, for example:

```
~]$ lsusb
Bus 001 Device 001: ID 1d6b:0002 Linux Foundation 2.0 root hub
Bus 002 Device 001: ID 1d6b:0002 Linux Foundation 2.0 root hub
[output truncated]
Bus 001 Device 002: ID 0bda:0151 Realtek Semiconductor Corp. Mass Storage
Device (Multicard Reader)
Bus 008 Device 002: ID 03f0:2c24 Hewlett-Packard Logitech M-UAL-96 Mouse
Bus 008 Device 003: ID 04b3:3025 IBM Corp.
```

You can also use the **-v** command line option to display more verbose output:

```
lsusb -v
```

For instance:

```
~]$ lsusb -v
[output truncated]

Bus 008 Device 002: ID 03f0:2c24 Hewlett-Packard Logitech M-UAL-96 Mouse
Device Descriptor:
  bLength                18
  bDescriptorType        1
  bcdUSB                  2.00
  bDeviceClass            0 (Defined at Interface level)
  bDeviceSubClass         0
  bDeviceProtocol         0
  bMaxPacketSize0         8
  idVendor                0x03f0 Hewlett-Packard
  idProduct               0x2c24 Logitech M-UAL-96 Mouse
  bcdDevice               31.00
  iManufacturer           1
  iProduct                2
  iSerial                 0
  bNumConfigurations      1
  Configuration Descriptor:
    bLength                9
    bDescriptorType        2
[output truncated]
```

For a complete list of available command line options, see the **lsusb(8)** manual page.

### 18.5.3. Using the **lscpu** Command

The **lscpu** command allows you to list information about CPUs that are present in the system, including the number of CPUs, their architecture, vendor, family, model, CPU caches, etc. To do so, type the following at a shell prompt:

```
lscpu
```

For example:

```
~]$ lscpu
Architecture:          x86_64
CPU op-mode(s):       32-bit, 64-bit
Byte Order:           Little Endian
CPU(s):               4
On-line CPU(s) list:  0-3
Thread(s) per core:   1
Core(s) per socket:   4
Socket(s):            1
NUMA node(s):        1
Vendor ID:            GenuineIntel
CPU family:           6
Model:                23
Stepping:             7
CPU MHz:              1998.000
BogoMIPS:             4999.98
Virtualization:      VT-x
L1d cache:           32K
L1i cache:           32K
L2 cache:            3072K
NUMA node0 CPU(s):   0-3
```

For a complete list of available command line options, see the **lscpu(1)** manual page.

## 18.6. Checking for Hardware Errors

Red Hat Enterprise Linux 7 introduced the new *hardware event report mechanism* (HERM.) This mechanism gathers system-reported memory errors as well as errors reported by the *error detection and correction* (EDAC) mechanism for dual in-line memory modules (DIMMs) and reports them to user space. The user-space daemon **rasdaemon**, catches and handles all *reliability, availability, and serviceability* (RAS) error events that come from the kernel tracing mechanism, and logs them. The functions previously provided by **edac-utils** are now replaced by **rasdaemon**.

To install **rasdaemon**, enter the following command as **root**:

```
~]# yum install rasdaemon
```

Start the service as follows:

```
~]# systemctl start rasdaemon
```

To make the service run at system start, enter the following command:

```
~]# systemctl enable rasdaemon
```

The **ras-mc-ctl** utility provides a means to work with EDAC drivers. Enter the following command to see a list of command options:

```
~]$ ras-mc-ctl --help
Usage: ras-mc-ctl [OPTIONS...]
  --quiet           Quiet operation.
  --mainboard      Print mainboard vendor and model for this hardware.
  --status         Print status of EDAC drivers.
output truncated
```

To view a summary of memory controller events, run as **root**:

```
~]# ras-mc-ctl --summary
Memory controller events summary:
  Corrected on DIMM Label(s): 'CPU_SrcID#0_Ha#0_Chan#0_DIMM#0'
location: 0:0:0:-1 errors: 1

No PCIe AER errors.

No Extlog errors.
MCE records summary:
  1 MEMORY CONTROLLER RD_CHANNEL0_ERR Transaction: Memory read
error errors
  2 No Error errors
```

To view a list of errors reported by the memory controller, run as **root**:

```
~]# ras-mc-ctl --errors
Memory controller events:
1 3172-02-17 00:47:01 -0500 1 Corrected error(s): memory read error at
CPU_SrcID#0_Ha#0_Chan#0_DIMM#0 location: 0:0:0:-1, addr 65928, grain 7,
syndrome 0 area:DRAM err_code:0001:0090 socket:0 ha:0 channel_mask:1
rank:0

No PCIe AER errors.

No Extlog errors.

MCE events:
1 3171-11-09 06:20:21 -0500 error: MEMORY CONTROLLER RD_CHANNEL0_ERR
Transaction: Memory read error, mcg mcgstatus=0, mci Corrected_error,
n_errors=1, mcgcap=0x01000c16, status=0x8c00004000010090,
addr=0x1018893000, misc=0x15020a086, walltime=0x57e96780,
cpuid=0x00050663, bank=0x00000007
2 3205-06-22 00:13:41 -0400 error: No Error, mcg mcgstatus=0, mci
Corrected_error Error_enabled, mcgcap=0x01000c16,
status=0x9400000000000000, addr=0x0000abcd, walltime=0x57e967ea,
cpuid=0x00050663, bank=0x00000001
3 3205-06-22 00:13:41 -0400 error: No Error, mcg mcgstatus=0, mci
Corrected_error Error_enabled, mcgcap=0x01000c16,
status=0x9400000000000000, addr=0x00001234, walltime=0x57e967ea,
cpu=0x00000001, cpuid=0x00050663, apicid=0x00000002, bank=0x00000002
```

These commands are also described in the **ras-mc-ctl (8)** manual page.

## 18.7. Monitoring Performance with Net-SNMP

Red Hat Enterprise Linux 7 includes the **Net-SNMP** software suite, which includes a flexible and extensible *simple network management protocol* (SNMP) agent. This agent and its associated utilities can be used to provide performance data from a large number of systems to a variety of tools which support polling over the **SNMP** protocol.

This section provides information on configuring the Net-SNMP agent to securely provide performance data over the network, retrieving the data using the SNMP protocol, and extending the SNMP agent to provide custom performance metrics.

### 18.7.1. Installing Net-SNMP

The Net-SNMP software suite is available as a set of RPM packages in the Red Hat Enterprise Linux software distribution. [Table 18.2, “Available Net-SNMP packages”](#) summarizes each of the packages and their contents.

**Table 18.2. Available Net-SNMP packages**

Package	Provides
<i>net-snmp</i>	The SNMP Agent Daemon and documentation. This package is required for exporting performance data.
<i>net-snmp-libs</i>	The <b>netsnmp</b> library and the bundled <i>management information bases</i> (MIBs). This package is required for exporting performance data.
<i>net-snmp-utils</i>	SNMP clients such as <b>snmpget</b> and <b>snmpwalk</b> . This package is required in order to query a system's performance data over SNMP.
<i>net-snmp-perl</i>	The <b>mib2c</b> utility and the <b>NetSNMP</b> Perl module. Note that this package is provided by the Optional channel. See <a href="#">Section 8.5.7, “Adding the Optional and Supplementary Repositories”</a> for more information on Red Hat additional channels.
<i>net-snmp-python</i>	An SNMP client library for Python. Note that this package is provided by the Optional channel. See <a href="#">Section 8.5.7, “Adding the Optional and Supplementary Repositories”</a> for more information on Red Hat additional channels.

To install any of these packages, use the **yum** command in the following form:

```
yum install package...
```

For example, to install the SNMP Agent Daemon and SNMP clients used in the rest of this section, type the following at a shell prompt as **root**:

```
~]# yum install net-snmp net-snmp-libs net-snmp-utils
```

For more information on how to install new packages in Red Hat Enterprise Linux, see [Section 8.2.4, “Installing Packages”](#).

### 18.7.2. Running the Net-SNMP Daemon

The *net-snmp* package contains **snmpd**, the SNMP Agent Daemon. This section provides information on how to start, stop, and restart the **snmpd** service. For more information on managing system services in Red Hat Enterprise Linux 7, see [Chapter 9, Managing Services with systemd](#).

### 18.7.2.1. Starting the Service

To run the **snmpd** service in the current session, type the following at a shell prompt as **root**:

```
systemctl start snmpd.service
```

To configure the service to be automatically started at boot time, use the following command:

```
systemctl enable snmpd.service
```

### 18.7.2.2. Stopping the Service

To stop the running **snmpd** service, type the following at a shell prompt as **root**:

```
systemctl stop snmpd.service
```

To disable starting the service at boot time, use the following command:

```
systemctl disable snmpd.service
```

### 18.7.2.3. Restarting the Service

To restart the running **snmpd** service, type the following at a shell prompt:

```
systemctl restart snmpd.service
```

This command stops the service and starts it again in quick succession. To only reload the configuration without stopping the service, run the following command instead:

```
systemctl reload snmpd.service
```

This causes the running **snmpd** service to reload its configuration.

## 18.7.3. Configuring Net-SNMP

To change the Net-SNMP Agent Daemon configuration, edit the `/etc/snmp/snmpd.conf` configuration file. The default **snmpd.conf** file included with Red Hat Enterprise Linux 7 is heavily commented and serves as a good starting point for agent configuration.

This section focuses on two common tasks: setting system information and configuring authentication. For more information about available configuration directives, see the **snmpd.conf(5)** manual page. Additionally, there is a utility in the *net-snmp* package named **snmpconf** which can be used to interactively generate a valid agent configuration.

Note that the *net-snmp-utils* package must be installed in order to use the **snmpwalk** utility described in this section.



## Note

For any changes to the configuration file to take effect, force the **snmpd** service to re-read the configuration by running the following command as **root**:

```
systemctl reload snmpd.service
```

### 18.7.3.1. Setting System Information

Net-SNMP provides some rudimentary system information via the **system** tree. For example, the following **snmpwalk** command shows the **system** tree with a default agent configuration.

```
~]# snmpwalk -v2c -c public localhost system
SNMPv2-MIB::sysDescr.0 = STRING: Linux localhost.localdomain 3.10.0-
123.el7.x86_64 #1 SMP Mon May 5 11:16:57 EDT 2014 x86_64
SNMPv2-MIB::sysObjectID.0 = OID: NET-SNMP-MIB::netSnmpAgentOIDs.10
DISMAN-EVENT-MIB::sysUpTimeInstance = Timeticks: (464) 0:00:04.64
SNMPv2-MIB::sysContact.0 = STRING: Root <root@localhost> (configure
/etc/snmp/snmp.local.conf)
[output truncated]
```

By default, the **sysName** object is set to the host name. The **sysLocation** and **sysContact** objects can be configured in the **/etc/snmp/snmpd.conf** file by changing the value of the **syslocation** and **syscontact** directives, for example:

```
syslocation Datacenter, Row 4, Rack 3
syscontact UNIX Admin <admin@example.com>
```

After making changes to the configuration file, reload the configuration and test it by running the **snmpwalk** command again:

```
~]# systemctl reload snmp.service
~]# snmpwalk -v2c -c public localhost system
SNMPv2-MIB::sysDescr.0 = STRING: Linux localhost.localdomain 3.10.0-
123.el7.x86_64 #1 SMP Mon May 5 11:16:57 EDT 2014 x86_64
SNMPv2-MIB::sysObjectID.0 = OID: NET-SNMP-MIB::netSnmpAgentOIDs.10
DISMAN-EVENT-MIB::sysUpTimeInstance = Timeticks: (35424) 0:05:54.24
SNMPv2-MIB::sysContact.0 = STRING: UNIX Admin <admin@example.com>
SNMPv2-MIB::sysName.0 = STRING: localhost.localdomain
SNMPv2-MIB::sysLocation.0 = STRING: Datacenter, Row 4, Rack 3
[output truncated]
```

### 18.7.3.2. Configuring Authentication

The Net-SNMP Agent Daemon supports all three versions of the SNMP protocol. The first two versions (1 and 2c) provide for simple authentication using a *community string*. This string is a shared secret between the agent and any client utilities. The string is passed in clear text over the network however and is not considered secure. Version 3 of the SNMP protocol supports user authentication and message encryption using a variety of protocols. The Net-SNMP agent also supports tunneling over SSH, TLS authentication with X.509 certificates, and Kerberos authentication.

## Configuring SNMP Version 2c Community

To configure an **SNMP version 2c community**, use either the **rocommunity** or **rwcommunity** directive in the `/etc/snmp/snmpd.conf` configuration file. The format of the directives is as follows:

```
directive community [source [OID]]
```

... where *community* is the community string to use, *source* is an IP address or subnet, and *OID* is the SNMP tree to provide access to. For example, the following directive provides read-only access to the **system** tree to a client using the community string “redhat” on the local machine:

```
rocommunity redhat 127.0.0.1 .1.3.6.1.2.1.1
```

To test the configuration, use the **snmpwalk** command with the **-v** and **-c** options.

```
~]# snmpwalk -v2c -c redhat localhost system
SNMPv2-MIB::sysDescr.0 = STRING: Linux localhost.localdomain 3.10.0-
123.el7.x86_64 #1 SMP Mon May 5 11:16:57 EDT 2014 x86_64
SNMPv2-MIB::sysObjectID.0 = OID: NET-SNMP-MIB::netSnmpAgentOIDs.10
DISMAN-EVENT-MIB::sysUpTimeInstance = Timeticks: (101376) 0:16:53.76
SNMPv2-MIB::sysContact.0 = STRING: UNIX Admin <admin@example.com>
SNMPv2-MIB::sysName.0 = STRING: localhost.localdomain
SNMPv2-MIB::sysLocation.0 = STRING: Datacenter, Row 4, Rack 3
[output truncated]
```

## Configuring SNMP Version 3 User

To configure an **SNMP version 3 user**, use the **net-snmp-create-v3-user** command. This command adds entries to the `/var/lib/net-snmp/snmpd.conf` and `/etc/snmp/snmpd.conf` files which create the user and grant access to the user. Note that the **net-snmp-create-v3-user** command may only be run when the agent is not running. The following example creates the “admin” user with the password “redhatsnmp”:

```
~]# systemctl stop snmpd.service
~]# net-snmp-create-v3-user
Enter a SNMPv3 user name to create:
admin
Enter authentication pass-phrase:
redhatsnmp
Enter encryption pass-phrase:
[press return to reuse the authentication pass-phrase]

adding the following line to /var/lib/net-snmp/snmpd.conf:
    createUser admin MD5 "redhatsnmp" DES
adding the following line to /etc/snmp/snmpd.conf:
    rwuser admin
~]# systemctl start snmpd.service
```

The **rwuser** directive (or **rouser** when the **-ro** command line option is supplied) that **net-snmp-create-v3-user** adds to `/etc/snmp/snmpd.conf` has a similar format to the **rwcommunity** and **rocommunity** directives:

```
directive user [noauth|auth|priv] [OID]
```

... where *user* is a user name and *OID* is the SNMP tree to provide access to. By default, the Net-SNMP Agent Daemon allows only authenticated requests (the **auth** option). The **noauth** option allows you to permit unauthenticated requests, and the **priv** option enforces the use of encryption. The **authpriv** option specifies that requests must be authenticated and replies should be encrypted.

For example, the following line grants the user “admin” read-write access to the entire tree:

```
rwuser admin authpriv .1
```

To test the configuration, create a `.snmp/` directory in your user's home directory and a configuration file named `snmp.conf` in that directory (`~/.snmp/snmp.conf`) with the following lines:

```
defVersion 3
defSecurityLevel authPriv
defSecurityName admin
defPassphrase redhatsnmp
```

The `snmpwalk` command will now use these authentication settings when querying the agent:

```
~]$ snmpwalk -v3 localhost system
SNMPv2-MIB::sysDescr.0 = STRING: Linux localhost.localdomain 3.10.0-
123.el7.x86_64 #1 SMP Mon May 5 11:16:57 EDT 2014 x86_64
[output truncated]
```

## 18.7.4. Retrieving Performance Data over SNMP

The Net-SNMP Agent in Red Hat Enterprise Linux provides a wide variety of performance information over the SNMP protocol. In addition, the agent can be queried for a listing of the installed RPM packages on the system, a listing of currently running processes on the system, or the network configuration of the system.

This section provides an overview of OIDs related to performance tuning available over SNMP. It assumes that the `net-snmp-utils` package is installed and that the user is granted access to the SNMP tree as described in [Section 18.7.3.2, “Configuring Authentication”](#).

### 18.7.4.1. Hardware Configuration

The **Host Resources MIB** included with Net-SNMP presents information about the current hardware and software configuration of a host to a client utility. [Table 18.3, “Available OIDs”](#) summarizes the different OIDs available under that MIB.

**Table 18.3. Available OIDs**

OID	Description
<b>HOST-RESOURCES-MIB::hrSystem</b>	Contains general system information such as uptime, number of users, and number of running processes.
<b>HOST-RESOURCES-MIB::hrStorage</b>	Contains data on memory and file system usage.
<b>HOST-RESOURCES-MIB::hrDevices</b>	Contains a listing of all processors, network devices, and file systems.
<b>HOST-RESOURCES-MIB::hrSWRun</b>	Contains a listing of all running processes.

OID	Description
<b>HOST-RESOURCES-MIB::hrSWRunPerf</b>	Contains memory and CPU statistics on the process table from HOST-RESOURCES-MIB::hrSWRun.
<b>HOST-RESOURCES-MIB::hrSWInstalled</b>	Contains a listing of the RPM database.

There are also a number of SNMP tables available in the Host Resources MIB which can be used to retrieve a summary of the available information. The following example displays **HOST-RESOURCES-MIB::hrFSTable**:

```
~]$ snmptable -Cb localhost HOST-RESOURCES-MIB::hrFSTable
SNMP table: HOST-RESOURCES-MIB::hrFSTable

Index MountPoint RemoteMountPoint                               Type
  Access Bootable StorageIndex LastFullBackupDate LastPartialBackupDate
  1      "/"                               "" HOST-RESOURCES-TYPES::hrFSLinuxExt2
readWrite      true           31      0-1-1,0:0:0.0      0-1-1,0:0:0.0
  5 "/dev/shm"                               "" HOST-RESOURCES-TYPES::hrFSOther
readWrite      false          35      0-1-1,0:0:0.0      0-1-1,0:0:0.0
  6      "/boot"                             "" HOST-RESOURCES-TYPES::hrFSLinuxExt2
readWrite      false          36      0-1-1,0:0:0.0      0-1-1,0:0:0.0
```

For more information about **HOST-RESOURCES-MIB**, see the `/usr/share/snmp/mibs/HOST-RESOURCES-MIB.txt` file.

#### 18.7.4.2. CPU and Memory Information

Most system performance data is available in the **UCD SNMP MIB**. The **systemStats** OID provides a number of counters around processor usage:

```
~]$ snmpwalk localhost UCD-SNMP-MIB::systemStats
UCD-SNMP-MIB::ssIndex.0 = INTEGER: 1
UCD-SNMP-MIB::ssErrorName.0 = STRING: systemStats
UCD-SNMP-MIB::ssSwapIn.0 = INTEGER: 0 kB
UCD-SNMP-MIB::ssSwapOut.0 = INTEGER: 0 kB
UCD-SNMP-MIB::ssIOSent.0 = INTEGER: 0 blocks/s
UCD-SNMP-MIB::ssIOReceive.0 = INTEGER: 0 blocks/s
UCD-SNMP-MIB::ssSysInterrupts.0 = INTEGER: 29 interrupts/s
UCD-SNMP-MIB::ssSysContext.0 = INTEGER: 18 switches/s
UCD-SNMP-MIB::ssCpuUser.0 = INTEGER: 0
UCD-SNMP-MIB::ssCpuSystem.0 = INTEGER: 0
UCD-SNMP-MIB::ssCpuIdle.0 = INTEGER: 99
UCD-SNMP-MIB::ssCpuRawUser.0 = Counter32: 2278
UCD-SNMP-MIB::ssCpuRawNice.0 = Counter32: 1395
UCD-SNMP-MIB::ssCpuRawSystem.0 = Counter32: 6826
UCD-SNMP-MIB::ssCpuRawIdle.0 = Counter32: 3383736
UCD-SNMP-MIB::ssCpuRawWait.0 = Counter32: 7629
UCD-SNMP-MIB::ssCpuRawKernel.0 = Counter32: 0
UCD-SNMP-MIB::ssCpuRawInterrupt.0 = Counter32: 434
UCD-SNMP-MIB::ssIORawSent.0 = Counter32: 266770
UCD-SNMP-MIB::ssIORawReceived.0 = Counter32: 427302
UCD-SNMP-MIB::ssRawInterrupts.0 = Counter32: 743442
```

```
UCD-SNMP-MIB::ssRawContexts.0 = Counter32: 718557
UCD-SNMP-MIB::ssCpuRawSoftIRQ.0 = Counter32: 128
UCD-SNMP-MIB::ssRawSwapIn.0 = Counter32: 0
UCD-SNMP-MIB::ssRawSwapOut.0 = Counter32: 0
```

In particular, the **ssCpuRawUser**, **ssCpuRawSystem**, **ssCpuRawWait**, and **ssCpuRawIdle** OIDs provide counters which are helpful when determining whether a system is spending most of its processor time in kernel space, user space, or I/O. **ssRawSwapIn** and **ssRawSwapOut** can be helpful when determining whether a system is suffering from memory exhaustion.

More memory information is available under the **UCD-SNMP-MIB::memory** OID, which provides similar data to the **free** command:

```
~]$ snmpwalk localhost UCD-SNMP-MIB::memory
UCD-SNMP-MIB::memIndex.0 = INTEGER: 0
UCD-SNMP-MIB::memErrorName.0 = STRING: swap
UCD-SNMP-MIB::memTotalSwap.0 = INTEGER: 1023992 kB
UCD-SNMP-MIB::memAvailSwap.0 = INTEGER: 1023992 kB
UCD-SNMP-MIB::memTotalReal.0 = INTEGER: 1021588 kB
UCD-SNMP-MIB::memAvailReal.0 = INTEGER: 634260 kB
UCD-SNMP-MIB::memTotalFree.0 = INTEGER: 1658252 kB
UCD-SNMP-MIB::memMinimumSwap.0 = INTEGER: 16000 kB
UCD-SNMP-MIB::memBuffer.0 = INTEGER: 30760 kB
UCD-SNMP-MIB::memCached.0 = INTEGER: 216200 kB
UCD-SNMP-MIB::memSwapError.0 = INTEGER: noError(0)
UCD-SNMP-MIB::memSwapErrorMsg.0 = STRING:
```

Load averages are also available in the **UCD-SNMP-MIB::laTable**. The SNMP table **UCD-SNMP-MIB::laTable** has a listing of the 1, 5, and 15 minute load averages:

```
~]$ snmptable localhost UCD-SNMP-MIB::laTable
SNMP table: UCD-SNMP-MIB::laTable

 laIndex laNames laLoad laConfig laLoadInt laLoadFloat laErrorFlag
 laErrorMessage
      1 Load-1 0.00 12.00 0 0.000000 noError
      2 Load-5 0.00 12.00 0 0.000000 noError
      3 Load-15 0.00 12.00 0 0.000000 noError
```

### 18.7.4.3. File System and Disk Information

The **Host Resources MIB** provides information on file system size and usage. Each file system (and also each memory pool) has an entry in the **HOST-RESOURCES-MIB::hrStorageTable** table:

```
~]$ snmptable -Cb localhost HOST-RESOURCES-MIB::hrStorageTable
SNMP table: HOST-RESOURCES-MIB::hrStorageTable

 Index                                     Type                                     Descr
 AllocationUnits   Size   Used AllocationFailures
      1                HOST-RESOURCES-TYPES::hrStorageRam Physical memory
1024 Bytes 1021588 388064                ?
      3                HOST-RESOURCES-TYPES::hrStorageVirtualMemory Virtual memory
1024 Bytes 2045580 388064                ?
      6                HOST-RESOURCES-TYPES::hrStorageOther Memory buffers
```

```

1024 Bytes 1021588 31048 ?
7          HOST-RESOURCES-TYPES::hrStorageOther    Cached memory
1024 Bytes 216604 216604 ?
10        HOST-RESOURCES-TYPES::hrStorageVirtualMemory    Swap space
1024 Bytes 1023992 0 ?
31        HOST-RESOURCES-TYPES::hrStorageFixedDisk        /
4096 Bytes 2277614 250391 ?
35        HOST-RESOURCES-TYPES::hrStorageFixedDisk        /dev/shm
4096 Bytes 127698 0 ?
36        HOST-RESOURCES-TYPES::hrStorageFixedDisk        /boot
1024 Bytes 198337 26694 ?

```

The OIDs under **HOST-RESOURCES-MIB::hrStorageSize** and **HOST-RESOURCES-MIB::hrStorageUsed** can be used to calculate the remaining capacity of each mounted file system.

I/O data is available both in **UCD-SNMP-MIB::systemStats (ssiORawSent.0** and **ssiORawRecieved.0)** and in **UCD-DISKIO-MIB::diskIOTable**. The latter provides much more granular data. Under this table are OIDs for **diskIONReadX** and **diskIONWrittenX**, which provide counters for the number of bytes read from and written to the block device in question since the system boot:

```

~]$ snmptable -Cb localhost UCD-DISKIO-MIB::diskIOTable
SNMP table: UCD-DISKIO-MIB::diskIOTable

  Index Device      NRead  NWritten Reads Writes LA1 LA5 LA15  NReadX
NWrittenX
...
   25   sda 216886272 139109376 16409   4894   ?   ?   ? 216886272
139109376
   26  sda1  2455552     5120    613     2   ?   ?   ?  2455552
5120
   27  sda2  1486848         0    332     0   ?   ?   ?  1486848
0
   28  sda3 212321280 139104256 15312   4871   ?   ?   ? 212321280
139104256

```

#### 18.7.4.4. Network Information

The **Interfaces MIB** provides information on network devices. **IF-MIB::ifTable** provides an SNMP table with an entry for each interface on the system, the configuration of the interface, and various packet counters for the interface. The following example shows the first few columns of **ifTable** on a system with two physical network interfaces:

```

~]$ snmptable -Cb localhost IF-MIB::ifTable
SNMP table: IF-MIB::ifTable

  Index Descr          Type      Mtu    Speed      PhysAddress AdminStatus
up
   1    lo softwareLoopback 16436 10000000
   2    eth0 ethernetCsmacd  1500      0 52:54:0:c7:69:58
up
   3    eth1 ethernetCsmacd  1500      0 52:54:0:a7:a3:24
down

```

Network traffic is available under the OIDs **IF-MIB::ifOutOctets** and **IF-MIB::ifInOctets**. The following SNMP queries will retrieve network traffic for each of the interfaces on this system:

```

~]$ snmpwalk localhost IF-MIB::ifDescr
IF-MIB::ifDescr.1 = STRING: lo
IF-MIB::ifDescr.2 = STRING: eth0
IF-MIB::ifDescr.3 = STRING: eth1
~]$ snmpwalk localhost IF-MIB::ifOutOctets
IF-MIB::ifOutOctets.1 = Counter32: 10060699
IF-MIB::ifOutOctets.2 = Counter32: 650
IF-MIB::ifOutOctets.3 = Counter32: 0
~]$ snmpwalk localhost IF-MIB::ifInOctets
IF-MIB::ifInOctets.1 = Counter32: 10060699
IF-MIB::ifInOctets.2 = Counter32: 78650
IF-MIB::ifInOctets.3 = Counter32: 0

```

## 18.7.5. Extending Net-SNMP

The Net-SNMP Agent can be extended to provide application metrics in addition to raw system metrics. This allows for capacity planning as well as performance issue troubleshooting. For example, it may be helpful to know that an email system had a 5-minute load average of 15 while being tested, but it is more helpful to know that the email system has a load average of 15 while processing 80,000 messages a second. When application metrics are available via the same interface as the system metrics, this also allows for the visualization of the impact of different load scenarios on system performance (for example, each additional 10,000 messages increases the load average linearly until 100,000).

A number of the applications included in Red Hat Enterprise Linux extend the Net-SNMP Agent to provide application metrics over SNMP. There are several ways to extend the agent for custom applications as well. This section describes extending the agent with shell scripts and the Perl plugins from the Optional channel. It assumes that the *net-snmp-utils* and *net-snmp-perl* packages are installed, and that the user is granted access to the SNMP tree as described in [Section 18.7.3.2, “Configuring Authentication”](#).

### 18.7.5.1. Extending Net-SNMP with Shell Scripts

The Net-SNMP Agent provides an extension MIB (**NET - SNMP - EXTEND - MIB**) that can be used to query arbitrary shell scripts. To specify the shell script to run, use the **extend** directive in the `/etc/snmp/snmpd.conf` file. Once defined, the Agent will provide the exit code and any output of the command over SNMP. The example below demonstrates this mechanism with a script which determines the number of **httpd** processes in the process table.



#### Note

The Net-SNMP Agent also provides a built-in mechanism for checking the process table via the **proc** directive. See the `snmpd.conf(5)` manual page for more information.

The exit code of the following shell script is the number of **httpd** processes running on the system at a given point in time:

```

#!/bin/sh

NUMPIDS=`pgrep httpd | wc -l`

exit $NUMPIDS

```

To make this script available over SNMP, copy the script to a location on the system path, set the executable bit, and add an **extend** directive to the `/etc/snmp/snmpd.conf` file. The format of the **extend** directive is the following:

```
extend name prog args
```

... where *name* is an identifying string for the extension, *prog* is the program to run, and *args* are the arguments to give the program. For instance, if the above shell script is copied to `/usr/local/bin/check_apache.sh`, the following directive will add the script to the SNMP tree:

```
extend httpd_pids /bin/sh /usr/local/bin/check_apache.sh
```

The script can then be queried at **NET-SNMP-EXTEND-MIB::nsExtendObjects**:

```
~]$ snmpwalk localhost NET-SNMP-EXTEND-MIB::nsExtendObjects
NET-SNMP-EXTEND-MIB::nsExtendNumEntries.0 = INTEGER: 1
NET-SNMP-EXTEND-MIB::nsExtendCommand."httpd_pids" = STRING: /bin/sh
NET-SNMP-EXTEND-MIB::nsExtendArgs."httpd_pids" = STRING:
/usr/local/bin/check_apache.sh
NET-SNMP-EXTEND-MIB::nsExtendInput."httpd_pids" = STRING:
NET-SNMP-EXTEND-MIB::nsExtendCacheTime."httpd_pids" = INTEGER: 5
NET-SNMP-EXTEND-MIB::nsExtendExecType."httpd_pids" = INTEGER: exec(1)
NET-SNMP-EXTEND-MIB::nsExtendRunType."httpd_pids" = INTEGER: run-on-
read(1)
NET-SNMP-EXTEND-MIB::nsExtendStorage."httpd_pids" = INTEGER:
permanent(4)
NET-SNMP-EXTEND-MIB::nsExtendStatus."httpd_pids" = INTEGER: active(1)
NET-SNMP-EXTEND-MIB::nsExtendOutput1Line."httpd_pids" = STRING:
NET-SNMP-EXTEND-MIB::nsExtendOutputFull."httpd_pids" = STRING:
NET-SNMP-EXTEND-MIB::nsExtendOutNumLines."httpd_pids" = INTEGER: 1
NET-SNMP-EXTEND-MIB::nsExtendResult."httpd_pids" = INTEGER: 8
NET-SNMP-EXTEND-MIB::nsExtendOutLine."httpd_pids".1 = STRING:
```

Note that the exit code ("8" in this example) is provided as an INTEGER type and any output is provided as a STRING type. To expose multiple metrics as integers, supply different arguments to the script using the **extend** directive. For example, the following shell script can be used to determine the number of processes matching an arbitrary string, and will also output a text string giving the number of processes:

```
#!/bin/sh

PATTERN=$1
NUMPIDS=`pgrep $PATTERN | wc -l`

echo "There are $NUMPIDS $PATTERN processes."
exit $NUMPIDS
```

The following `/etc/snmp/snmpd.conf` directives will give both the number of **httpd** PIDs as well as the number of **snmpd** PIDs when the above script is copied to `/usr/local/bin/check_proc.sh`:

```
extend httpd_pids /bin/sh /usr/local/bin/check_proc.sh httpd
extend snmpd_pids /bin/sh /usr/local/bin/check_proc.sh snmpd
```

The following example shows the output of an `snmpwalk` of the `nsExtendObjects` OID:

```
~]$ snmpwalk localhost NET-SNMP-EXTEND-MIB::nsExtendObjects
NET-SNMP-EXTEND-MIB::nsExtendNumEntries.0 = INTEGER: 2
NET-SNMP-EXTEND-MIB::nsExtendCommand."httpd_pids" = STRING: /bin/sh
NET-SNMP-EXTEND-MIB::nsExtendCommand."snmpd_pids" = STRING: /bin/sh
NET-SNMP-EXTEND-MIB::nsExtendArgs."httpd_pids" = STRING:
/usr/local/bin/check_proc.sh httpd
NET-SNMP-EXTEND-MIB::nsExtendArgs."snmpd_pids" = STRING:
/usr/local/bin/check_proc.sh snmpd
NET-SNMP-EXTEND-MIB::nsExtendInput."httpd_pids" = STRING:
NET-SNMP-EXTEND-MIB::nsExtendInput."snmpd_pids" = STRING:
...
NET-SNMP-EXTEND-MIB::nsExtendResult."httpd_pids" = INTEGER: 8
NET-SNMP-EXTEND-MIB::nsExtendResult."snmpd_pids" = INTEGER: 1
NET-SNMP-EXTEND-MIB::nsExtendOutLine."httpd_pids".1 = STRING: There are 8
httpd processes.
NET-SNMP-EXTEND-MIB::nsExtendOutLine."snmpd_pids".1 = STRING: There are 1
snmpd processes.
```



### Warning

Integer exit codes are limited to a range of 0–255. For values that are likely to exceed 256, either use the standard output of the script (which will be typed as a string) or a different method of extending the agent.

This last example shows a query for the free memory of the system and the number of `httpd` processes. This query could be used during a performance test to determine the impact of the number of processes on memory pressure:

```
~]$ snmpget localhost \
'NET-SNMP-EXTEND-MIB::nsExtendResult."httpd_pids"' \
UCD-SNMP-MIB::memAvailReal.0
NET-SNMP-EXTEND-MIB::nsExtendResult."httpd_pids" = INTEGER: 8
UCD-SNMP-MIB::memAvailReal.0 = INTEGER: 799664 kB
```

### 18.7.5.2. Extending Net-SNMP with Perl

Executing shell scripts using the `extend` directive is a fairly limited method for exposing custom application metrics over SNMP. The Net-SNMP Agent also provides an embedded Perl interface for exposing custom objects. The `net-snmp-perl` package in the Optional channel provides the `NetSNMP::agent` Perl module that is used to write embedded Perl plug-ins on Red Hat Enterprise Linux.



### Note

Before subscribing to the Optional and Supplementary channels see the [Scope of Coverage Details](#). If you decide to install packages from these channels, follow the steps documented in the article called [How to access Optional and Supplementary channels, and -devel packages using Red Hat Subscription Manager \(RHSM\)?](#) on the Red Hat Customer Portal.

The **NetSNMP::agent** Perl module provides an **agent** object which is used to handle requests for a part of the agent's OID tree. The **agent** object's constructor has options for running the agent as a sub-agent of **snmpd** or a standalone agent. No arguments are necessary to create an embedded agent:

```
use NetSNMP::agent (':all');

my $agent = new NetSNMP::agent();
```

The **agent** object has a **register** method which is used to register a callback function with a particular OID. The **register** function takes a name, OID, and pointer to the callback function. The following example will register a callback function named **hello\_handler** with the SNMP Agent which will handle requests under the OID **.1.3.6.1.4.1.8072.9999.9999**:

```
$agent->register("hello_world", ".1.3.6.1.4.1.8072.9999.9999",
               \&hello_handler);
```



### Note

The OID **.1.3.6.1.4.1.8072.9999.9999** (**NET-SNMP-MIB::netSnmplaypen**) is typically used for demonstration purposes only. If your organization does not already have a root OID, you can obtain one by contacting an ISO Name Registration Authority (ANSI in the United States).

The handler function will be called with four parameters, **HANDLER**, **REGISTRATION\_INFO**, **REQUEST\_INFO**, and **REQUESTS**. The **REQUESTS** parameter contains a list of requests in the current call and should be iterated over and populated with data. The **request** objects in the list have get and set methods which allow for manipulating the OID and value of the request. For example, the following call will set the value of a request object to the string "hello world":

```
$request->setValue(ASN_OCTET_STR, "hello world");
```

The handler function should respond to two types of SNMP requests: the GET request and the GETNEXT request. The type of request is determined by calling the **getMode** method on the **request\_info** object passed as the third parameter to the handler function. If the request is a GET request, the caller will expect the handler to set the value of the **request** object, depending on the OID of the request. If the request is a GETNEXT request, the caller will also expect the handler to set the OID of the request to the next available OID in the tree. This is illustrated in the following code example:

```
my $request;
my $string_value = "hello world";
my $integer_value = "8675309";

for($request = $requests; $request; $request = $request->next()) {
    my $oid = $request->getOID();
    if ($request_info->getMode() == MODE_GET) {
        if ($oid == new NetSNMP::OID(".1.3.6.1.4.1.8072.9999.9999.1.0")) {
            $request->setValue(ASN_OCTET_STR, $string_value);
        }
        elsif ($oid == new NetSNMP::OID(".1.3.6.1.4.1.8072.9999.9999.1.1")) {
            $request->setValue(ASN_INTEGER, $integer_value);
        }
    }
}
```

```

}
} elsif ($request_info->getMode() == MODE_GETNEXT) {
  if ($oid == new NetSNMP::OID(".1.3.6.1.4.1.8072.9999.9999.1.0")) {
    $request->setOID(".1.3.6.1.4.1.8072.9999.9999.1.1");
    $request->setValue(ASN_INTEGER, $integer_value);
  }
  elsif ($oid < new NetSNMP::OID(".1.3.6.1.4.1.8072.9999.9999.1.0")) {
    $request->setOID(".1.3.6.1.4.1.8072.9999.9999.1.0");
    $request->setValue(ASN_OCTET_STR, $string_value);
  }
}
}
}

```

When **getMode** returns **MODE\_GET**, the handler analyzes the value of the **getOID** call on the **request** object. The value of the **request** is set to either **string\_value** if the OID ends in “.1.0”, or set to **integer\_value** if the OID ends in “.1.1”. If the **getMode** returns **MODE\_GETNEXT**, the handler determines whether the OID of the request is “.1.0”, and then sets the OID and value for “.1.1”. If the request is higher on the tree than “.1.0”, the OID and value for “.1.0” is set. This in effect returns the “next” value in the tree so that a program like **snmpwalk** can traverse the tree without prior knowledge of the structure.

The type of the variable is set using constants from **NetSNMP::ASN**. See the **perldoc** for **NetSNMP::ASN** for a full list of available constants.

The entire code listing for this example Perl plug-in is as follows:

```

#!/usr/bin/perl

use NetSNMP::agent (':all');
use NetSNMP::ASN qw(ASN_OCTET_STR ASN_INTEGER);

sub hello_handler {
  my ($handler, $registration_info, $request_info, $requests) = @_;
  my $request;
  my $string_value = "hello world";
  my $integer_value = "8675309";

  for($request = $requests; $request; $request = $request->next()) {
    my $oid = $request->getOID();
    if ($request_info->getMode() == MODE_GET) {
      if ($oid == new NetSNMP::OID(".1.3.6.1.4.1.8072.9999.9999.1.0")) {
        $request->setValue(ASN_OCTET_STR, $string_value);
      }
      elsif ($oid == new NetSNMP::OID(".1.3.6.1.4.1.8072.9999.9999.1.1"))
    {
      $request->setValue(ASN_INTEGER, $integer_value);
    }
  } elsif ($request_info->getMode() == MODE_GETNEXT) {
    if ($oid == new NetSNMP::OID(".1.3.6.1.4.1.8072.9999.9999.1.0")) {
      $request->setOID(".1.3.6.1.4.1.8072.9999.9999.1.1");
      $request->setValue(ASN_INTEGER, $integer_value);
    }
    elsif ($oid < new NetSNMP::OID(".1.3.6.1.4.1.8072.9999.9999.1.0"))
  {
    $request->setOID(".1.3.6.1.4.1.8072.9999.9999.1.0");
    $request->setValue(ASN_OCTET_STR, $string_value);
  }
}
}

```

```

    }
  }
}

my $agent = new NetSNMP::agent();
$agent->register("hello_world", ".1.3.6.1.4.1.8072.9999.9999",
               \&hello_handler);

```

To test the plug-in, copy the above program to `/usr/share/snmp/hello_world.pl` and add the following line to the `/etc/snmp/snmpd.conf` configuration file:

```
perl do "/usr/share/snmp/hello_world.pl"
```

The SNMP Agent Daemon will need to be restarted to load the new Perl plug-in. Once it has been restarted, an `snmpwalk` should return the new data:

```
~]$ snmpwalk localhost NET-SNMP-MIB::netSnmpPlaypen
NET-SNMP-MIB::netSnmpPlaypen.1.0 = STRING: "hello world"
NET-SNMP-MIB::netSnmpPlaypen.1.1 = INTEGER: 8675309
```

The `snmpget` should also be used to exercise the other mode of the handler:

```
~]$ snmpget localhost \
    NET-SNMP-MIB::netSnmpPlaypen.1.0 \
    NET-SNMP-MIB::netSnmpPlaypen.1.1
NET-SNMP-MIB::netSnmpPlaypen.1.0 = STRING: "hello world"
NET-SNMP-MIB::netSnmpPlaypen.1.1 = INTEGER: 8675309
```

## 18.8. Additional Resources

To learn more about gathering system information, see the following resources.

### 18.8.1. Installed Documentation

- ✧ `lscpu`(1) — The manual page for the `lscpu` command.
- ✧ `lsusb`(8) — The manual page for the `lsusb` command.
- ✧ `findmnt`(8) — The manual page for the `findmnt` command.
- ✧ `blkid`(8) — The manual page for the `blkid` command.
- ✧ `lsblk`(8) — The manual page for the `lsblk` command.
- ✧ `ps`(1) — The manual page for the `ps` command.
- ✧ `top`(1) — The manual page for the `top` command.
- ✧ `free`(1) — The manual page for the `free` command.
- ✧ `df`(1) — The manual page for the `df` command.
- ✧ `du`(1) — The manual page for the `du` command.

- ✦ **lspci(8)** — The manual page for the **lspci** command.
- ✦ **snmpd(8)** — The manual page for the **snmpd** service.
- ✦ **snmpd.conf(5)** — The manual page for the **/etc/snmp/snmpd.conf** file containing full documentation of available configuration directives.

## Chapter 19. OpenLMI

The **Open Linux Management Infrastructure**, commonly abbreviated as **OpenLMI**, is a common infrastructure for the management of Linux systems. It builds on top of existing tools and serves as an abstraction layer in order to hide much of the complexity of the underlying system from system administrators. OpenLMI is distributed with a set of services that can be accessed locally or remotely and provides multiple language bindings, standard APIs, and standard scripting interfaces that can be used to manage and monitor hardware, operating systems, and system services.

### 19.1. About OpenLMI

OpenLMI is designed to provide a common management interface to production servers running the Red Hat Enterprise Linux system on both physical and virtual machines. It consists of the following three components:

1. *System management agents* — these agents are installed on a managed system and implement an object model that is presented to a standard object broker. The initial agents implemented in OpenLMI include storage configuration and network configuration, but later work will address additional elements of system management. The system management agents are commonly referred to as *Common Information Model providers* or *CIM providers*.
2. *A standard object broker* — the object broker manages system management agents and provides an interface to them. The standard object broker is also known as a *CIM Object Monitor* or *CIMOM*.
3. *Client applications and scripts* — the client applications and scripts call the system management agents through the standard object broker.

The OpenLMI project complements existing management initiatives by providing a low-level interface that can be used by scripts or system management consoles. Interfaces distributed with OpenLMI include C, C++, Python, Java, and an interactive command line client, and all of them offer the same full access to the capabilities implemented in each agent. This ensures that you always have access to exactly the same capabilities no matter which programming interface you decide to use.

#### 19.1.1. Main Features

The following are key benefits of installing and using OpenLMI on your system:

- ✦ OpenLMI provides a standard interface for configuration, management, and monitoring of your local and remote systems.
- ✦ It allows you to configure, manage, and monitor production servers running on both physical and virtual machines.
- ✦ It is distributed with a collection of CIM providers that allow you to configure, manage, and monitor storage devices and complex networks.
- ✦ It allows you to call system management functions from C, C++, Python, and Java programs, and includes LMIShell, which provides a command line interface.
- ✦ It is free software based on open industry standards.

#### 19.1.2. Management Capabilities

Key capabilities of OpenLMI include the management of storage devices, networks, system services, user accounts, hardware and software configuration, power management, and interaction with Active

Directory. For a complete list of CIM providers that are distributed with Red Hat Enterprise Linux 7, see [Table 19.1, “Available CIM Providers”](#).

**Table 19.1. Available CIM Providers**

Package Name	Description
<code>openlmi-account</code>	A CIM provider for managing user accounts.
<code>openlmi-logicalfile</code>	A CIM provider for reading files and directories.
<code>openlmi-networking</code>	A CIM provider for network management.
<code>openlmi-powermanagement</code>	A CIM provider for power management.
<code>openlmi-service</code>	A CIM provider for managing system services.
<code>openlmi-storage</code>	A CIM provider for storage management.
<code>openlmi-fan</code>	A CIM provider for controlling computer fans.
<code>openlmi-hardware</code>	A CIM provider for retrieving hardware information.
<code>openlmi-realmd</code>	A CIM provider for configuring realmd.
<code>openlmi-software</code> [a]	A CIM provider for software management.

[a] In Red Hat Enterprise Linux 7, the OpenLMI Software provider is included as a [Technology Preview](#). This provider is fully functional, but has a known performance scaling issue where listing large numbers of software packages may consume excessive amount of memory and time. To work around this issue, adjust package searches to return as few packages as possible.

## 19.2. Installing OpenLMI

OpenLMI is distributed as a collection of RPM packages that include the CIMOM, individual CIM providers, and client applications. This allows you distinguish between a managed and client system and install only those components you need.

### 19.2.1. Installing OpenLMI on a Managed System

A *managed system* is the system you intend to monitor and manage by using the OpenLMI client tools. To install OpenLMI on a managed system, complete the following steps:

1. Install the `tog-pegasus` package by typing the following at a shell prompt as **root**:

```
yum install tog-pegasus
```

This command installs the OpenPegasus CIMOM and all its dependencies to the system and creates a user account for the **pegasus** user.

2. Install required CIM providers by running the following command as **root**:

```
yum install openlmi-  
{storage,networking,service,account,powermanagement}
```

This command installs the CIM providers for storage, network, service, account, and power management. For a complete list of CIM providers distributed with Red Hat Enterprise Linux 7, see [Table 19.1, “Available CIM Providers”](#).

3. Edit the `/etc/Pegasus/access.conf` configuration file to customize the list of users that are allowed to connect to the OpenPegasus CIMOM. By default, only the **pegasus** user is allowed to access the CIMOM both remotely and locally. To activate this user account, run the following command as **root** to set the user's password:

```
passwd pegasus
```

4. Start the OpenPegasus CIMOM by activating the **tog-pegasus.service** unit. To activate the **tog-pegasus.service** unit in the current session, type the following at a shell prompt as **root**:

```
systemctl start tog-pegasus.service
```

To configure the **tog-pegasus.service** unit to start automatically at boot time, type as **root**:

```
systemctl enable tog-pegasus.service
```

5. If you intend to interact with the managed system from a remote machine, enable TCP communication on port **5989** (**wbem-https**). To open this port in the current session, run the following command as **root**:

```
firewall-cmd --add-port 5989/tcp
```

To open port **5989** for TCP communication permanently, type as **root**:

```
firewall-cmd --permanent --add-port 5989/tcp
```

You can now connect to the managed system and interact with it by using the OpenLMI client tools as described in [Section 19.4, “Using LMIShell”](#). If you intend to perform OpenLMI operations directly on the managed system, also complete the steps described in [Section 19.2.2, “Installing OpenLMI on a Client System”](#).

### 19.2.2. Installing OpenLMI on a Client System

A *client system* is the system from which you intend to interact with the managed system. In a typical scenario, the client system and the managed system are installed on two separate machines, but you can also install the client tools on the managed system and interact with it directly.

To install OpenLMI on a client system, complete the following steps:

1. Install the *openlmi-tools* package by typing the following at a shell prompt as **root**:

```
yum install openlmi-tools
```

This command installs LMIShell, an interactive client and interpreter for accessing CIM objects provided by OpenPegasus, and all its dependencies to the system.

2. Configure SSL certificates for OpenPegasus as described in [Section 19.3, “Configuring SSL Certificates for OpenPegasus”](#).

You can now use the LMIShell client to interact with the managed system as described in [Section 19.4, “Using LMIShell”](#).

## 19.3. Configuring SSL Certificates for OpenPegasus

OpenLMI uses the Web-Based Enterprise Management (WBEM) protocol that functions over an HTTP transport layer. Standard HTTP Basic authentication is performed in this protocol, which means that the user name and password are transmitted alongside the requests.

Configuring the OpenPegasus CIMOM to use HTTPS for communication is necessary to ensure secure authentication. A Secure Sockets Layer (SSL) or Transport Layer Security (TLS) certificate is required on the managed system to establish an encrypted channel.

There are two ways of managing SSL/TLS certificates on a system:

- Self-signed certificates require less infrastructure to use, but are more difficult to deploy to clients and manage securely.
- Authority-signed certificates are easier to deploy to clients once they are set up, but may require a greater initial investment.

When using an authority-signed certificate, it is necessary to configure a trusted certificate authority on the client systems. The authority can then be used for signing all of the managed systems' CIMOM certificates. Certificates can also be part of a certificate chain, so the certificate used for signing the managed systems' certificates may in turn be signed by another, higher authority (such as Verisign, CAcert, RSA and many others).

The default certificate and trust store locations on the file system are listed in [Table 19.2, “Certificate and Trust Store Locations”](#).

**Table 19.2. Certificate and Trust Store Locations**

Configuration Option	Location	Description
<code>sslCertificateFilePath</code>	<code>/etc/Pegasus/server.pem</code>	Public certificate of the CIMOM.
<code>sslKeyFilePath</code>	<code>/etc/Pegasus/file.pem</code>	Private key known only to the CIMOM.
<code>sslTrustStore</code>	<code>/etc/Pegasus/client.pem</code>	The file or directory providing the list of trusted certificate authorities.



### Important

If you modify any of the files mentioned in [Table 19.2, “Certificate and Trust Store Locations”](#), restart the **tog-pegasus** service to make sure it recognizes the new certificates. To restart the service, type the following at a shell prompt as **root**:

```
systemctl restart tog-pegasus.service
```

For more information on how to manage system services in Red Hat Enterprise Linux 7, see [Chapter 9, Managing Services with systemd](#).

## 19.3.1. Managing Self-signed Certificates

A self-signed certificate uses its own private key to sign itself and it is not connected to any chain of trust. On a managed system, if certificates have not been provided by the administrator prior to the first time that the **tog-pegasus** service is started, a set of self-signed certificates will be automatically generated using the system's primary hostname as the certificate subject.



## Important

The automatically generated self-signed certificates are valid by default for 10 years, but they have no automatic-renewal capability. Any modification to these certificates will require manually creating new certificates following guidelines provided by the [OpenSSL](#) or [Mozilla NSS](#) documentation on the subject.

To configure client systems to trust the self-signed certificate, complete the following steps:

1. Copy the `/etc/Pegasus/server.pem` certificate from the managed system to the `/etc/pki/ca-trust/source/anchors/` directory on the client system. To do so, type the following at a shell prompt as **root**:

```
scp root@hostname: /etc/Pegasus/server.pem /etc/pki/ca-trust/source/anchors/pegasus-hostname.pem
```

Replace *hostname* with the host name of the managed system. Note that this command only works if the **sshd** service is running on the managed system and is configured to allow the **root** user to log in to the system over the SSH protocol. For more information on how to install and configure the **sshd** service and use the **scp** command to transfer files over the SSH protocol, see [Chapter 10, OpenSSH](#).

2. Verify the integrity of the certificate on the client system by comparing its checksum with the checksum of the original file. To calculate the checksum of the `/etc/Pegasus/server.pem` file on the managed system, run the following command as **root** on that system:

```
sha1sum /etc/Pegasus/server.pem
```

To calculate the checksum of the `/etc/pki/ca-trust/source/anchors/pegasus-hostname.pem` file on the client system, run the following command on this system:

```
sha1sum /etc/pki/ca-trust/source/anchors/pegasus-hostname.pem
```

Replace *hostname* with the host name of the managed system.

3. Update the trust store on the client system by running the following command as **root**:

```
update-ca-trust extract
```

### 19.3.2. Managing Authority-signed Certificates with Identity Management (Recommended)

The Identity Management feature of Red Hat Enterprise Linux provides a domain controller which simplifies the management of SSL certificates within systems joined to the domain. Among others, the Identity Management server provides an embedded Certificate Authority. See the [Red Hat Enterprise Linux 7 Linux Domain Identity, Authentication, and Policy Guide](#) or the FreeIPA documentation for information on how to join the client and managed systems to the domain.

It is necessary to register the managed system to Identity Management; for client systems the registration is optional.

The following steps are required on the managed system:

1. Install the *ipa-client* package and register the system to Identity Management as described in the [Red Hat Enterprise Linux 7 Linux Domain Identity, Authentication, and Policy Guide](#).
2. Copy the Identity Management signing certificate to the trusted store by typing the following command as **root**:

```
cp /etc/ipa/ca.crt /etc/pki/ca-trust/source/anchors/ipa.crt
```

3. Update the trust store by running the following command as **root**:

```
update-ca-trust extract
```

4. Register Pegasus as a service in the Identity Management domain by running the following command as a privileged domain user:

```
ipa service-add CIMOM/hostname
```

Replace *hostname* with the host name of the managed system.

This command can be run from any system in the Identity Management domain that has the *ipa-admintools* package installed. It creates a service entry in Identity Management that can be used to generate signed SSL certificates.

5. Back up the PEM files located in the `/etc/Pegasus/` directory (recommended).
6. Retrieve the signed certificate by running the following command as **root**:

```
ipa-getcert request -f /etc/Pegasus/server.pem -k  
/etc/Pegasus/file.pem -N CN=hostname -K CIMOM/hostname
```

Replace *hostname* with the host name of the managed system.

The certificate and key files are now kept in proper locations. The **certmonger** daemon installed on the managed system by the **ipa-client-install** script ensures that the certificate is kept up-to-date and renewed as necessary.

For more information, see the [Red Hat Enterprise Linux 7 Linux Domain Identity, Authentication, and Policy Guide](#).

To register the client system and update the trust store, follow the steps below.

1. Install the *ipa-client* package and register the system to Identity Management as described in the [Red Hat Enterprise Linux 7 Linux Domain Identity, Authentication, and Policy Guide](#).
2. Copy the Identity Management signing certificate to the trusted store by typing the following command as **root**:

```
cp /etc/ipa/ca.crt /etc/pki/ca-trust/source/anchors/ipa.crt
```

3. Update the trust store by running the following command as **root**:

```
update-ca-trust extract
```

If the client system is not meant to be registered in Identity Management, complete the following steps to update the trust store.

1. Copy the `/etc/ipa/ca.crt` file securely from any other system joined to the same Identity Management domain to the trusted store `/etc/pki/ca-trust/source/anchors/` directory as **root**.
2. Update the trust store by running the following command as **root**:

```
update-ca-trust extract
```

### 19.3.3. Managing Authority-signed Certificates Manually

Managing authority-signed certificates with other mechanisms than Identity Management requires more manual configuration.

It is necessary to ensure that all of the clients trust the certificate of the authority that will be signing the managed system certificates:

- ✦ If a certificate authority is trusted by default, it is not necessary to perform any particular steps to accomplish this.
- ✦ If the certificate authority is not trusted by default, the certificate has to be imported on the client and managed systems.
  - ✦ Copy the certificate to the trusted store by typing the following command as **root**:

```
cp /path/to/ca.crt /etc/pki/ca-trust/source/anchors/ca.crt
```

- ✦ Update the trust store by running the following command as **root**:

```
update-ca-trust extract
```

On the managed system, complete the following steps:

1. Create a new SSL configuration file `/etc/Pegasus/ssl.cnf` to store information about the certificate. The contents of this file must be similar to the following example:

```
[ req ]
distinguished_name = req_distinguished_name
prompt = no
[ req_distinguished_name ]
C = US
ST = Massachusetts
L = Westford
O = Fedora
OU = Fedora OpenLMI
CN = hostname
```

Replace *hostname* with the fully qualified domain name of the managed system.

2. Generate a private key on the managed system by using the following command as **root**:

```
openssl genrsa -out /etc/Pegasus/file.pem 1024
```

3. Generate a certificate signing request (CSR) by running this command as **root**:

```
openssl req -config /etc/Pegasus/ssl.cnf -new -key  
/etc/Pegasus/file.pem -out /etc/Pegasus/server.csr
```

4. Send the `/etc/Pegasus/server.csr` file to the certificate authority for signing. The detailed procedure of submitting the file depends on the particular certificate authority.
5. When the signed certificate is received from the certificate authority, save it as `/etc/Pegasus/server.pem`.
6. Copy the certificate of the trusted authority to the Pegasus trust store to make sure that Pegasus is capable of trusting its own certificate by running as **root**:

```
cp /path/to/ca.crt /etc/Pegasus/client.pem
```

After accomplishing all the described steps, the clients that trust the signing authority are able to successfully communicate with the managed server's CIMOM.



### Important

Unlike the Identity Management solution, if the certificate expires and needs to be renewed, all of the described manual steps have to be carried out again. It is recommended to renew the certificates before they expire.

## 19.4. Using LMIShell

**LMIShell** is an interactive client and non-interactive interpreter that can be used to access CIM objects provided by the OpenPegasus CIMOM. It is based on the Python interpreter, but also implements additional functions and classes for interacting with CIM objects.

### 19.4.1. Starting, Using, and Exiting LMIShell

Similarly to the Python interpreter, you can use LMIShell either as an interactive client, or as a non-interactive interpreter for LMIShell scripts.

#### Starting LMIShell in Interactive Mode

To start the LMIShell interpreter in interactive mode, run the `lmishell` command with no additional arguments:

```
lmishell
```

By default, when LMIShell attempts to establish a connection with a CIMOM, it validates the server-side certificate against the Certification Authorities trust store. To disable this validation, run the `lmishell` command with the `--noverify` or `-n` command line option:

```
lmishell --noverify
```

#### Using Tab Completion

When running in interactive mode, the LMIShell interpreter allows you press the **Tab** key to complete basic programming structures and CIM objects, including namespaces, classes, methods, and object properties.

## Browsing History

By default, LMIShell stores all commands you type at the interactive prompt in the `~/.lmishell_history` file. This allows you to browse the command history and re-use already entered lines in interactive mode without the need to type them at the prompt again. To move backward in the command history, press the **Up Arrow** key or the **Ctrl+p** key combination. To move forward in the command history, press the **Down Arrow** key or the **Ctrl+n** key combination.

LMIShell also supports an incremental reverse search. To look for a particular line in the command history, press **Ctrl+r** and start typing any part of the command. For example:

```
> (reverse-i-search)`connect': c = connect("server.example.com",
"pegasus")
```

To clear the command history, use the `clear_history()` function as follows:

```
clear_history()
```

You can configure the number of lines that are stored in the command history by changing the value of the `history_length` option in the `~/.lmishellrc` configuration file. In addition, you can change the location of the history file by changing the value of the `history_file` option in this configuration file. For example, to set the location of the history file to `~/.lmishell_history` and configure LMIShell to store the maximum of **1000** lines in it, add the following lines to the `~/.lmishellrc` file:

```
history_file = "~/.lmishell_history"
history_length = 1000
```

## Handling Exceptions

By default, the LMIShell interpreter handles all exceptions and uses return values. To disable this behavior in order to handle all exceptions in the code, use the `use_exceptions()` function as follows:

```
use_exceptions()
```

To re-enable the automatic exception handling, use:

```
use_exception(False)
```

You can permanently disable the exception handling by changing the value of the `use_exceptions` option in the `~/.lmishellrc` configuration file to **True**:

```
use_exceptions = True
```

## Configuring a Temporary Cache

With the default configuration, LMIShell connection objects use a temporary cache for storing CIM class names and CIM classes in order to reduce network communication. To clear this temporary cache, use the `clear_cache()` method as follows:

```
object_name.clear_cache()
```

Replace `object_name` with the name of a connection object.

To disable the temporary cache for a particular connection object, use the `use_cache()` method as follows:

```
object_name.use_cache(False)
```

To enable it again, use:

```
object_name.use_cache(True)
```

You can permanently disable the temporary cache for connection objects by changing the value of the `use_cache` option in the `~/.lmishellrc` configuration file to **False**:

```
use_cache = False
```

## Exiting LMIShell

To terminate the LMIShell interpreter and return to the shell prompt, press the **Ctrl+d** key combination or issue the `quit()` function as follows:

```
> quit()
~]$
```

## Running an LMIShell Script

To run an LMIShell script, run the `lmishell` command as follows:

```
lmishell file_name
```

Replace `file_name` with the name of the script. To inspect an LMIShell script after its execution, also specify the `--interact` or `-i` command line option:

```
lmishell --interact file_name
```

The preferred file extension of LMIShell scripts is `.lmi`.

### 19.4.2. Connecting to a CIMOM

LMIShell allows you to connect to a CIMOM that is running either locally on the same system, or on a remote machine accessible over the network.

#### Connecting to a Remote CIMOM

To access CIM objects provided by a remote CIMOM, create a connection object by using the `connect()` function as follows:

```
connect(host_name, user_name[, password])
```

Replace *host\_name* with the host name of the managed system, *user\_name* with the name of a user that is allowed to connect to the OpenPegasus CIMOM running on that system, and *password* with the user's password. If the password is omitted, LMIShell prompts the user to enter it. The function returns an **LMISession** object.

### Example 19.1. Connecting to a Remote CIMOM

To connect to the OpenPegasus CIMOM running on **server.example.com** as user **pegasus**, type the following at the interactive prompt:

```
> c = connect("server.example.com", "pegasus")
password:
>
```

### Connecting to a Local CIMOM

LMIShell allows you to connect to a local CIMOM by using a Unix socket. For this type of connection, you must run the LMIShell interpreter as the **root** user and the **/var/run/tog-pegasus/cimxml.socket** socket must exist.

To access CIM objects provided by a local CIMOM, create a connection object by using the **connect()** function as follows:

```
connect(host_name)
```

Replace *host\_name* with **localhost**, **127.0.0.1**, or **::1**. The function returns an **LMISession** object or **None**.

### Example 19.2. Connecting to a Local CIMOM

To connect to the OpenPegasus CIMOM running on **localhost** as the **root** user, type the following at the interactive prompt:

```
> c = connect("localhost")
>
```

### Verifying a Connection to a CIMOM

The **connect()** function returns either an **LMISession** object, or **None** if the connection could not be established. In addition, when the **connect()** function fails to establish a connection, it prints an error message to standard error output.

To verify that a connection to a CIMOM has been established successfully, use the **isinstance()** function as follows:

```
isinstance(object_name, LMISession)
```

Replace *object\_name* with the name of the connection object. This function returns **True** if *object\_name* is an **LMIconnection** object, or **False** otherwise.

### Example 19.3. Verifying a Connection to a CIMOM

To verify that the **c** variable created in [Example 19.1, “Connecting to a Remote CIMOM”](#) contains an **LMIconnection** object, type the following at the interactive prompt:

```
> isinstance(c, LMIconnection)
True
>
```

Alternatively, you can verify that **c** is not **None**:

```
> c is None
False
>
```

## 19.4.3. Working with Namespaces

LMIShell namespaces provide a natural means of organizing available classes and serve as a hierarchic access point to other namespaces and classes. The **root** namespace is the first entry point of a connection object.

### Listing Available Namespaces

To list all available namespaces, use the **print\_namespaces()** method as follows:

```
object_name.print_namespaces()
```

Replace *object\_name* with the name of the object to inspect. This method prints available namespaces to standard output.

To get a list of available namespaces, access the object attribute **namespaces**:

```
object_name.namespaces
```

This returns a list of strings.

### Example 19.4. Listing Available Namespaces

To inspect the **root** namespace object of the **c** connection object created in [Example 19.1, “Connecting to a Remote CIMOM”](#) and list all available namespaces, type the following at the interactive prompt:

```
> c.root.print_namespaces()
cimv2
interop
PG_InterOp
PG_Internal
>
```

To assign a list of these namespaces to a variable named `root_namespaces`, type:

```
> root_namespaces = c.root.namespaces
>
```

## Accessing Namespace Objects

To access a particular namespace object, use the following syntax:

```
object_name.namespace_name
```

Replace *object\_name* with the name of the object to inspect and *namespace\_name* with the name of the namespace to access. This returns an **LMINamespace** object.

### Example 19.5. Accessing Namespace Objects

To access the `cimv2` namespace of the `c` connection object created in [Example 19.1, “Connecting to a Remote CIMOM”](#) and assign it to a variable named `ns`, type the following at the interactive prompt:

```
> ns = c.root.cimv2
>
```

## 19.4.4. Working with Classes

LMIShell classes represent classes provided by a CIMOM. You can access and list their properties, methods, instances, instance names, and ValueMap properties, print their documentation strings, and create new instances and instance names.

### Listing Available Classes

To list all available classes in a particular namespace, use the `print_classes()` method as follows:

```
namespace_object.print_classes()
```

Replace *namespace\_object* with the namespace object to inspect. This method prints available classes to standard output.

To get a list of available classes, use the `classes()` method:

```
namespace_object.classes()
```

This method returns a list of strings.

### Example 19.6. Listing Available Classes

To inspect the `ns` namespace object created in [Example 19.5, “Accessing Namespace Objects”](#) and list all available classes, type the following at the interactive prompt:

```
> ns.print_classes()
CIM_CollectionInSystem
CIM_ConcreteIdentity
CIM_ControlledBy
CIM_DeviceSAPIImplementation
CIM_MemberOfStatusCollection
...
>
```

To assign a list of these classes to a variable named `cimv2_classes`, type:

```
> cimv2_classes = ns.classes()
>
```

## Accessing Class Objects

To access a particular class object that is provided by the CIMOM, use the following syntax:

```
namespace_object.class_name
```

Replace *namespace\_object* with the name of the namespace object to inspect and *class\_name* with the name of the class to access.

### Example 19.7. Accessing Class Objects

To access the `LMI_IPNetworkConnection` class of the `ns` namespace object created in [Example 19.5, “Accessing Namespace Objects”](#) and assign it to a variable named `cls`, type the following at the interactive prompt:

```
> cls = ns.LMI_IPNetworkConnection
>
```

## Examining Class Objects

All class objects store information about their name and the namespace they belong to, as well as detailed class documentation. To get the name of a particular class object, use the following syntax:

```
class_object.classname
```

Replace *class\_object* with the name of the class object to inspect. This returns a string representation of the object name.

To get information about the namespace a class object belongs to, use:

```
class_object.namespace
```

This returns a string representation of the namespace.

To display detailed class documentation, use the `doc()` method as follows:

```
class_object.doc()
```

### Example 19.8. Examining Class Objects

To inspect the `cls` class object created in [Example 19.7, “Accessing Class Objects”](#) and display its name and corresponding namespace, type the following at the interactive prompt:

```
> cls.classname
'LMI_IPNetworkConnection'
> cls.namespace
'root/cimv2'
>
```

To access class documentation, type:

```
> cls.doc()
Class: LMI_IPNetworkConnection
  SuperClass: CIM_IPNetworkConnection
  [qualifier] string UMLPackagePath: 'CIM::Network::IP'

  [qualifier] string Version: '0.1.0'
...

```

### Listing Available Methods

To list all available methods of a particular class object, use the `print_methods()` method as follows:

```
class_object.print_methods()
```

Replace *class\_object* with the name of the class object to inspect. This method prints available methods to standard output.

To get a list of available methods, use the `methods()` method:

```
class_object.methods()
```

This method returns a list of strings.

### Example 19.9. Listing Available Methods

To inspect the `cls` class object created in [Example 19.7, “Accessing Class Objects”](#) and list all available methods, type the following at the interactive prompt:

```
> cls.print_methods()
RequestStateChange
>
```

To assign a list of these methods to a variable named `service_methods`, type:

```
> service_methods = cls.methods()
>
```

## Listing Available Properties

To list all available properties of a particular class object, use the `print_properties()` method as follows:

```
class_object.print_properties()
```

Replace `class_object` with the name of the class object to inspect. This method prints available properties to standard output.

To get a list of available properties, use the `properties()` method:

```
class_object.properties()
```

This method returns a list of strings.

### Example 19.10. Listing Available Properties

To inspect the `cls` class object created in [Example 19.7, “Accessing Class Objects”](#) and list all available properties, type the following at the interactive prompt:

```
> cls.print_properties()
RequestedState
HealthState
StatusDescriptions
TransitioningToState
Generation
...
>
```

To assign a list of these classes to a variable named `service_properties`, type:

```
> service_properties = cls.properties()
>
```

## Listing and Viewing ValueMap Properties

CIM classes may contain *ValueMap properties* in their Managed Object Format (MOF) definition. ValueMap properties contain constant values, which may be useful when calling methods or checking returned values.

To list all available ValueMap properties of a particular class object, use the `print_valuemap_properties()` method as follows:

```
class_object.print_valuemap_properties()
```

Replace `class_object` with the name of the class object to inspect. This method prints available ValueMap properties to standard output:

To get a list of available ValueMap properties, use the `valuemap_properties()` method:

---

```
class_object.valuemap_properties()
```

This method returns a list of strings.

### Example 19.11. Listing ValueMap Properties

To inspect the `cls` class object created in [Example 19.7, “Accessing Class Objects”](#) and list all available ValueMap properties, type the following at the interactive prompt:

```
> cls.print_valuemap_properties()
RequestedState
HealthState
TransitioningToState
DetailedStatus
OperationalStatus
...
>
```

To assign a list of these ValueMap properties to a variable named `service_valuemap_properties`, type:

```
> service_valuemap_properties = cls.valuemap_properties()
>
```

To access a particular ValueMap property, use the following syntax:

```
class_object.valuemap_propertyValues
```

Replace *valuemap\_property* with the name of the ValueMap property to access.

To list all available constant values, use the `print_values()` method as follows:

```
class_object.valuemap_propertyValues.print_values()
```

This method prints available named constant values to standard output. You can also get a list of available constant values by using the `values()` method:

```
class_object.valuemap_propertyValues.values()
```

This method returns a list of strings.

### Example 19.12. Accessing ValueMap Properties

[Example 19.11, “Listing ValueMap Properties”](#) mentions a ValueMap property named `RequestedState`. To inspect this property and list available constant values, type the following at the interactive prompt:

```
> cls.RequestedStateValues.print_values()
Reset
NoChange
NotApplicable
```

```

Quiesce
Unknown
...
>

```

To assign a list of these constant values to a variable named `requested_state_values`, type:

```

> requested_state_values = cls.RequestedStateValues.values()
>

```

To access a particular constant value, use the following syntax:

```

class_object.valuemap_propertyValues.constant_value_name

```

Replace `constant_value_name` with the name of the constant value. Alternatively, you can use the `value()` method as follows:

```

class_object.valuemap_propertyValues.value("constant_value_name")

```

To determine the name of a particular constant value, use the `value_name()` method:

```

class_object.valuemap_propertyValues.value_name("constant_value")

```

This method returns a string.

### Example 19.13. Accessing Constant Values

[Example 19.12, "Accessing ValueMap Properties"](#) shows that the `RequestedState` property provides a constant value named `Reset`. To access this named constant value, type the following at the interactive prompt:

```

> cls.RequestedStateValues.Reset
11
> cls.RequestedStateValues.value("Reset")
11
>

```

To determine the name of this constant value, type:

```

> cls.RequestedStateValues.value_name(11)
u'Reset'
>

```

## Fetching a CIMClass Object

Many class methods do not require access to a `CIMClass` object, which is why LMIShell only fetches this object from the CIMOM when a called method actually needs it. To fetch the `CIMClass` object manually, use the `fetch()` method as follows:

```

class_object.fetch()

```

Replace *class\_object* with the name of the class object. Note that methods that require access to a **CIMClass** object fetch it automatically.

### 19.4.5. Working with Instances

LMIShell instances represent instances provided by a CIMOM. You can get and set their properties, list and call their methods, print their documentation strings, get a list of associated or association objects, push modified objects to the CIMOM, and delete individual instances from the CIMOM.

#### Accessing Instances

To get a list of all available instances of a particular class object, use the **instances()** method as follows:

```
class_object.instances()
```

Replace *class\_object* with the name of the class object to inspect. This method returns a list of **LMIInstance** objects.

To access the first instance of a class object, use the **first\_instance()** method:

```
class_object.first_instance()
```

This method returns an **LMIInstance** object.

In addition to listing all instances or returning the first one, both **instances()** and **first\_instance()** support an optional argument to allow you to filter the results:

```
class_object.instances(criteria)
```

```
class_object.first_instance(criteria)
```

Replace *criteria* with a dictionary consisting of key-value pairs, where keys represent instance properties and values represent required values of these properties.

#### Example 19.14. Accessing Instances

To find the first instance of the **cls** class object created in [Example 19.7, “Accessing Class Objects”](#) that has the **ElementName** property equal to **eth0** and assign it to a variable named **device**, type the following at the interactive prompt:

```
> device = cls.first_instance({"ElementName": "eth0"})
>
```

#### Examining Instances

All instance objects store information about their class name and the namespace they belong to, as well as detailed documentation about their properties and values. In addition, instance objects allow you to retrieve a unique identification object.

To get the class name of a particular instance object, use the following syntax:

```
instance_object.classname
```

Replace *instance\_object* with the name of the instance object to inspect. This returns a string representation of the class name.

To get information about the namespace an instance object belongs to, use:

```
instance_object.namespace
```

This returns a string representation of the namespace.

To retrieve a unique identification object for an instance object, use:

```
instance_object.path
```

This returns an **LMIInstanceName** object.

Finally, to display detailed documentation, use the **doc()** method as follows:

```
instance_object.doc()
```

### Example 19.15. Examining Instances

To inspect the **device** instance object created in [Example 19.14, “Accessing Instances”](#) and display its class name and the corresponding namespace, type the following at the interactive prompt:

```
> device.classname
u'LMI_IPNetworkConnection'
> device.namespace
'root/cimv2'
>
```

To access instance object documentation, type:

```
> device.doc()
Instance of LMI_IPNetworkConnection
  [property] uint16 RequestedState = '12'

  [property] uint16 HealthState

  [property array] string [] StatusDescriptions
...
```

## Creating New Instances

Certain CIM providers allow you to create new instances of specific classes objects. To create a new instance of a class object, use the **create\_instance()** method as follows:

```
class_object.create_instance(properties)
```

Replace *class\_object* with the name of the class object and *properties* with a dictionary that consists of key-value pairs, where keys represent instance properties and values represent property values. This method returns an **LMIInstance** object.

### Example 19.16. Creating New Instances

The **LMI\_Group** class represents system groups and the **LMI\_Account** class represents user accounts on the managed system. To use the **ns** namespace object created in [Example 19.5, “Accessing Namespace Objects”](#), create instances of these two classes for the system group named **pegasus** and the user named **lmishell-user**, and assign them to variables named **group** and **user**, type the following at the interactive prompt:

```
> group = ns.LMI_Group.first_instance({"Name" : "pegasus"})
> user = ns.LMI_Account.first_instance({"Name" : "lmishell-user"})
>
```

To get an instance of the **LMI\_Identity** class for the **lmishell-user** user, type:

```
> identity = user.first_associator(ResultClass="LMI_Identity")
>
```

The **LMI\_MemberOfGroup** class represents system group membership. To use the **LMI\_MemberOfGroup** class to add the **lmishell-user** to the **pegasus** group, create a new instance of this class as follows:

```
> ns.LMI_MemberOfGroup.create_instance({
...     "Member" : identity.path,
...     "Collection" : group.path})
LMIInstance(classname="LMI_MemberOfGroup", ...)
>
```

## Deleting Individual Instances

To delete a particular instance from the CIMOM, use the **delete()** method as follows:

```
instance_object.delete()
```

Replace *instance\_object* with the name of the instance object to delete. This method returns a boolean. Note that after deleting an instance, its properties and methods become inaccessible.

### Example 19.17. Deleting Individual Instances

The **LMI\_Account** class represents user accounts on the managed system. To use the **ns** namespace object created in [Example 19.5, “Accessing Namespace Objects”](#), create an instance of the **LMI\_Account** class for the user named **lmishell-user**, and assign it to a variable named **user**, type the following at the interactive prompt:

```
> user = ns.LMI_Account.first_instance({"Name" : "lmishell-user"})
>
```

To delete this instance and remove the **lmishell-user** from the system, type:

```
> user.delete()
True
>
```

## Listing and Accessing Available Properties

To list all available properties of a particular instance object, use the `print_properties()` method as follows:

```
instance_object.print_properties()
```

Replace *instance\_object* with the name of the instance object to inspect. This method prints available properties to standard output.

To get a list of available properties, use the `properties()` method:

```
instance_object.properties()
```

This method returns a list of strings.

### Example 19.18. Listing Available Properties

To inspect the `device` instance object created in [Example 19.14, “Accessing Instances”](#) and list all available properties, type the following at the interactive prompt:

```
> device.print_properties()
RequestedState
HealthState
StatusDescriptions
TransitioningToState
Generation
...
>
```

To assign a list of these properties to a variable named `device_properties`, type:

```
> device_properties = device.properties()
>
```

To get the current value of a particular property, use the following syntax:

```
instance_object.property_name
```

Replace *property\_name* with the name of the property to access.

To modify the value of a particular property, assign a value to it as follows:

```
instance_object.property_name = value
```

Replace *value* with the new value of the property. Note that in order to propagate the change to the CIMOM, you must also execute the `push()` method:

```
instance_object.push()
```

This method returns a three-item tuple consisting of a return value, return value parameters, and an error string.

### Example 19.19. Accessing Individual Properties

To inspect the **device** instance object created in [Example 19.14, “Accessing Instances”](#) and display the value of the property named **SystemName**, type the following at the interactive prompt:

```
> device.SystemName
u'server.example.com'
>
```

## Listing and Using Available Methods

To list all available methods of a particular instance object, use the **print\_methods()** method as follows:

```
instance_object.print_methods()
```

Replace *instance\_object* with the name of the instance object to inspect. This method prints available methods to standard output.

To get a list of available methods, use the **method()** method:

```
instance_object.method()
```

This method returns a list of strings.

### Example 19.20. Listing Available Methods

To inspect the **device** instance object created in [Example 19.14, “Accessing Instances”](#) and list all available methods, type the following at the interactive prompt:

```
> device.print_methods()
RequestStateChange
>
```

To assign a list of these methods to a variable named **network\_device\_methods**, type:

```
> network_device_methods = device.methods()
>
```

To call a particular method, use the following syntax:

```
instance_object.method_name(
    parameter=value,
    ...)
```

Replace *instance\_object* with the name of the instance object to use, *method\_name* with the name of the method to call, *parameter* with the name of the parameter to set, and *value* with the value of this parameter. Methods return a three-item tuple consisting of a return value, return value parameters, and an error string.



## Important

**LMIInstance** objects do **not** automatically refresh their contents (properties, methods, qualifiers, and so on). To do so, use the **refresh()** method as described below.

### Example 19.21. Using Methods

The **PG\_ComputerSystem** class represents the system. To create an instance of this class by using the **ns** namespace object created in [Example 19.5, “Accessing Namespace Objects”](#) and assign it to a variable named **sys**, type the following at the interactive prompt:

```
> sys = ns.PG_ComputerSystem.first_instance()
>
```

The **LMI\_AccountManagementService** class implements methods that allow you to manage users and groups in the system. To create an instance of this class and assign it to a variable named **acc**, type:

```
> acc = ns.LMI_AccountManagementService.first_instance()
>
```

To create a new user named **lmishell-user** in the system, use the **CreateAccount()** method as follows:

```
> acc.CreateAccount(Name="lmishell-user", System=sys)
LMIReturnValue(rval=0, rparams=NocaseDict({u'Account':
LMIInstanceName(classname="LMI_Account"...), u'Identities':
[LMIInstanceName(classname="LMI_Identity"...),
LMIInstanceName(classname="LMI_Identity"...)]}), errorstr='')
```

LMIShell support synchronous method calls: when you use a synchronous method, LMIShell waits for the corresponding Job object to change its state to “finished” and then returns the return parameters of this job. LMIShell is able to perform a synchronous method call if the given method returns an object of one of the following classes:

- » **LMI\_StorageJob**
- » **LMI\_SoftwareInstallationJob**
- » **LMI\_NetworkJob**

LMIShell first tries to use indications as the waiting method. If it fails, it uses a polling method instead.

To perform a synchronous method call, use the following syntax:

```
instance_object.Syncmethod_name(
    parameter=value,
    ...)
```

Replace *instance\_object* with the name of the instance object to use, *method\_name* with the name of the method to call, *parameter* with the name of the parameter to set, and *value* with the value of this parameter. All synchronous methods have the **Sync** prefix in their name and return a three-item tuple consisting of the job's return value, job's return value parameters, and job's error string.

You can also force LMIShell to use only polling method. To do so, specify the **PreferPolling** parameter as follows:

```
instance_object.Syncmethod_name(
    PreferPolling=True
    parameter=value,
    ...)
```

## Listing and Viewing ValueMap Parameters

CIM methods may contain *ValueMap parameters* in their Managed Object Format (MOF) definition. ValueMap parameters contain constant values.

To list all available ValueMap parameters of a particular method, use the **print\_valuemap\_parameters()** method as follows:

```
instance_object.method_name.print_valuemap_parameters()
```

Replace *instance\_object* with the name of the instance object and *method\_name* with the name of the method to inspect. This method prints available ValueMap parameters to standard output.

To get a list of available ValueMap parameters, use the **valuemap\_parameters()** method:

```
instance_object.method_name.valuemap_parameters()
```

This method returns a list of strings.

### Example 19.22. Listing ValueMap Parameters

To inspect the **acc** instance object created in [Example 19.21, “Using Methods”](#) and list all available ValueMap parameters of the **CreateAccount()** method, type the following at the interactive prompt:

```
> acc.CreateAccount.print_valuemap_parameters()
CreateAccount
>
```

To assign a list of these ValueMap parameters to a variable named **create\_account\_parameters**, type:

```
> create_account_parameters = acc.CreateAccount.valuemap_parameters()
>
```

To access a particular ValueMap parameter, use the following syntax:

```
instance_object.method_name.valuemap_parameterValues
```

Replace *valuemap\_parameter* with the name of the ValueMap parameter to access.

To list all available constant values, use the **print\_values()** method as follows:

```
instance_object.method_name.valuemap_parameterValues.print_values()
```

This method prints available named constant values to standard output. You can also get a list of available constant values by using the **values()** method:

```
instance_object.method_name.valuemap_parameterValues.values()
```

This method returns a list of strings.

### Example 19.23. Accessing ValueMap Parameters

[Example 19.22, "Listing ValueMap Parameters"](#) mentions a ValueMap parameter named **CreateAccount**. To inspect this parameter and list available constant values, type the following at the interactive prompt:

```
> acc.CreateAccount.CreateAccountValues.print_values()
Operationunsupported
Failed
Unabletosetpasswordusercreated
Unabletocretehomedirectoryusercreatedandpasswordset
Operationcompletedsuccessfully
>
```

To assign a list of these constant values to a variable named **create\_account\_values**, type:

```
> create_account_values =
acc.CreateAccount.CreateAccountValues.values()
>
```

To access a particular constant value, use the following syntax:

```
instance_object.method_name.valuemap_parameterValues.constant_value_name
```

Replace *constant\_value\_name* with the name of the constant value. Alternatively, you can use the **value()** method as follows:

```
instance_object.method_name.valuemap_parameterValues.value("constant_value_name")
```

To determine the name of a particular constant value, use the **value\_name()** method:

```
instance_object.method_name.valuemap_parameterValues.value_name("constant_value")
```

This method returns a string.

### Example 19.24. Accessing Constant Values

[Example 19.23, “Accessing ValueMap Parameters”](#) shows that the `CreateAccount` ValueMap parameter provides a constant value named `Failed`. To access this named constant value, type the following at the interactive prompt:

```
> acc.CreateAccount.CreateAccountValues.Failed
2
> acc.CreateAccount.CreateAccountValues.value("Failed")
2
>
```

To determine the name of this constant value, type:

```
> acc.CreateAccount.CreateAccountValues.value_name(2)
u'Failed'
>
```

## Refreshing Instance Objects

Local objects used by LMIShell, which represent CIM objects at CIMOM side, can get outdated, if such objects change while working with LMIShell's ones. To update the properties and methods of a particular instance object, use the `refresh()` method as follows:

```
instance_object.refresh()
```

Replace *instance\_object* with the name of the object to refresh. This method returns a three-item tuple consisting of a return value, return value parameter, and an error string.

### Example 19.25. Refreshing Instance Objects

To update the properties and methods of the `device` instance object created in [Example 19.14, “Accessing Instances”](#), type the following at the interactive prompt:

```
> device.refresh()
LMIReturnValue(rval=True, rparams=NocaseDict({}), errorstr='')
>
```

## Displaying MOF Representation

To display the Managed Object Format (MOF) representation of an instance object, use the `tomof()` method as follows:

```
instance_object.tomof()
```

Replace *instance\_object* with the name of the instance object to inspect. This method prints the MOF representation of the object to standard output.

**Example 19.26. Displaying MOF Representation**

To display the MOF representation of the **device** instance object created in [Example 19.14](#), “[Accessing Instances](#)”, type the following at the interactive prompt:

```
> device.tomof()
instance of LMI_IPNetworkConnection {
    RequestedState = 12;
    HealthState = NULL;
    StatusDescriptions = NULL;
    TransitioningToState = 12;
    ...
```

**19.4.6. Working with Instance Names**

LMIShell instance names are objects that hold a set of primary keys and their values. This type of an object exactly identifies an instance.

**Accessing Instance Names**

**CIMInstance** objects are identified by **CIMInstanceName** objects. To get a list of all available instance name objects, use the **instance\_names()** method as follows:

```
class_object.instance_names()
```

Replace *class\_object* with the name of the class object to inspect. This method returns a list of **LMIInstanceName** objects.

To access the first instance name object of a class object, use the **first\_instance\_name()** method:

```
class_object.first_instance_name()
```

This method returns an **LMIInstanceName** object.

In addition to listing all instance name objects or returning the first one, both **instance\_names()** and **first\_instance\_name()** support an optional argument to allow you to filter the results:

```
class_object.instance_names(criteria)
```

```
class_object.first_instance_name(criteria)
```

Replace *criteria* with a dictionary consisting of key-value pairs, where keys represent key properties and values represent required values of these key properties.

**Example 19.27. Accessing Instance Names**

To find the first instance name of the **cls** class object created in [Example 19.7](#), “[Accessing Class Objects](#)” that has the **Name** key property equal to **eth0** and assign it to a variable named **device\_name**, type the following at the interactive prompt:

```
> device_name = cls.first_instance_name({"Name": "eth0"})
>
```

## Examining Instance Names

All instance name objects store information about their class name and the namespace they belong to.

To get the class name of a particular instance name object, use the following syntax:

```
instance_name_object.classname
```

Replace *instance\_name\_object* with the name of the instance name object to inspect. This returns a string representation of the class name.

To get information about the namespace an instance name object belongs to, use:

```
instance_name_object.namespace
```

This returns a string representation of the namespace.

### Example 19.28. Examining Instance Names

To inspect the `device_name` instance name object created in [Example 19.27, “Accessing Instance Names”](#) and display its class name and the corresponding namespace, type the following at the interactive prompt:

```
> device_name.classname
u'LMI_IPNetworkConnection'
> device_name.namespace
'root/cimv2'
>
```

## Creating New Instance Names

LMIShell allows you to create a new wrapped `CIMInstanceName` object if you know all primary keys of a remote object. This instance name object can then be used to retrieve the whole instance object.

To create a new instance name of a class object, use the `new_instance_name()` method as follows:

```
class_object.new_instance_name(key_properties)
```

Replace *class\_object* with the name of the class object and *key\_properties* with a dictionary that consists of key-value pairs, where keys represent key properties and values represent key property values. This method returns an `LMIInstanceName` object.

### Example 19.29. Creating New Instance Names

The **LMI\_Account** class represents user accounts on the managed system. To use the **ns** namespace object created in [Example 19.5, “Accessing Namespace Objects”](#) and create a new instance name of the **LMI\_Account** class representing the **lmishell-user** user on the managed system, type the following at the interactive prompt:

```
> instance_name = ns.LMI_Account.new_instance_name({
...     "CreationClassName" : "LMI_Account",
...     "Name" : "lmishell-user",
...     "SystemCreationClassName" : "PG_ComputerSystem",
...     "SystemName" : "server"})
>
```

## Listing and Accessing Key Properties

To list all available key properties of a particular instance name object, use the **print\_key\_properties()** method as follows:

```
instance_name_object.print_key_properties()
```

Replace *instance\_name\_object* with the name of the instance name object to inspect. This method prints available key properties to standard output.

To get a list of available key properties, use the **key\_properties()** method:

```
instance_name_object.key_properties()
```

This method returns a list of strings.

### Example 19.30. Listing Available Key Properties

To inspect the **device\_name** instance name object created in [Example 19.27, “Accessing Instance Names”](#) and list all available key properties, type the following at the interactive prompt:

```
> device_name.print_key_properties()
CreationClassName
SystemName
Name
SystemCreationClassName
>
```

To assign a list of these key properties to a variable named **device\_name\_properties**, type:

```
> device_name_properties = device_name.key_properties()
>
```

To get the current value of a particular key property, use the following syntax:

```
instance_name_object.key_property_name
```

Replace *key\_property\_name* with the name of the key property to access.

### Example 19.31. Accessing Individual Key Properties

To inspect the `device_name` instance name object created in [Example 19.27, “Accessing Instance Names”](#) and display the value of the key property named `SystemName`, type the following at the interactive prompt:

```
> device_name.SystemName
u'server.example.com'
>
```

## Converting Instance Names to Instances

Each instance name can be converted to an instance. To do so, use the `to_instance()` method as follows:

```
instance_name_object.to_instance()
```

Replace *instance\_name\_object* with the name of the instance name object to convert. This method returns an `LMIInstance` object.

### Example 19.32. Converting Instance Names to Instances

To convert the `device_name` instance name object created in [Example 19.27, “Accessing Instance Names”](#) to an instance object and assign it to a variable named `device`, type the following at the interactive prompt:

```
> device = device_name.to_instance()
>
```

## 19.4.7. Working with Associated Objects

The Common Information Model defines an association relationship between managed objects.

### Accessing Associated Instances

To get a list of all objects associated with a particular instance object, use the `associators()` method as follows:

```
instance_object.associators(
    AssocClass=class_name,
    ResultClass=class_name,
    ResultRole=role,
    IncludeQualifiers=include_qualifiers,
    IncludeClassOrigin=include_class_origin,
    PropertyList=property_list)
```

To access the first object associated with a particular instance object, use the `first_associator()` method:

```
instance_object.first_associator(
    AssocClass=class_name,
```

```

ResultClass=class_name,
ResultRole=role,
IncludeQualifiers=include_qualifiers,
IncludeClassOrigin=include_class_origin,
PropertyList=property_list)

```

Replace *instance\_object* with the name of the instance object to inspect. You can filter the results by specifying the following parameters:

- ✦ **AssocClass** — Each returned object must be associated with the source object through an instance of this class or one of its subclasses. The default value is **None**.
- ✦ **ResultClass** — Each returned object must be either an instance of this class or one of its subclasses, or it must be this class or one of its subclasses. The default value is **None**.
- ✦ **Role** — Each returned object must be associated with the source object through an association in which the source object plays the specified role. The name of the property in the association class that refers to the source object must match the value of this parameter. The default value is **None**.
- ✦ **ResultRole** — Each returned object must be associated with the source object through an association in which the returned object plays the specified role. The name of the property in the association class that refers to the returned object must match the value of this parameter. The default value is **None**.

The remaining parameters refer to:

- ✦ **IncludeQualifiers** — A boolean indicating whether all qualifiers of each object (including qualifiers on the object and on any returned properties) should be included as QUALIFIER elements in the response. The default value is **False**.
- ✦ **IncludeClassOrigin** — A boolean indicating whether the CLASSORIGIN attribute should be present on all appropriate elements in each returned object. The default value is **False**.
- ✦ **PropertyList** — The members of this list define one or more property names. Returned objects will not include elements for any properties missing from this list. If **PropertyList** is an empty list, no properties are included in returned objects. If it is **None**, no additional filtering is defined. The default value is **None**.

### Example 19.33. Accessing Associated Instances

The `LMI_StorageExtent` class represents block devices available in the system. To use the `ns` namespace object created in [Example 19.5, “Accessing Namespace Objects”](#), create an instance of the `LMI_StorageExtent` class for the block device named `/dev/vda`, and assign it to a variable named `vda`, type the following at the interactive prompt:

```

> vda = ns.LMI_StorageExtent.first_instance({
...     "DeviceID" : "/dev/vda"})
>

```

To get a list of all disk partitions on this block device and assign it to a variable named `vda_partitions`, use the `associators()` method as follows:

```

> vda_partitions = vda.associators(ResultClass="LMI_DiskPartition")
>

```

## Accessing Associated Instance Names

To get a list of all associated instance names of a particular instance object, use the `associator_names()` method as follows:

```
instance_object.associator_names(
    AssocClass=class_name,
    ResultClass=class_name,
    Role=role,
    ResultRole=role)
```

To access the first associated instance name of a particular instance object, use the `first_associator_name()` method:

```
instance_object.first_associator_name(
    AssocClass=class_object,
    ResultClass=class_object,
    Role=role,
    ResultRole=role)
```

Replace *instance\_object* with the name of the instance object to inspect. You can filter the results by specifying the following parameters:

- ✦ **AssocClass** — Each returned name identifies an object that must be associated with the source object through an instance of this class or one of its subclasses. The default value is **None**.
- ✦ **ResultClass** — Each returned name identifies an object that must be either an instance of this class or one of its subclasses, or it must be this class or one of its subclasses. The default value is **None**.
- ✦ **Role** — Each returned name identifies an object that must be associated with the source object through an association in which the source object plays the specified role. The name of the property in the association class that refers to the source object must match the value of this parameter. The default value is **None**.
- ✦ **ResultRole** — Each returned name identifies an object that must be associated with the source object through an association in which the returned named object plays the specified role. The name of the property in the association class that refers to the returned object must match the value of this parameter. The default value is **None**.

### Example 19.34. Accessing Associated Instance Names

To use the `vda` instance object created in [Example 19.33, “Accessing Associated Instances”](#), get a list of its associated instance names, and assign it to a variable named `vda_partitions`, type:

```
> vda_partitions =
vda.associator_names(ResultClass="LMI_DiskPartition")
>
```

## 19.4.8. Working with Association Objects

The Common Information Model defines an association relationship between managed objects. Association objects define the relationship between two other objects.

## Accessing Association Instances

To get a list of association objects that refer to a particular target object, use the **references()** method as follows:

```
instance_object.references(
    ResultClass=class_name,
    Role=role,
    IncludeQualifiers=include_qualifiers,
    IncludeClassOrigin=include_class_origin,
    PropertyList=property_list)
```

To access the first association object that refers to a particular target object, use the **first\_reference()** method:

```
instance_object.first_reference(
...   ResultClass=class_name,
...   Role=role,
...   IncludeQualifiers=include_qualifiers,
...   IncludeClassOrigin=include_class_origin,
...   PropertyList=property_list)
>
```

Replace *instance\_object* with the name of the instance object to inspect. You can filter the results by specifying the following parameters:

- ✦ **ResultClass** — Each returned object must be either an instance of this class or one of its subclasses, or it must be this class or one of its subclasses. The default value is **None**.
- ✦ **Role** — Each returned object must refer to the target object through a property with a name that matches the value of this parameter. The default value is **None**.

The remaining parameters refer to:

- ✦ **IncludeQualifiers** — A boolean indicating whether each object (including qualifiers on the object and on any returned properties) should be included as a QUALIFIER element in the response. The default value is **False**.
- ✦ **IncludeClassOrigin** — A boolean indicating whether the CLASSORIGIN attribute should be present on all appropriate elements in each returned object. The default value is **False**.
- ✦ **PropertyList** — The members of this list define one or more property names. Returned objects will not include elements for any properties missing from this list. If **PropertyList** is an empty list, no properties are included in returned objects. If it is **None**, no additional filtering is defined. The default value is **None**.

### Example 19.35. Accessing Association Instances

The **LMI\_LANEndpoint** class represents a communication endpoint associated with a certain network interface device. To use the **ns** namespace object created in [Example 19.5, “Accessing Namespace Objects”](#), create an instance of the **LMI\_LANEndpoint** class for the network interface device named eth0, and assign it to a variable named **lan\_endpoint**, type the following at the interactive prompt:

```
> lan_endpoint = ns.LMI_LANEndpoint.first_instance({
...   "Name" : "eth0"})
>
```

To access the first association object that refers to an `LMI_BindsToLANEndpoint` object and assign it to a variable named `bind`, type:

```
> bind = lan_endpoint.first_reference(
...   ResultClass="LMI_BindsToLANEndpoint")
>
```

You can now use the `Dependent` property to access the dependent `LMI_IPProtocolEndpoint` class that represents the IP address of the corresponding network interface device:

```
> ip = bind.Dependent.to_instance()
> print ip.IPv4Address
192.168.122.1
>
```

## Accessing Association Instance Names

To get a list of association instance names of a particular instance object, use the `reference_names()` method as follows:

```
instance_object.reference_names(
    ResultClass=class_name,
    Role=role)
```

To access the first association instance name of a particular instance object, use the `first_reference_name()` method:

```
instance_object.first_reference_name(
    ResultClass=class_name,
    Role=role)
```

Replace *instance\_object* with the name of the instance object to inspect. You can filter the results by specifying the following parameters:

- ✦ **ResultClass** — Each returned object name identifies either an instance of this class or one of its subclasses, or this class or one of its subclasses. The default value is **None**.
- ✦ **Role** — Each returned object identifies an object that refers to the target instance through a property with a name that matches the value of this parameter. The default value is **None**.

### Example 19.36. Accessing Association Instance Names

To use the `lan_endpoint` instance object created in [Example 19.35, “Accessing Association Instances”](#), access the first association instance name that refers to an `LMI_BindsToLANEndpoint` object, and assign it to a variable named `bind`, type:

```
> bind = lan_endpoint.first_reference_name(
...     ResultClass="LMI_BindsToLANEndpoint")
```

You can now use the **Dependent** property to access the dependent **LMI\_IPProtocolEndpoint** class that represents the IP address of the corresponding network interface device:

```
> ip = bind.Dependent.to_instance()
> print ip.IPv4Address
192.168.122.1
>
```

### 19.4.9. Working with Indications

Indication is a reaction to a specific event that occurs in response to a particular change in data. LMIShell can subscribe to an indication in order to receive such event responses.

#### Subscribing to Indications

To subscribe to an indication, use the **subscribe\_indication()** method as follows:

```
connection_object.subscribe_indication(
    QueryLanguage="WQL",
    Query='SELECT * FROM CIM_InstModification',
    Name="cpu",
    CreationNamespace="root/interop",
    SubscriptionCreationClassName="CIM_IndicationSubscription",
    FilterCreationClassName="CIM_IndicationFilter",
    FilterSystemCreationClassName="CIM_ComputerSystem",
    FilterSourceNamespace="root/cimv2",
    HandlerCreationClassName="CIM_IndicationHandlerCIMXML",
    HandlerSystemCreationClassName="CIM_ComputerSystem",
    Destination="http://host_name:5988")
```

Alternatively, you can use a shorter version of the method call as follows:

```
connection_object.subscribe_indication(
    Query='SELECT * FROM CIM_InstModification',
    Name="cpu",
    Destination="http://host_name:5988")
```

Replace *connection\_object* with a connection object and *host\_name* with the host name of the system you want to deliver the indications to.

By default, all subscriptions created by the LMIShell interpreter are automatically deleted when the interpreter terminates. To change this behavior, pass the **Permanent=True** keyword parameter to the **subscribe\_indication()** method call. This will prevent LMIShell from deleting the subscription.

#### Example 19.37. Subscribing to Indications

To use the `c` connection object created in [Example 19.1, “Connecting to a Remote CIMOM”](#) and subscribe to an indication named `cpu`, type the following at the interactive prompt:

```
> c.subscribe_indication(
...     QueryLanguage="WQL",
...     Query='SELECT * FROM CIM_InstModification',
...     Name="cpu",
...     CreationNamespace="root/interop",
...     SubscriptionCreationClassName="CIM_IndicationSubscription",
...     FilterCreationClassName="CIM_IndicationFilter",
...     FilterSystemCreationClassName="CIM_ComputerSystem",
...     FilterSourceNamespace="root/cimv2",
...     HandlerCreationClassName="CIM_IndicationHandlerCIMXML",
...     HandlerSystemCreationClassName="CIM_ComputerSystem",
...     Destination="http://server.example.com:5988")
LMIReturnValue(rval=True, rparams=NocaseDict({}), errorstr='')
>
```

### Listing Subscribed Indications

To list all the subscribed indications, use the `print_subscribed_indications()` method as follows:

```
connection_object.print_subscribed_indications()
```

Replace *connection\_object* with the name of the connection object to inspect. This method prints subscribed indications to standard output.

To get a list of subscribed indications, use the `subscribed_indications()` method:

```
connection_object.subscribed_indications()
```

This method returns a list of strings.

#### Example 19.38. Listing Subscribed Indications

To inspect the `c` connection object created in [Example 19.1, “Connecting to a Remote CIMOM”](#) and list all subscribed indications, type the following at the interactive prompt:

```
> c.print_subscribed_indications()
>
```

To assign a list of these indications to a variable named `indications`, type:

```
> indications = c.subscribed_indications()
>
```

### Unsubscribing from Indications

By default, all subscriptions created by the LMI Shell interpreter are automatically deleted when the interpreter terminates. To delete an individual subscription sooner, use the `unsubscribe_indication()` method as follows:

```
connection_object.unsubscribe_indication(indication_name)
```

Replace `connection_object` with the name of the connection object and `indication_name` with the name of the indication to delete.

To delete all subscriptions, use the `unsubscribe_all_indications()` method:

```
connection_object.unsubscribe_all_indications()
```

### Example 19.39. Unsubscribing from Indications

To use the `c` connection object created in [Example 19.1, “Connecting to a Remote CIMOM”](#) and unsubscribe from the indication created in [Example 19.37, “Subscribing to Indications”](#), type the following at the interactive prompt:

```
> c.unsubscribe_indication('cpu')
LMIReturnValue(rval=True, rparams=NocaseDict({}), errorstr='')
>
```

## Implementing an Indication Handler

The `subscribe_indication()` method allows you to specify the host name of the system you want to deliver the indications to. The following example shows how to implement an indication handler:

```
> def handler(ind, arg1, arg2, **kwargs):
...     exported_objects = ind.exported_objects()
...     do_something_with(exported_objects)
> listener = LmiIndicationListener("0.0.0.0", listening_port)
> listener.add_handler("indication-name-XXXXXXXX", handler, arg1, arg2,
**kwargs)
> listener.start()
>
```

The first argument of the handler is an `LmiIndication` object, which contains a list of methods and objects exported by the indication. Other parameters are user specific: those arguments need to be specified when adding a handler to the listener.

In the example above, the `add_handler()` method call uses a special string with eight “X” characters. These characters are replaced with a random string that is generated by listeners in order to avoid a possible handler name collision. To use the random string, start the indication listener first and then subscribe to an indication so that the `Destination` property of the handler object contains the following value: `schema://host_name/random_string`.

### Example 19.40. Implementing an Indication Handler

The following script illustrates how to write a handler that monitors a managed system located at **192.168.122.1** and calls the `indication_callback()` function whenever a new user account is created:

```
#!/usr/bin/lmishell

import sys
from time import sleep
from lmi.shell.LMIUtil import LMIPassByRef
from lmi.shell.LMIIndicationListener import LMIIndicationListener

# These are passed by reference to indication_callback
var1 = LMIPassByRef("some_value")
var2 = LMIPassByRef("some_other_value")

def indication_callback(ind, var1, var2):
    # Do something with ind, var1 and var2
    print ind.exported_objects()
    print var1.value
    print var2.value

c = connect("hostname", "username", "password")

listener = LMIIndicationListener("0.0.0.0", 65500)
unique_name = listener.add_handler(
    "demo-XXXXXXXX",      # Creates a unique name for me
    indication_callback, # Callback to be called
    var1,                # Variable passed by ref
    var2                  # Variable passed by ref
)

listener.start()

print c.subscribe_indication(
    Name=unique_name,
    Query="SELECT * FROM LMI_AccountInstanceCreationIndication WHERE
SOURCEINSTANCE ISA LMI_Account",
    Destination="192.168.122.1:65500"
)

try:
    while True:
        sleep(60)
except KeyboardInterrupt:
    sys.exit(0)
```

### 19.4.10. Example Usage

This section provides a number of examples for various CIM providers distributed with the OpenLMI packages. All examples in this section use the following two variable definitions:

```
c = connect("host_name", "user_name", "password")
ns = c.root.cimv2
```

Replace *host\_name* with the host name of the managed system, *user\_name* with the name of user that is allowed to connect to OpenPegasus CIMOM running on that system, and *password* with the user's password.

## Using the OpenLMI Service Provider

The *openlmi-service* package installs a CIM provider for managing system services. The examples below illustrate how to use this CIM provider to list available system services and how to start, stop, enable, and disable them.

### Example 19.41. Listing Available Services

To list all available services on the managed machine along with information regarding whether the service has been started (**TRUE**) or stopped (**FALSE**) and the status string, use the following code snippet:

```
for service in ns.LMI_Service.instances():
    print "%s:\t%s" % (service.Name, service.Status)
```

To list only the services that are enabled by default, use this code snippet:

```
cls = ns.LMI_Service
for service in cls.instances():
    if service.EnabledDefault == cls.EnabledDefaultValues.Enabled:
        print service.Name
```

Note that the value of the **EnabledDefault** property is equal to **2** for enabled services and **3** for disabled services.

To display information about the **cups** service, use the following:

```
cups = ns.LMI_Service.first_instance({"Name": "cups.service"})
cups.doc()
```

### Example 19.42. Starting and Stopping Services

To start and stop the **cups** service and to see its current status, use the following code snippet:

```
cups = ns.LMI_Service.first_instance({"Name": "cups.service"})
cups.StartService()
print cups.Status
cups.StopService()
print cups.Status
```

### Example 19.43. Enabling and Disabling Services

To enable and disable the **cups** service and to display its **EnabledDefault** property, use the following code snippet:

```
cups = ns.LMI_Service.first_instance({"Name": "cups.service"})
cups.TurnServiceOff()
```

```
print cups.EnabledDefault
cups.TurnServiceOn()
print cups.EnabledDefault
```

## Using the OpenLMI Networking Provider

The *openlmi-networking* package installs a CIM provider for networking. The examples below illustrate how to use this CIM provider to list IP addresses associated with a certain port number, create a new connection, configure a static IP address, and activate a connection.

### Example 19.44. Listing IP Addresses Associated with a Given Port Number

To list all IP addresses associated with the eth0 network interface, use the following code snippet:

```
device = ns.LMI_IPNetworkConnection.first_instance({'ElementName':
'eth0'})
for endpoint in
device.associators(AssocClass="LMI_NetworkSAPDependency",
ResultClass="LMI_IPProtocolEndpoint"):
    if endpoint.ProtocolIFType ==
ns.LMI_IPProtocolEndpoint.ProtocolIFTypeValues.IPv4:
        print "IPv4: %s/%s" % (endpoint.IPv4Address,
endpoint.SubnetMask)
    elif endpoint.ProtocolIFType ==
ns.LMI_IPProtocolEndpoint.ProtocolIFTypeValues.IPv6:
        print "IPv6: %s/%d" % (endpoint.IPv6Address,
endpoint.IPv6SubnetPrefixLength)
```

This code snippet uses the **LMI\_IPProtocolEndpoint** class associated with a given **LMI\_IPNetworkConnection** class.

To display the default gateway, use this code snippet:

```
for rsap in
device.associators(AssocClass="LMI_NetworkRemoteAccessAvailableToElement
", ResultClass="LMI_NetworkRemoteServiceAccessPoint"):
    if rsap.AccessContext ==
ns.LMI_NetworkRemoteServiceAccessPoint.AccessContextValues.DefaultGatew
ay:
        print "Default Gateway: %s" % rsap.AccessInfo
```

The default gateway is represented by an **LMI\_NetworkRemoteServiceAccessPoint** instance with the **AccessContext** property equal to **DefaultGateway**.

To get a list of DNS servers, the object model needs to be traversed as follows:

1. Get the **LMI\_IPProtocolEndpoint** instances associated with a given **LMI\_IPNetworkConnection** using **LMI\_NetworkSAPDependency**.
2. Use the same association for the **LMI\_DNSProtocolEndpoint** instances.

The **LMI\_NetworkRemoteServiceAccessPoint** instances with the **AccessContext** property equal to the DNS Server associated through **LMI\_NetworkRemoteAccessAvailableToElement** have the DNS server address in the **AccessInfo** property.

There can be more possible paths to get to the **RemoteServiceAccessPath** and entries can be duplicated. The following code snippet uses the **set()** function to remove duplicate entries from the list of DNS servers:

```
dnsservers = set()
for ipendpoint in
device.associators(AssocClass="LMI_NetworkSAPSAPDependency",
ResultClass="LMI_IPProtocolEndpoint"):
    for dnsedpoint in
ipendpoint.associators(AssocClass="LMI_NetworkSAPSAPDependency",
ResultClass="LMI_DNSProtocolEndpoint"):
        for rsap in
dnsedpoint.associators(AssocClass="LMI_NetworkRemoteAccessAvailableToEle
ment", ResultClass="LMI_NetworkRemoteServiceAccessPoint"):
            if rsap.AccessContext ==
ns.LMI_NetworkRemoteServiceAccessPoint.AccessContextValues.DNSServer:
                dnsservers.add(rsap.AccessInfo)
print "DNS:", ", ".join(dnsservers)
```

#### Example 19.45. Creating a New Connection and Configuring a Static IP Address

To create a new setting with a static IPv4 and stateless IPv6 configuration for network interface eth0, use the following code snippet:

```
capability = ns.LMI_IPNetworkConnectionCapabilities.first_instance({
'ElementName': 'eth0' })
result = capability.LMI_CreateIPSetting(Caption='eth0 Static',
IPv4Type=capability.LMI_CreateIPSetting.IPv4TypeValues.Static,
IPv6Type=capability.LMI_CreateIPSetting.IPv6TypeValues.Stateless)
setting = result.rparams["SettingData"].to_instance()
for settingData in
setting.associators(AssocClass="LMI_OrderedIPAssignmentComponent"):
    if setting.ProtocolIFType ==
ns.LMI_IPAssignmentSettingData.ProtocolIFTypeValues.IPv4:
        # Set static IPv4 address
        settingData.IPAddresses = ["192.168.1.100"]
        settingData.SubnetMasks = ["255.255.0.0"]
        settingData.GatewayAddresses = ["192.168.1.1"]
        settingData.push()
```

This code snippet creates a new setting by calling the **LMI\_CreateIPSetting()** method on the instance of **LMI\_IPNetworkConnectionCapabilities**, which is associated with **LMI\_IPNetworkConnection** through **LMI\_IPNetworkConnectionElementCapabilities**. It also uses the **push()** method to modify the setting.

#### Example 19.46. Activating a Connection

To apply a setting to the network interface, call the `ApplySettingToIPNetworkConnection()` method of the `LMI_IPConfigurationService` class. This method is asynchronous and returns a job. The following code snippets illustrates how to call this method synchronously:

```
setting = ns.LMI_IPAssignmentSettingData.first_instance({ "Caption":
"eth0 Static" })
port = ns.LMI_IPNetworkConnection.first_instance({ 'ElementName':
'ens8' })
service = ns.LMI_IPConfigurationService.first_instance()
service.SyncApplySettingToIPNetworkConnection(SettingData=setting,
IPNetworkConnection=port, Mode=32768)
```

The `Mode` parameter affects how the setting is applied. The most commonly used values of this parameter are as follows:

- ✦ **1** — apply the setting now and make it auto-activated.
- ✦ **2** — make the setting auto-activated and do not apply it now.
- ✦ **4** — disconnect and disable auto-activation.
- ✦ **5** — do not change the setting state, only disable auto-activation.
- ✦ **32768** — apply the setting.
- ✦ **32769** — disconnect.

## Using the OpenLMI Storage Provider

The `openlmi-storage` package installs a CIM provider for storage management. The examples below illustrate how to use this CIM provider to create a volume group, create a logical volume, build a file system, mount a file system, and list block devices known to the system.

In addition to the `c` and `ns` variables, these examples use the following variable definitions:

```
MEGABYTE = 1024*1024
storage_service = ns.LMI_StorageConfigurationService.first_instance()
filesystem_service =
ns.LMI_FileSystemConfigurationService.first_instance()
```

### Example 19.47. Creating a Volume Group

To create a new volume group located in `/dev/myGroup/` that has three members and the default extent size of 4 MB, use the following code snippet:

```
# Find the devices to add to the volume group
# (filtering the CIM_StorageExtent.instances()
# call would be faster, but this is easier to read):
sda1 = ns.CIM_StorageExtent.first_instance({"Name": "/dev/sda1"})
sdb1 = ns.CIM_StorageExtent.first_instance({"Name": "/dev/sdb1"})
sdc1 = ns.CIM_StorageExtent.first_instance({"Name": "/dev/sdc1"})

# Create a new volume group:
(ret, outparams, err) = storage_service.SyncCreateOrModifyVG(
    ElementName="myGroup",
```

```

        InExtents=[sda1, sdb1, sdc1])
vg = outparams['Pool'].to_instance()
print "VG", vg.PoolID, \
      "with extent size", vg.ExtentSize, \
      "and", vg.RemainingExtents, "free extents created."

```

### Example 19.48. Creating a Logical Volume

To create two logical volumes with the size of 100 MB, use this code snippet:

```

# Find the volume group:
vg = ns.LMI_VGStoragePool.first_instance({"Name":
"/dev/mapper/myGroup"})

# Create the first logical volume:
(ret, outparams, err) = storage_service.SyncCreateOrModifyLV(
    ElementName="Vol1",
    InPool=vg,
    Size=100 * MEGABYTE)
lv = outparams['TheElement'].to_instance()
print "LV", lv.DeviceID, \
      "with", lv.BlockSize * lv.NumberOfBlocks, \
      "bytes created."

# Create the second logical volume:
(ret, outparams, err) = storage_service.SyncCreateOrModifyLV(
    ElementName="Vol2",
    InPool=vg,
    Size=100 * MEGABYTE)
lv = outparams['TheElement'].to_instance()
print "LV", lv.DeviceID, \
      "with", lv.BlockSize * lv.NumberOfBlocks, \
      "bytes created."

```

### Example 19.49. Creating a File System

To create an **ext3** file system on logical volume **lv** from [Example 19.48, “Creating a Logical Volume”](#), use the following code snippet:

```

(ret, outparams, err) = filesystem_service.SyncLMI_CreateFileSystem(
    FileSystemType=filesystem_service.LMI_CreateFileSystem.FileSystemTypeVa
lues.EXT3,
    InExtents=[lv])

```

### Example 19.50. Mounting a File System

To mount the file system created in [Example 19.49, “Creating a File System”](#), use the following code snippet:

```

# Find the file system on the logical volume:
fs = lv.first_associator(ResultClass="LMI_LocalFileSystem")

```

```

mount_service = ns.LMI_MountConfigurationService.first_instance()
(rc, out, err) = mount_service.SyncCreateMount(
    FileSystemType='ext3',
    Mode=32768, # just mount
    FileSystem=fs,
    MountPoint='/mnt/test',
    FileSystemSpec=lv.Name)

```

### Example 19.51. Listing Block Devices

To list all block devices known to the system, use the following code snippet:

```

devices = ns.CIM_StorageExtent.instances()
for device in devices:
    if lmi_isinstance(device, ns.CIM_Memory):
        # Memory and CPU caches are StorageExtents too, do not print
        # them
        continue
    print device.classname,
    print device.DeviceID,
    print device.Name,
    print device.BlockSize*device.NumberOfBlocks

```

## Using the OpenLMI Hardware Provider

The *openlmi-hardware* package installs a CIM provider for monitoring hardware. The examples below illustrate how to use this CIM provider to retrieve information about CPU, memory modules, PCI devices, and the manufacturer and model of the machine.

### Example 19.52. Viewing CPU Information

To display basic CPU information such as the CPU name, the number of processor cores, and the number of hardware threads, use the following code snippet:

```

cpu = ns.LMI_Processor.first_instance()
cpu_cap = cpu.associators(ResultClass="LMI_ProcessorCapabilities")[0]
print cpu.Name
print cpu_cap.NumberOfProcessorCores
print cpu_cap.NumberOfHardwareThreads

```

### Example 19.53. Viewing Memory Information

To display basic information about memory modules such as their individual sizes, use the following code snippet:

```

mem = ns.LMI_Memory.first_instance()
for i in mem.associators(ResultClass="LMI_PhysicalMemory"):
    print i.Name

```

### Example 19.54. Viewing Chassis Information

To display basic information about the machine such as its manufacturer or its model, use the following code snippet:

```
chassis = ns.LMI_Chassis.first_instance()
print chassis.Manufacturer
print chassis.Model
```

### Example 19.55. Listing PCI Devices

To list all PCI devices known to the system, use the following code snippet:

```
for pci in ns.LMI_PCIDevice.instances():
    print pci.Name
```

## 19.5. Using OpenLMI Scripts

The LMIshell interpreter is built on top of Python modules that can be used to develop custom management tools. The OpenLMI Scripts project provides a number of Python libraries for interfacing with OpenLMI providers. In addition, it is distributed with **lmi**, an extensible utility that can be used to interact with these libraries from the command line.

To install OpenLMI Scripts on your system, type the following at a shell prompt:

```
easy_install --user openlmi-scripts
```

This command installs the Python modules and the **lmi** utility in the `~/.local/` directory. To extend the functionality of the **lmi** utility, install additional OpenLMI modules by using the following command:

```
easy_install --user package_name
```

For a complete list of available modules, see the [Python website](#). For more information about OpenLMI Scripts, see the [official OpenLMI Scripts documentation](#).

## 19.6. Additional Resources

For more information about OpenLMI and system management in general, see the resources listed below.

### Installed Documentation

- ✧ `lmi`(1) — The manual page for the **lmi** client and interpreter provides detailed information about its execution and usage.

### Online Documentation

- [Red Hat Enterprise Linux 7 Networking Guide](#) — The *Networking Guide* for Red Hat Enterprise Linux 7 documents relevant information regarding the configuration and administration of network interfaces and network services on the system.
- [Red Hat Enterprise Linux 7 Storage Administration Guide](#) — The *Storage Administration Guide* for Red Hat Enterprise Linux 7 provides instructions on how to manage storage devices and file systems on the system.
- [Red Hat Enterprise Linux 7 Power Management Guide](#) — The *Power Management Guide* for Red Hat Enterprise Linux 7 explains how to manage power consumption of the system effectively. It discusses different techniques that lower power consumption for both servers and laptops, and explains how each technique affects the overall performance of the system.
- [Red Hat Enterprise Linux 7 Linux Domain Identity, Authentication, and Policy Guide](#) — The *Linux Domain Identity, Authentication, and Policy Guide* for Red Hat Enterprise Linux 7 covers all aspects of installing, configuring, and managing IPA domains, including both servers and clients. The guide is intended for IT and systems administrators.
- [FreeIPA Documentation](#) — The *FreeIPA Documentation* serves as the primary user documentation for using the FreeIPA Identity Management project.
- [OpenSSL Home Page](#) — The *OpenSSL* home page provides an overview of the OpenSSL project.
- [Mozilla NSS Documentation](#) — The *Mozilla NSS Documentation* serves as the primary user documentation for using the Mozilla NSS project.

## See Also

- [Chapter 3, Managing Users and Groups](#) documents how to manage system users and groups in the graphical user interface and on the command line.
- [Chapter 8, Yum](#) describes how to use the **Yum** package manager to search, install, update, and uninstall packages on the command line.
- [Chapter 9, Managing Services with systemd](#) provides an introduction to **systemd** and documents how to use the **systemctl** command to manage system services, configure systemd targets, and execute power management commands.
- [Chapter 10, OpenSSH](#) describes how to configure an SSH server and how to use the **ssh**, **scp**, and **sftp** client utilities to access it.

## Chapter 20. Viewing and Managing Log Files

*Log files* are files that contain messages about the system, including the kernel, services, and applications running on it. There are different log files for different information. For example, there is a default system log file, a log file just for security messages, and a log file for cron tasks.

Log files can be very useful when trying to troubleshoot a problem with the system such as trying to load a kernel driver or when looking for unauthorized login attempts to the system. This chapter discusses where to find log files, how to view log files, and what to look for in log files.

Some log files are controlled by a daemon called **rsyslogd**. The **rsyslogd** daemon is an enhanced replacement for **sysklogd**, and provides extended filtering, encryption protected relaying of messages, various configuration options, input and output modules, support for transportation via the **TCP** or **UDP** protocols. Note that **rsyslog** is compatible with **sysklogd**.

Log files can also be managed by the **journald** daemon – a component of **systemd**. The **journald** daemon captures Syslog messages, kernel log messages, initial RAM disk and early boot messages as well as messages written to standard output and standard error output of all services, indexes them and makes this available to the user. The native journal file format, which is a structured and indexed binary file, improves searching and provides faster operation, and it also stores meta data information like time stamps or user IDs. Log files produced by **journald** are by default not persistent, log files are stored only in memory or a small ring-buffer in the **/run/log/journal/** directory. The amount of logged data depends on free memory, when you reach the capacity limit, the oldest entries are deleted. However, this setting can be altered – see [Section 20.10.5, “Enabling Persistent Storage”](#). For more information on Journal see [Section 20.10, “Using the Journal”](#).

By default, these two logging tools coexist on your system. The **journald** daemon is the primary tool for troubleshooting. It also provides additional data necessary for creating structured log messages. Data acquired by **journald** is forwarded into the **/run/systemd/journal/syslog** socket that may be used by **rsyslogd** to process the data further. However, **rsyslog** does the actual integration by default via the **imjournal** input module, thus avoiding the aforementioned socket. You can also transfer data in the opposite direction, from **rsyslogd** to **journald** with use of **omjournal** module. See [Section 20.7, “Interaction of Rsyslog and Journal”](#) for further information. The integration enables maintaining text-based logs in a consistent format to ensure compatibility with possible applications or configurations dependent on **rsyslogd**. Also, you can maintain rsyslog messages in a structured format (see [Section 20.8, “Structured Logging with Rsyslog”](#)).

### 20.1. Locating Log Files

A list of log files maintained by **rsyslogd** can be found in the **/etc/rsyslog.conf** configuration file. Most log files are located in the **/var/log/** directory. Some applications such as **httpd** and **samba** have a directory within **/var/log/** for their log files.

You may notice multiple files in the **/var/log/** directory with numbers after them (for example, **cron-20100906**). These numbers represent a time stamp that has been added to a rotated log file. Log files are rotated so their file sizes do not become too large. The **logrotate** package contains a cron task that automatically rotates log files according to the **/etc/logrotate.conf** configuration file and the configuration files in the **/etc/logrotate.d/** directory.

### 20.2. Basic Configuration of Rsyslog

The main configuration file for **rsyslog** is **/etc/rsyslog.conf**. Here, you can specify *global directives*, *modules*, and *rules* that consist of *filter* and *action* parts. Also, you can add comments in the

form of text following a hash sign (#).

### 20.2.1. Filters

A rule is specified by a *filter* part, which selects a subset of syslog messages, and an *action* part, which specifies what to do with the selected messages. To define a rule in your `/etc/rsyslog.conf` configuration file, define both, a filter and an action, on one line and separate them with one or more spaces or tabs.

**rsyslog** offers various ways to filter syslog messages according to selected properties. The available filtering methods can be divided into *Facility/Priority-based*, *Property-based*, and *Expression-based* filters.

#### Facility/Priority-based filters

The most used and well-known way to filter syslog messages is to use the facility/priority-based filters which filter syslog messages based on two conditions: *facility* and *priority* separated by a dot. To create a selector, use the following syntax:

```
FACILITY.PRIORITY
```

where:

- *FACILITY* specifies the subsystem that produces a specific syslog message. For example, the **mail** subsystem handles all mail-related syslog messages. *FACILITY* can be represented by one of the following keywords (or by a numerical code): **kern** (0), **user** (1), **mail** (2), **daemon** (3), **auth** (4), **syslog** (5), **lpr** (6), **news** (7), **uucp** (8), **cron** (9), **authpriv** (10), **ftp** (11), and **local0** through **local7** (16 - 23).
- *PRIORITY* specifies a priority of a syslog message. *PRIORITY* can be represented by one of the following keywords (or by a number): **debug** (7), **info** (6), **notice** (5), **warning** (4), **err** (3), **crit** (2), **alert** (1), and **emerg** (0).

The aforementioned syntax selects syslog messages with the defined or *higher* priority. By preceding any priority keyword with an equal sign (=), you specify that only syslog messages with the specified priority will be selected. All other priorities will be ignored. Conversely, preceding a priority keyword with an exclamation mark (!) selects all syslog messages except those with the defined priority.

In addition to the keywords specified above, you may also use an asterisk (\*) to define all facilities or priorities (depending on where you place the asterisk, before or after the comma). Specifying the priority keyword **none** serves for facilities with no given priorities. Both facility and priority conditions are case-insensitive.

To define multiple facilities and priorities, separate them with a comma (,). To define multiple selectors on one line, separate them with a semi-colon (;). Note that each selector in the selector field is capable of overwriting the preceding ones, which can exclude some priorities from the pattern.

#### Example 20.1. Facility/Priority-based Filters

The following are a few examples of simple facility/priority-based filters that can be specified in `/etc/rsyslog.conf`. To select all kernel syslog messages with any priority, add the following text into the configuration file:

```
kern.*
```

To select all mail syslog messages with priority **crit** and higher, use this form:

```
mail.crit
```

To select all cron syslog messages except those with the **info** or **debug** priority, set the configuration in the following form:

```
cron.!info,!debug
```

## Property-based filters

Property-based filters let you filter syslog messages by any property, such as **timegenerated** or **syslogtag**. For more information on properties, see [Section 20.2.3, “Properties”](#). You can compare each of the specified properties to a particular value using one of the compare-operations listed in [Table 20.1, “Property-based compare-operations”](#). Both property names and compare operations are case-sensitive.

Property-based filter must start with a colon (:). To define the filter, use the following syntax:

```
:PROPERTY, [!]COMPARE_OPERATION, "STRING"
```

where:

- ✦ The *PROPERTY* attribute specifies the desired property.
- ✦ The optional exclamation point (!) negates the output of the compare-operation. Other Boolean operators are currently not supported in property-based filters.
- ✦ The *COMPARE\_OPERATION* attribute specifies one of the compare-operations listed in [Table 20.1, “Property-based compare-operations”](#).
- ✦ The *STRING* attribute specifies the value that the text provided by the property is compared to. This value must be enclosed in quotation marks. To escape certain character inside the string (for example a quotation mark (")), use the backslash character (\).

**Table 20.1. Property-based compare-operations**

Compare-operation	Description
<b>contains</b>	Checks whether the provided string matches any part of the text provided by the property. To perform case-insensitive comparisons, use <b>contains_i</b> .
<b>isequal</b>	Compares the provided string against all of the text provided by the property. These two values must be exactly equal to match.
<b>startswith</b>	Checks whether the provided string is found exactly at the beginning of the text provided by the property. To perform case-insensitive comparisons, use <b>startswith_i</b> .
<b>regex</b>	Compares the provided POSIX BRE (Basic Regular Expression) against the text provided by the property.
<b>ereregex</b>	Compares the provided POSIX ERE (Extended Regular Expression) regular expression against the text provided by the property.

Compare-operation	Description
<i>isempty</i>	Checks if the property is empty. The value is discarded. This is especially useful when working with normalized data, where some fields may be populated based on normalization result.

### Example 20.2. Property-based Filters

The following are a few examples of property-based filters that can be specified in `/etc/rsyslog.conf`. To select syslog messages which contain the string **error** in their message text, use:

```
:msg, contains, "error"
```

The following filter selects syslog messages received from the host name **host1**:

```
:hostname, isequal, "host1"
```

To select syslog messages which do not contain any mention of the words **fatal** and **error** with any or no text between them (for example, **fatal lib error**), type:

```
:msg, !regex, "fatal .* error"
```

### Expression-based filters

Expression-based filters select syslog messages according to defined arithmetic, Boolean or string operations. Expression-based filters use **rsyslog**'s own scripting language called *RainerScript* to build complex filters.

The basic syntax of expression-based filter looks as follows:

```
if EXPRESSION then ACTION else ACTION
```

where:

- The *EXPRESSION* attribute represents an expression to be evaluated, for example: **\$msg startswith 'DEVNAME'** or **\$syslogfacility-text == 'local0'**. You can specify more than one expression in a single filter by using **and** and **or** operators.
- The *ACTION* attribute represents an action to be performed if the expression returns the value **true**. This can be a single action, or an arbitrary complex script enclosed in curly braces.
- Expression-based filters are indicated by the keyword *if* at the start of a new line. The *then* keyword separates the *EXPRESSION* from the *ACTION*. Optionally, you can employ the *else* keyword to specify what action is to be performed in case the condition is not met.

With expression-based filters, you can nest the conditions by using a script enclosed in curly braces as in [Example 20.3, “Expression-based Filters”](#). The script allows you to use *facility/priority-based* filters inside the expression. On the other hand, *property-based* filters are not recommended here. RainerScript supports regular expressions with specialized functions **re\_match()** and **re\_extract()**.

### Example 20.3. Expression-based Filters

The following expression contains two nested conditions. The log files created by a program called *prog1* are split into two files based on the presence of the "test" string in the message.

```
if $programname == 'prog1' then {
  action(type="omfile" file="/var/log/prog1.log")
  if $msg contains 'test' then
    action(type="omfile" file="/var/log/prog1test.log")
  else
    action(type="omfile" file="/var/log/prog1notest.log")
}
```

See [Section 20.12, "Online Documentation"](#) for more examples of various expression-based filters. RainerScript is the basis for **rsyslog**'s new configuration format, see [Section 20.3, "Using the New Configuration Format"](#)

## 20.2.2. Actions

Actions specify what is to be done with the messages filtered out by an already-defined selector. The following are some of the actions you can define in your rule:

### Saving syslog messages to log files

The majority of actions specify to which log file a syslog message is saved. This is done by specifying a file path after your already-defined selector:

```
FILTER PATH
```

where *FILTER* stands for user-specified selector and *PATH* is a path of a target file.

For instance, the following rule is comprised of a selector that selects all **cron** syslog messages and an action that saves them into the **/var/log/cron.log** log file:

```
cron.* /var/log/cron.log
```

By default, the log file is synchronized every time a syslog message is generated. Use a dash mark (-) as a prefix of the file path you specified to omit syncing:

```
FILTER -PATH
```

Note that you might lose information if the system terminates right after a write attempt. However, this setting can improve performance, especially if you run programs that produce very verbose log messages.

Your specified file path can be either *static* or *dynamic*. Static files are represented by a fixed file path as shown in the example above. Dynamic file paths can differ according to the received message. Dynamic file paths are represented by a template and a question mark (?) prefix:

```
FILTER ?DynamicFile
```

where *DynamicFile* is a name of a predefined template that modifies output paths. You can use the dash prefix (-) to disable syncing, also you can use multiple templates separated by a colon (;). For more information on templates, see [Section 20.2.3, “Generating Dynamic File Names”](#).

If the file you specified is an existing **terminal** or **/dev/console** device, syslog messages are sent to standard output (using special **terminal**-handling) or your console (using special **/dev/console**-handling) when using the X Window System, respectively.

### Sending syslog messages over the network

**rsyslog** allows you to send and receive syslog messages over the network. This feature allows you to administer syslog messages of multiple hosts on one machine. To forward syslog messages to a remote machine, use the following syntax:

```
@[(zNUMBER)]HOST:[PORT]
```

where:

- ✦ The at sign (@) indicates that the syslog messages are forwarded to a host using the **UDP** protocol. To use the **TCP** protocol, use two at signs with no space between them (@@).
- ✦ The optional **zNUMBER** setting enables **zlib** compression for syslog messages. The **NUMBER** attribute specifies the level of compression (from 1 – lowest to 9 – maximum). Compression gain is automatically checked by **rsyslogd**, messages are compressed only if there is any compression gain and messages below 60 bytes are never compressed.
- ✦ The **HOST** attribute specifies the host which receives the selected syslog messages.
- ✦ The **PORT** attribute specifies the host machine's port.

When specifying an **IPv6** address as the host, enclose the address in square brackets ([, ]).

#### Example 20.4. Sending syslog Messages over the Network

The following are some examples of actions that forward syslog messages over the network (note that all actions are preceded with a selector that selects all messages with any priority). To forward messages to **192.168.0.1** via the **UDP** protocol, type:

```
*.* @192.168.0.1
```

To forward messages to "example.com" using port 6514 and the **TCP** protocol, use:

```
*.* @@example.com:6514
```

The following compresses messages with **zlib** (level 9 compression) and forwards them to **2001:db8::1** using the **UDP** protocol

```
*.* @(z9)[2001:db8::1]
```

### Output channels

Output channels are primarily used to specify the maximum size a log file can grow to. This

is very useful for log file rotation (for more information see [Section 20.2.5, “Log Rotation”](#)). An output channel is basically a collection of information about the output action. Output channels are defined by the **\$outchannel** directive. To define an output channel in `/etc/rsyslog.conf`, use the following syntax:

```
$outchannel NAME, FILE_NAME, MAX_SIZE, ACTION
```

where:

- The *NAME* attribute specifies the name of the output channel.
- The *FILE\_NAME* attribute specifies the name of the output file. Output channels can write only into files, not pipes, terminal, or other kind of output.
- The *MAX\_SIZE* attribute represents the maximum size the specified file (in *FILE\_NAME*) can grow to. This value is specified in *bytes*.
- The *ACTION* attribute specifies the action that is taken when the maximum size, defined in *MAX\_SIZE*, is hit.

To use the defined output channel as an action inside a rule, type:

```
FILTER :omfile:$NAME
```

### Example 20.5. Output channel log rotation

The following output shows a simple log rotation through the use of an output channel. First, the output channel is defined via the **\$outchannel** directive:

```
$outchannel log_rotation, /var/log/test_log.log, 104857600,
/home/joe/log_rotation_script
```

and then it is used in a rule that selects every syslog message with any priority and executes the previously-defined output channel on the acquired syslog messages:

```
*.* :omfile:$log_rotation
```

Once the limit (in the example **100 MB**) is hit, the `/home/joe/log_rotation_script` is executed. This script can contain anything from moving the file into a different folder, editing specific content out of it, or simply removing it.

### Sending syslog messages to specific users

**rsyslog** can send syslog messages to specific users by specifying a user name of the user you want to send the messages to (as in [Example 20.7, “Specifying Multiple Actions”](#)). To specify more than one user, separate each user name with a comma (,). To send messages to every user that is currently logged on, use an asterisk (\*).

### Executing a program

**rsyslog** lets you execute a program for selected syslog messages and uses the **system()** call to execute the program in shell. To specify a program to be executed, prefix it with a caret character (^). Consequently, specify a template that formats the received message and passes it to the specified executable as a one line parameter (for more information on templates, see [Section 20.2.3, “Templates”](#)).

```
FILTER ^EXECUTABLE; TEMPLATE
```

Here an output of the *FILTER* condition is processed by a program represented by *EXECUTABLE*. This program can be any valid executable. Replace *TEMPLATE* with the name of the formatting template.

### Example 20.6. Executing a Program

In the following example, any syslog message with any priority is selected, formatted with the *template* template and passed as a parameter to the **test-program** program, which is then executed with the provided parameter:

```
*.* ^test-program;template
```



### Warning

When accepting messages from any host, and using the shell execute action, you may be vulnerable to command injection. An attacker may try to inject and execute commands in the program you specified to be executed in your action. To avoid any possible security threats, thoroughly consider the use of the shell execute action.

### Storing syslog messages in a database

Selected syslog messages can be directly written into a database table using the *database writer* action. The database writer uses the following syntax:

```
:PLUGIN:DB_HOST,DB_NAME,DB_USER,DB_PASSWORD; [TEMPLATE]
```

where:

- ✦ The *PLUGIN* calls the specified plug-in that handles the database writing (for example, the **ommysql** plug-in).
- ✦ The *DB\_HOST* attribute specifies the database host name.
- ✦ The *DB\_NAME* attribute specifies the name of the database.
- ✦ The *DB\_USER* attribute specifies the database user.
- ✦ The *DB\_PASSWORD* attribute specifies the password used with the aforementioned database user.
- ✦ The *TEMPLATE* attribute specifies an optional use of a template that modifies the syslog message. For more information on templates, see [Section 20.2.3, “Templates”](#).



## Important

Currently, **rsyslog** provides support for **MySQL** and **PostgreSQL** databases only. In order to use the **MySQL** and **PostgreSQL** database writer functionality, install the *rsyslog-mysql* and *rsyslog-pgsql* packages, respectively. Also, make sure you load the appropriate modules in your `/etc/rsyslog.conf` configuration file:

```
$ModLoad ommysql      # Output module for MySQL support
$ModLoad ompgsql     # Output module for PostgreSQL support
```

For more information on **rsyslog** modules, see [Section 20.6, "Using Rsyslog Modules"](#).

Alternatively, you may use a generic database interface provided by the **omlibdb** module (supports: Firebird/Interbase, MS SQL, Sybase, SQLite, Ingres, Oracle, mSQL).

## Discarding syslog messages

To discard your selected messages, use the tilde character (~).

```
FILTER ~
```

The discard action is mostly used to filter out messages before carrying on any further processing. It can be effective if you want to omit some repeating messages that would otherwise fill the log files. The results of discard action depend on where in the configuration file it is specified, for the best results place these actions on top of the actions list. Please note that once a message has been discarded there is no way to retrieve it in later configuration file lines.

For instance, the following rule discards any cron syslog messages:

```
cron.* ~
```

## Specifying Multiple Actions

For each selector, you are allowed to specify multiple actions. To specify multiple actions for one selector, write each action on a separate line and precede it with an ampersand (&) character:

```
FILTER ACTION
& ACTION
& ACTION
```

Specifying multiple actions improves the overall performance of the desired outcome since the specified selector has to be evaluated only once.

### Example 20.7. Specifying Multiple Actions

In the following example, all kernel syslog messages with the critical priority (*crit*) are sent to user **user1**, processed by the template *temp* and passed on to the *test-program* executable, and forwarded to **192.168.0.1** via the **UDP** protocol.

```
kern.=crit user1
& ^test-program;temp
& @192.168.0.1
```

Any action can be followed by a template that formats the message. To specify a template, suffix an action with a semicolon (;) and specify the name of the template. For more information on templates, see [Section 20.2.3, “Templates”](#).



### Warning

A template must be defined before it is used in an action, otherwise it is ignored. In other words, template definitions should always precede rule definitions in `/etc/rsyslog.conf`.

## 20.2.3. Templates

Any output that is generated by `rsyslog` can be modified and formatted according to your needs with the use of *templates*. To create a template use the following syntax in `/etc/rsyslog.conf`:

```
$template TEMPLATE_NAME, "text %PROPERTY% more text", [OPTION]
```

where:

- ✦ **\$template** is the template directive that indicates that the text following it, defines a template.
- ✦ **TEMPLATE\_NAME** is the name of the template. Use this name to refer to the template.
- ✦ Anything between the two quotation marks ("...") is the actual template text. Within this text, special characters, such as `\n` for new line or `\r` for carriage return, can be used. Other characters, such as `%` or `"`, have to be escaped if you want to use those characters literally.
- ✦ The text specified between two percent signs (%) specifies a *property* that allows you to access specific contents of a syslog message. For more information on properties, see [Section 20.2.3, “Properties”](#).
- ✦ The **OPTION** attribute specifies any options that modify the template functionality. The currently supported template options are **sql** and **stdsql**, which are used for formatting the text as an SQL query.



### Note

Note that the database writer checks whether the **sql** or **stdsql** options are specified in the template. If they are not, the database writer does not perform any action. This is to prevent any possible security threats, such as SQL injection.

See section *Storing syslog messages in a database* in [Section 20.2.2, “Actions”](#) for more information.

## Generating Dynamic File Names

Templates can be used to generate dynamic file names. By specifying a property as a part of the file

path, a new file will be created for each unique property, which is a convenient way to classify syslog messages.

For example, use the *timegenerated* property, which extracts a time stamp from the message, to generate a unique file name for each syslog message:

```
$template DynamicFile, "/var/log/test_logs/%timegenerated%-test.log"
```

Keep in mind that the *\$template* directive only specifies the template. You must use it inside a rule for it to take effect. In `/etc/rsyslog.conf`, use the question mark (?) in an action definition to mark the dynamic file name template:

```
*.* ?DynamicFile
```

## Properties

Properties defined inside a template (between two percent signs (%)) enable access various contents of a syslog message through the use of a *property replacer*. To define a property inside a template (between the two quotation marks ("...")), use the following syntax:

```
%PROPERTY_NAME[:FROM_CHAR:TO_CHAR:OPTION]%
```

where:

- The *PROPERTY\_NAME* attribute specifies the name of a property. A list of all available properties and their detailed description can be found in the **rsyslog.conf(5)** manual page under the section *Available Properties*.
- *FROM\_CHAR* and *TO\_CHAR* attributes denote a range of characters that the specified property will act upon. Alternatively, regular expressions can be used to specify a range of characters. To do so, set the letter **R** as the *FROM\_CHAR* attribute and specify your desired regular expression as the *TO\_CHAR* attribute.
- The *OPTION* attribute specifies any property options, such as the **lowercase** option to convert the input to lowercase. A list of all available property options and their detailed description can be found in the **rsyslog.conf(5)** manual page under the section *Property Options*.

The following are some examples of simple properties:

- The following property obtains the whole message text of a syslog message:

```
%msg%
```

- The following property obtains the first two characters of the message text of a syslog message:

```
%msg:1:2%
```

- The following property obtains the whole message text of a syslog message and drops its last line feed character:

```
%msg:::drop-last-1f%
```

- The following property obtains the first 10 characters of the time stamp that is generated when the syslog message is received and formats it according to the [RFC 3999](#) date standard.

```
%timegenerated:1:10:date-rfc3339%
```

## Template Examples

This section presents a few examples of **rsyslog** templates.

[Example 20.8, “A verbose syslog message template”](#) shows a template that formats a syslog message so that it outputs the message's severity, facility, the time stamp of when the message was received, the host name, the message tag, the message text, and ends with a new line.

### Example 20.8. A verbose syslog message template

```
$template verbose, "%syslogseverity%, %syslogfacility%,
%timegenerated%, %HOSTNAME%, %syslogtag%, %msg%\n"
```

[Example 20.9, “A wall message template”](#) shows a template that resembles a traditional wall message (a message that is sent to every user that is logged in and has their *mesg(1)* permission set to **yes**). This template outputs the message text, along with a host name, message tag and a time stamp, on a new line (using `\r` and `\n`) and rings the bell (using `\7`).

### Example 20.9. A wall message template

```
$template wallmsg, "\r\n\7Message from syslogd@%HOSTNAME% at
%timegenerated% ... \r\n %syslogtag% %msg%\n\r"
```

[Example 20.10, “A database formatted message template”](#) shows a template that formats a syslog message so that it can be used as a database query. Notice the use of the *sql* option at the end of the template specified as the template option. It tells the database writer to format the message as an MySQL **SQL** query.

### Example 20.10. A database formatted message template

```
$template dbFormat, "insert into SystemEvents (Message, Facility,
FromHost, Priority, DeviceReportedTime, ReceivedAt, InfoUnitID,
SysLogTag) values ('%msg%', %syslogfacility%, '%HOSTNAME%',
%syslogpriority%, '%timereported:::date-mysql%',
'%timegenerated:::date-mysql%', %iut%, '%syslogtag%')", sql
```

**rsyslog** also contains a set of predefined templates identified by the **RSYSLOG\_** prefix. These are reserved for the syslog's use and it is advisable to not create a template using this prefix to avoid conflicts. The following list shows these predefined templates along with their definitions.

#### **RSYSLOG\_DebugFormat**

A special format used for troubleshooting property problems.

```
"Debug line with all properties:\nFROMHOST: '%FROMHOST%',
fromhost-ip: '%fromhost-ip%', HOSTNAME: '%HOSTNAME%', PRI:
%PRI%, \nsyslogtag '%syslogtag%', programname: '%programname%',
```

```
APP-NAME: '%APP-NAME%', PROCID: '%PROCID%', MSGID:
'%MSGID%', \nTIMESTAMP: '%TIMESTAMP%', STRUCTURED-DATA:
'%STRUCTURED-DATA%', \nmsg: '%msg%' \nescaped msg: '%msg::drop-
cc%' \nrawmsg: '%rawmsg%' \n\n"
```

### ***RSYSLOG\_SyslogProtocol23Format***

The format specified in IETF's internet-draft ietf-syslog-protocol-23, which is assumed to become the new syslog standard RFC.

```
"%PRI%1 %TIMESTAMP:::date-rfc3339% %HOSTNAME% %APP-NAME% %PROCID%
%MSGID% %STRUCTURED-DATA% %msg%\n"
```

### ***RSYSLOG\_FileFormat***

A modern-style logfile format similar to TraditionalFileFormat, but with high-precision time stamps and time zone information.

```
"%TIMESTAMP:::date-rfc3339% %HOSTNAME% %syslogtag%%msg:::sp-if-no-
1st-sp%%msg:::drop-last-1f%\n"
```

### ***RSYSLOG\_TraditionalFileFormat***

The older default log file format with low-precision time stamps.

```
"%TIMESTAMP% %HOSTNAME% %syslogtag%%msg:::sp-if-no-1st-
sp%%msg:::drop-last-1f%\n"
```

### ***RSYSLOG\_ForwardFormat***

A forwarding format with high-precision time stamps and time zone information.

```
"%PRI%%TIMESTAMP:::date-rfc3339% %HOSTNAME%
%syslogtag:1:32%%msg:::sp-if-no-1st-sp%%msg%\n"
```

### ***RSYSLOG\_TraditionalForwardFormat***

The traditional forwarding format with low-precision time stamps.

```
"%PRI%%TIMESTAMP% %HOSTNAME% %syslogtag:1:32%%msg:::sp-if-no-1st-
sp%%msg%\n"
```

## **20.2.4. Global Directives**

Global directives are configuration options that apply to the **rsyslogd** daemon. They usually specify a value for a specific predefined variable that affects the behavior of the **rsyslogd** daemon or a rule that follows. All of the global directives must start with a dollar sign (\$). Only one directive can be specified per line. The following is an example of a global directive that specifies the maximum size of the syslog message queue:

```
$MainMsgQueueSize 50000
```

The default size defined for this directive (**10,000** messages) can be overridden by specifying a different value (as shown in the example above).

You can define multiple directives in your `/etc/rsyslog.conf` configuration file. A directive affects the behavior of all configuration options until another occurrence of that same directive is detected. Global directives can be used to configure actions, queues and for debugging. A comprehensive list of all available configuration directives can be found in [Section 20.12, “Online Documentation”](#). Currently, a new configuration format has been developed that replaces the \$-based syntax (see [Section 20.3, “Using the New Configuration Format”](#)). However, classic global directives remain supported as a legacy format.

## 20.2.5. Log Rotation

The following is a sample `/etc/logrotate.conf` configuration file:

```
# rotate log files weekly
weekly
# keep 4 weeks worth of backlogs
rotate 4
# uncomment this if you want your log files compressed
compress
```

All of the lines in the sample configuration file define global options that apply to every log file. In our example, log files are rotated weekly, rotated log files are kept for four weeks, and all rotated log files are compressed by **gzip** into the **.gz** format. Any lines that begin with a hash sign (**#**) are comments and are not processed.

You may define configuration options for a specific log file and place it under the global options. However, it is advisable to create a separate configuration file for any specific log file in the `/etc/logrotate.d/` directory and define any configuration options there.

The following is an example of a configuration file placed in the `/etc/logrotate.d/` directory:

```
/var/log/messages {
    rotate 5
    weekly
    postrotate
    /usr/bin/killall -HUP syslogd
    endscript
}
```

The configuration options in this file are specific for the `/var/log/messages` log file only. The settings specified here override the global settings where possible. Thus the rotated `/var/log/messages` log file will be kept for five weeks instead of four weeks as was defined in the global options.

The following is a list of some of the directives you can specify in your **logrotate** configuration file:

- ✱ **weekly** — Specifies the rotation of log files to be done weekly. Similar directives include:
  - **daily**
  - **monthly**
  - **yearly**
- ✱ **compress** — Enables compression of rotated log files. Similar directives include:
  - **nocompress**

- ***compresscmd*** — Specifies the command to be used for compressing.
- ***uncompresscmd***
- ***compressext*** — Specifies what extension is to be used for compressing.
- ***compressoptions*** — Specifies any options to be passed to the compression program used.
- ***delaycompress*** — Postpones the compression of log files to the next rotation of log files.
- ***rotate INTEGER*** — Specifies the number of rotations a log file undergoes before it is removed or mailed to a specific address. If the value **0** is specified, old log files are removed instead of rotated.
- ***mail ADDRESS*** — This option enables mailing of log files that have been rotated as many times as is defined by the ***rotate*** directive to the specified address. Similar directives include:
  - ***nomail***
  - ***mailfirst*** — Specifies that the just-rotated log files are to be mailed, instead of the about-to-expire log files.
  - ***maillast*** — Specifies that the about-to-expire log files are to be mailed, instead of the just-rotated log files. This is the default option when ***mail*** is enabled.

For the full list of directives and various configuration options, see the **logrotate(5)** manual page.

## 20.3. Using the New Configuration Format

In **rsyslog** version 7, installed by default for Red Hat Enterprise Linux 7 in the *rsyslog* package, a new configuration syntax is introduced. This new configuration format aims to be more powerful, more intuitive, and to prevent common mistakes by not permitting certain invalid constructs. The syntax enhancement is enabled by the new configuration processor that relies on RainerScript. The legacy format is still fully supported and it is used by default in the **/etc/rsyslog.conf** configuration file.

RainerScript is a scripting language designed for processing network events and configuring event processors such as **rsyslog**. RainerScript was first used to define expression-based filters, see [Example 20.3, “Expression-based Filters”](#). The version of RainerScript in *rsyslog* version 7 implements the **input()** and **ruleset()** statements, which permit the **/etc/rsyslog.conf** configuration file to be written in the new syntax. The new syntax differs mainly in that it is much more structured; parameters are passed as arguments to statements, such as **input**, **action**, **template**, and **module load**. The scope of options is limited by blocks. This enhances readability and reduces the number of bugs caused by misconfiguration. There is also a significant performance gain. Some functionality is exposed in both syntaxes, some only in the new one.

Compare the configuration written with legacy-style parameters:

```
$InputFileName /tmp/inputfile
$InputFileTag tag1:
$InputStateFile inputfile-state
$InputRunFileMonitor
```

and the same configuration with the use of the new format statement:

```
input(type="imfile" file="/tmp/inputfile" tag="tag1:"
statefile="inputfile-state")
```

This significantly reduces the number of parameters used in configuration, improves readability, and also provides higher execution speed. For more information on RainerScript statements and parameters see [Section 20.12, “Online Documentation”](#).

### 20.3.1. Rulesets

Leaving special directives aside, **rsyslog** handles messages as defined by *rules* that consist of a filter condition and an action to be performed if the condition is true. With a traditionally written `/etc/rsyslog.conf` file, all rules are evaluated in order of appearance for every input message. This process starts with the first rule and continues until all rules have been processed or until the message is discarded by one of the rules.

However, rules can be grouped into sequences called *rulesets*. With rulesets, you can limit the effect of certain rules only to selected inputs or enhance the performance of **rsyslog** by defining a distinct set of actions bound to a specific input. In other words, filter conditions that will be inevitably evaluated as false for certain types of messages can be skipped. The legacy ruleset definition in `/etc/rsyslog.conf` can look as follows:

```
$RuleSet rulesetname
rule
rule2
```

The rule ends when another rule is defined, or the default ruleset is called as follows:

```
$RuleSet RSYSLOG_DefaultRuleset
```

With the new configuration format in rsyslog 7, the `input()` and `ruleset()` statements are reserved for this operation. The new format ruleset definition in `/etc/rsyslog.conf` can look as follows:

```
ruleset(name="rulesetname") {
    rule
    rule2
    call rulesetname2
    ...
}
```

Replace *rulesetname* with an identifier for your ruleset. The ruleset name cannot start with **RSYSLOG\_** since this namespace is reserved for use by **rsyslog**. **RSYSLOG\_DefaultRuleset** then defines the default set of rules to be performed if the message has no other ruleset assigned. With *rule* and *rule2* you can define rules in filter-action format mentioned above. With the *call* parameter, you can nest rulesets by calling them from inside other ruleset blocks.

After creating a ruleset, you need to specify what input it will apply to:

```
input(type="input_type" port="port_num" ruleset="rulesetname");
```

Here you can identify an input message by *input\_type*, which is an input module that gathered the message, or by *port\_num* – the port number. Other parameters such as *file* or *tag* can be specified for `input()`. Replace *rulesetname* with a name of the ruleset to be evaluated against the message. In case an input message is not explicitly bound to a ruleset, the default ruleset is triggered.

You can also use the legacy format to define rulesets, for more information see [Section 20.12, “Online Documentation”](#).

### Example 20.11. Using rulesets

The following rulesets ensure different handling of remote messages coming from different ports. Add the following into `/etc/rsyslog.conf`:

```
ruleset(name="remote-6514") {
    action(type="omfile" file="/var/log/remote-6514")
}

ruleset(name="remote-601") {
    cron.* action(type="omfile" file="/var/log/remote-601-cron")
    mail.* action(type="omfile" file="/var/log/remote-601-mail")
}

input(type="imtcp" port="6514" ruleset="remote-6514");
input(type="imtcp" port="601" ruleset="remote-601");
```

Rulesets shown in the above example define log destinations for the remote input from two ports, in case of port **601**, messages are sorted according to the facility. Then, the TCP input is enabled and bound to rulesets. Note that you must load the required modules (`imtcp`) for this configuration to work.

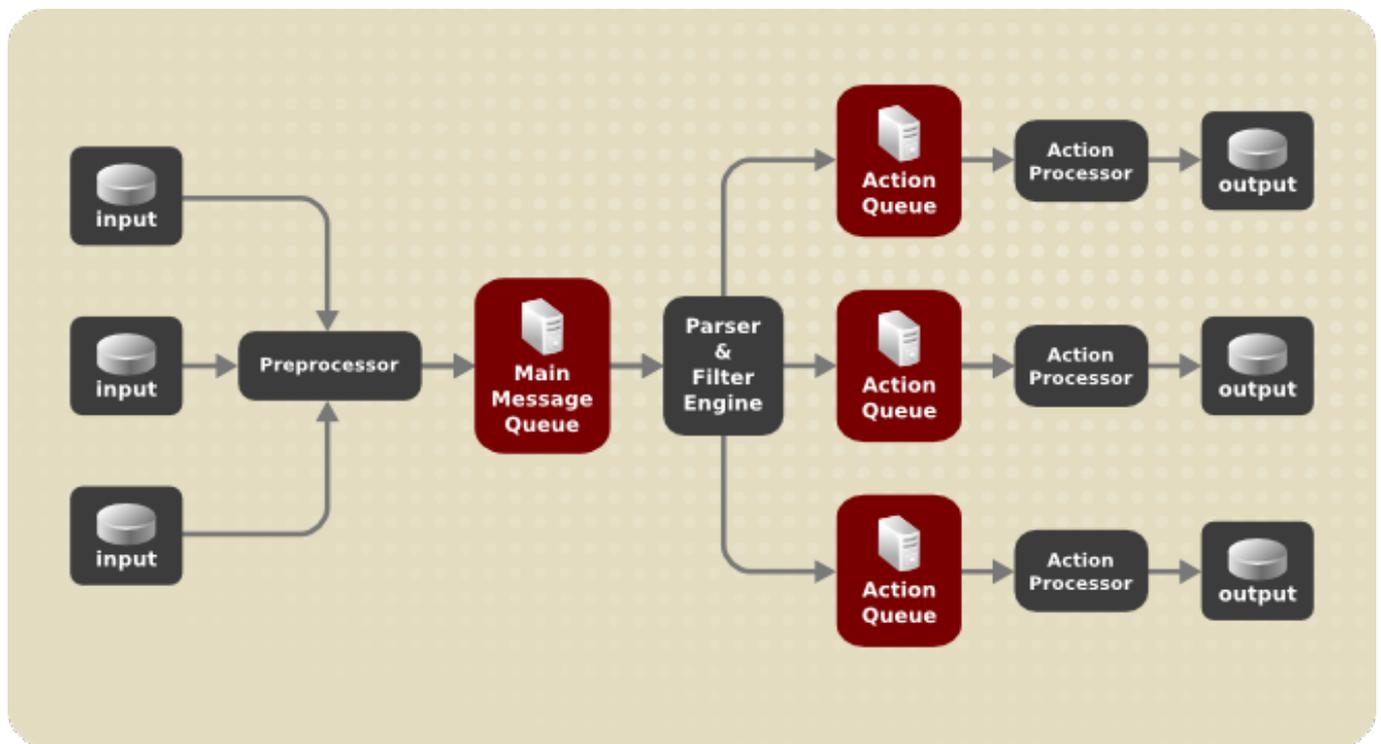
### 20.3.2. Compatibility with `sysklogd`

The compatibility mode specified via the `-c` option exists in `rsyslog` version 5 but not in version 7. Also, the `sysklogd`-style command-line options are deprecated and configuring `rsyslog` through these command-line options should be avoided. However, you can use several templates and directives to configure `rsyslogd` to emulate `sysklogd`-like behavior.

For more information on various `rsyslogd` options, see the `rsyslogd(8)` manual page.

## 20.4. Working with Queues in `Rsyslog`

Queues are used to pass content, mostly syslog messages, between components of `rsyslog`. With queues, `rsyslog` is capable of processing multiple messages simultaneously and to apply several actions to a single message at once. The data flow inside `rsyslog` can be illustrated as follows:



**Figure 20.1. Message Flow in Rsyslog**

Whenever **rsyslog** receives a message, it passes this message to the preprocessor and then places it into the *main message queue*. Messages wait there to be dequeued and passed to the *rule processor*.

The *rule processor* is a parsing and filtering engine. Here, the rules defined in `/etc/rsyslog.conf` are applied. Based on these rules, the rule processor evaluates which actions are to be performed. Each action has its own action queue. Messages are passed through this queue to the respective action processor which creates the final output. Note that at this point, several actions can run simultaneously on one message. For this purpose, a message is duplicated and passed to multiple action processors.

Only one queue per action is possible. Depending on configuration, the messages can be sent right to the action processor without action queuing. This is the behavior of *direct queues* (see below). In case the output action fails, the action processor notifies the action queue, which then takes an unprocessed element back and after some time interval, the action is attempted again.

To sum up, there are two positions where queues stand in **rsyslog**: either in front of the rule processor as a single *main message queue* or in front of various types of output actions as *action queues*. Queues provide two main advantages that both lead to increased performance of message processing:

- ✧ they serve as buffers that *decouple* producers and consumers in the structure of **rsyslog**
- ✧ they allow for *parallelization* of actions performed on messages

Apart from this, queues can be configured with several directives to provide optimal performance for your system. These configuration options are covered in the following sections.



## Warning

If an output plug-in is unable to deliver a message, it is stored in the preceding message queue. If the queue fills, the inputs block until it is no longer full. This will prevent new messages from being logged via the blocked queue. In the absence of separate action queues this can have severe consequences, such as preventing **SSH** logging, which in turn can prevent **SSH** access. Therefore it is advised to use dedicated action queues for outputs which are forwarded over a network or to a database.

### 20.4.1. Defining Queues

Based on where the messages are stored, there are several types of queues: *direct*, *in-memory*, *disk*, and *disk-assisted in-memory* queues that are most widely used. You can choose one of these types for the main message queue and also for action queues. Add the following into `/etc/rsyslog.conf`:

```
$objectQueueType queue_type
```

Here, you can apply the setting for the main message queue (replace *object* with **MainMsg**) or for an action queue (replace *object* with **Action**). Replace *queue\_type* with one of **direct**, **linkedlist** or **fixedarray** (which are in-memory queues), or **disk**.

The default setting for a main message queue is the FixedArray queue with a limit of 10,000 messages. Action queues are by default set as Direct queues.

#### Direct Queues

For many simple operations, such as when writing output to a local file, building a queue in front of an action is not needed. To avoid queuing, use:

```
$objectQueueType Direct
```

Replace *object* with **MainMsg** or with **Action** to use this option to the main message queue or for an action queue respectively. With direct queue, messages are passed directly and immediately from the producer to the consumer.

#### Disk Queues

Disk queues store messages strictly on a hard drive, which makes them highly reliable but also the slowest of all possible queuing modes. This mode can be used to prevent the loss of highly important log data. However, disk queues are not recommended in most use cases. To set a disk queue, type the following into `/etc/rsyslog.conf`:

```
$objectQueueType Disk
```

Replace *object* with **MainMsg** or with **Action** to use this option to the main message queue or for an action queue respectively. Disk queues are written in parts, with a default size 10 Mb. This default size can be modified with the following configuration directive:

```
$objectQueueMaxFileSize size
```

where *size* represents the specified size of disk queue part. The defined size limit is not restrictive, **rsyslog** always writes one complete queue entry, even if it violates the size limit. Each part of a disk queue matches with an individual file. The naming directive for these files looks as follows:

```
$SubjectQueueFilename name
```

This sets a *name* prefix for the file followed by a 7-digit number starting at one and incremented for each file.

## In-memory Queues

With in-memory queue, the enqueued messages are held in memory which makes the process very fast. The queued data is lost if the computer is power cycled or shut down. However, you can use the **\$ActionQueueSaveOnShutdown** setting to save the data before shutdown. There are two types of in-memory queues:

- » *FixedArray* queue — the default mode for the main message queue, with a limit of 10,000 elements. This type of queue uses a fixed, pre-allocated array that holds pointers to queue elements. Due to these pointers, even if the queue is empty a certain amount of memory is consumed. However, *FixedArray* offers the best run time performance and is optimal when you expect a relatively low number of queued messages and high performance.
- » *LinkedList* queue — here, all structures are dynamically allocated in a linked list, thus the memory is allocated only when needed. *LinkedList* queues handle occasional message bursts very well.

In general, use *LinkedList* queues when in doubt. Compared to *FixedArray*, it consumes less memory and lowers the processing overhead.

Use the following syntax to configure in-memory queues:

```
$SubjectQueueType LinkedList
```

```
$SubjectQueueType FixedArray
```

Replace *object* with **MainMsg** or with **Action** to use this option to the main message queue or for an action queue respectively.

## Disk-Assisted In-memory Queues

Both disk and in-memory queues have their advantages and **rsyslog** lets you combine them in *disk-assisted in-memory queues*. To do so, configure a normal in-memory queue and then add the **\$SubjectQueueFileName** directive to define a file name for disk assistance. This queue then becomes *disk-assisted*, which means it couples an in-memory queue with a disk queue to work in tandem.

The disk queue is activated if the in-memory queue is full or needs to persist after shutdown. With a disk-assisted queue, you can set both disk-specific and in-memory specific configuration parameters. This type of queue is probably the most commonly used, it is especially useful for potentially long-running and unreliable actions.

To specify the functioning of a disk-assisted in-memory queue, use the so-called *watermarks*:

```
$SubjectQueueHighWatermark number
```

```
$SubjectQueueLowWatermark number
```

Replace *object* with **MainMsg** or with **Action** to use this option to the main message queue or for an action queue respectively. Replace *number* with a number of enqueued messages. When an in-memory queue reaches the number defined by the high watermark, it starts writing messages to disk and continues until the in-memory queue size drops to the number defined with the low watermark. Correctly set watermarks minimize unnecessary disk writes, but also leave memory space for message bursts since writing to disk files is rather lengthy. Therefore, the high watermark must be lower than the whole queue capacity set with *SubjectQueueSize*. The difference between the high watermark and the overall queue size is a spare memory buffer reserved for message bursts. On the other hand, setting the high watermark too low will turn on disk assistance unnecessarily often.

### Example 20.12. Reliable Forwarding of Log Messages to a Server

Rsyslog is often used to maintain a centralized logging system, where log messages are forwarded to a server over the network. To avoid message loss when the server is not available, it is advisable to configure an action queue for the forwarding action. This way, messages that failed to be sent are stored locally until the server is reachable again. Note that such queues are not configurable for connections using the **UDP** protocol.

### Procedure 20.1. Forwarding To a Single Server

Suppose the task is to forward log messages from the system to a server with host name *example.com*, and to configure an action queue to buffer the messages in case of a server outage. To do so, perform the following steps:

- ✦ Use the following configuration in **/etc/rsyslog.conf** or create a file with the following content in the **/etc/rsyslog.d/** directory:

```
$ActionQueueType LinkedList
$ActionQueueFileName example_fwd
$ActionResumeRetryCount -1
$ActionQueueSaveOnShutdown on
*. *                @@example.com:6514
```

Where:

- **\$ActionQueueType** enables a `LinkedList` in-memory queue,
- **\$ActionFileName** defines a disk storage, in this case the backup files are created in the `/var/lib/rsyslog/` directory with the `example_fwd` prefix,
- the **\$ActionResumeRetryCount -1** setting prevents rsyslog from dropping messages when retrying to connect if server is not responding,
- enabled **\$ActionQueueSaveOnShutdown** saves in-memory data if rsyslog shuts down,
- the last line forwards all received messages to the logging server, port specification is optional.

With the above configuration, rsyslog keeps messages in memory if the remote server is not reachable. A file on disk is created only if rsyslog runs out of the configured memory queue space or needs to shut down, which benefits the system performance.

### Procedure 20.2. Forwarding To Multiple Servers

The process of forwarding log messages to multiple servers is similar to the previous procedure:

- Each destination server requires a separate forwarding rule, action queue specification, and backup file on disk. For example, use the following configuration in `/etc/rsyslog.conf` or create a file with the following content in the `/etc/rsyslog.d/` directory:

```
$ActionQueueType LinkedList
$ActionQueueFileName example_fwd1
$ActionResumeRetryCount -1
$ActionQueueSaveOnShutdown on
*. *      @@example1.com

$ActionQueueType LinkedList
$ActionQueueFileName example_fwd2
$ActionResumeRetryCount -1
$ActionQueueSaveOnShutdown on
*. *      @@example2.com
```

### 20.4.2. Creating a New Directory for rsyslog Log Files

Rsyslog runs as the `syslogd` daemon and is managed by SELinux. Therefore all files to which rsyslog is required to write to, must have the appropriate SELinux file context.

#### Procedure 20.3. Creating a New Working Directory

- If required to use a different directory to store working files, create a directory as follows:

```
~]# mkdir /rsyslog
```

- Install utilities to manage SELinux policy:

```
~]# yum install policycoreutils-python
```

- Set the SELinux directory context type to be the same as the `/var/lib/rsyslog/` directory:

```
~]# semanage fcontext -a -t syslogd_var_lib_t /rsyslog
```

- Apply the SELinux context:

```
~]# restorecon -R -v /rsyslog
restorecon reset /rsyslog context
unconfined_u:object_r:default_t:s0-
>unconfined_u:object_r:syslogd_var_lib_t:s0
```

- If required, check the SELinux context as follows:

```
~]# ls -Zd /rsyslog
drwxr-xr-x. root root system_u:object_r:syslogd_var_lib_t:s0
/rsyslog
```

- Create subdirectories as required. For example:

```
~]# mkdir /rsyslog/work/
```

The subdirectories will be created with the same SELinux context as the parent directory.

7. Add the following line in `/etc/rsyslog.conf` immediately before it is required to take effect:

```
$WorkDirectory /rsyslog/work
```

This setting will remain in effect until the next **WorkDirectory** directive is encountered while parsing the configuration files.

### 20.4.3. Managing Queues

All types of queues can be further configured to match your requirements. You can use several directives to modify both action queues and the main message queue. Currently, there are more than 20 queue parameters available, see [Section 20.12, “Online Documentation”](#). Some of these settings are used commonly, others, such as worker thread management, provide closer control over the queue behavior and are reserved for advanced users. With advanced settings, you can optimize **rsyslog**'s performance, schedule queuing, or modify the behavior of a queue on system shutdown.

#### Limiting Queue Size

You can limit the number of messages that queue can contain with the following setting:

```
$objectQueueHighWatermark number
```

Replace *object* with **MainMsg** or with **Action** to use this option to the main message queue or for an action queue respectively. Replace *number* with a number of enqueued messages. You can set the queue size only as the number of messages, not as their actual memory size. The default queue size is 10,000 messages for the main message queue and ruleset queues, and 1000 for action queues.

Disk assisted queues are unlimited by default and can not be restricted with this directive, but you can reserve them physical disk space in bytes with the following settings:

```
$objectQueueMaxDiscSpace number
```

Replace *object* with **MainMsg** or with **Action**. When the size limit specified by *number* is hit, messages are discarded until sufficient amount of space is freed by dequeued messages.

#### Discarding Messages

When a queue reaches a certain number of messages, you can discard less important messages in order to save space in the queue for entries of higher priority. The threshold that launches the discarding process can be set with the so-called *discard mark*:

```
$objectQueueDiscardMark number
```

Replace *object* with **MainMsg** or with **Action** to use this option to the main message queue or for an action queue respectively. Here, *number* stands for a number of messages that have to be in the queue to start the discarding process. To define which messages to discard, use:

```
$objectQueueDiscardSeverity priority
```

Replace *priority* with one of the following keywords (or with a number): **debug** (7), **info** (6), **notice** (5), **warning** (4), **err** (3), **crit** (2), **alert** (1), and **emerg** (0). With this setting, both newly incoming and already queued messages with lower than defined priority are erased from the queue immediately after the discard mark is reached.

## Using Timeframes

You can configure **rsyslog** to process queues during a specific time period. With this option you can, for example, transfer some processing into off-peak hours. To define a time frame, use the following syntax:

```
$SubjectQueueDequeueTimeBegin hour
```

```
$SubjectQueueDequeueTimeEnd hour
```

With *hour* you can specify hours that bound your time frame. Use the 24-hour format without minutes.

## Configuring Worker Threads

A *worker thread* performs a specified action on the enqueued message. For example, in the main message queue, a worker task is to apply filter logic to each incoming message and enqueue them to the relevant action queues. When a message arrives, a worker thread is started automatically. When the number of messages reaches a certain number, another worker thread is turned on. To specify this number, use:

```
$SubjectQueueWorkerThreadMinimumMessages number
```

Replace *number* with a number of messages that will trigger a supplemental worker thread. For example, with *number* set to 100, a new worker thread is started when more than 100 messages arrive. When more than 200 messages arrive, the third worker thread starts and so on. However, too many working threads running in parallel becomes ineffective, so you can limit the maximum number of them by using:

```
$SubjectQueueWorkerThreads number
```

where *number* stands for a maximum number of working threads that can run in parallel. For the main message queue, the default limit is 1 thread. Once a working thread has been started, it keeps running until an inactivity timeout appears. To set the length of timeout, type:

```
$SubjectQueueWorkerTimeoutThreadShutdown time
```

Replace *time* with the duration set in milliseconds. Without this setting, a zero timeout is applied and a worker thread is terminated immediately when it runs out of messages. If you specify *time* as **-1**, no thread will be closed.

## Batch Dequeuing

To increase performance, you can configure **rsyslog** to dequeue multiple messages at once. To set the upper limit for such dequeuing, use:

```
$SubjectQueueDequeueBatchSize number
```

Replace *number* with the maximum number of messages that can be dequeued at once. Note that a higher setting combined with a higher number of permitted working threads results in greater memory consumption.

## Terminating Queues

When terminating a queue that still contains messages, you can try to minimize the data loss by specifying a time interval for worker threads to finish the queue processing:

```
$objectQueueTimeoutShutdown time
```

Specify *time* in milliseconds. If after that period there are still some enqueued messages, workers finish the current data element and then terminate. Unprocessed messages are therefore lost. Another time interval can be set for workers to finish the final element:

```
$objectQueueTimeoutActionCompletion time
```

In case this timeout expires, any remaining workers are shut down. To save data at shutdown, use:

```
$objectQueueTimeoutSaveOnShutdown time
```

If set, all queue elements are saved to disk before **rsyslog** terminates.

### 20.4.4. Using the New Syntax for rsyslog queues

In the new syntax available in rsyslog 7, queues are defined inside the **action()** object that can be used both separately or inside a ruleset in **/etc/rsyslog.conf**. The format of an action queue is as follows:

```
action(type="action_type" queue.size="queue_size"
queue.type="queue_type" queue.filename="file_name")
```

Replace *action\_type* with the name of the module that is to perform the action and replace *queue\_size* with a maximum number of messages the queue can contain. For *queue\_type*, choose **disk** or select from one of the in-memory queues: **direct**, **linkedlist** or **fixedarray**. For *file\_name* specify only a file name, not a path. Note that if creating a new directory to hold log files, the SELinux context must be set. See [Section 20.4.2, "Creating a New Directory for rsyslog Log Files"](#) for an example.

#### Example 20.13. Defining an Action Queue

To configure the output action with an asynchronous linked-list based action queue which can hold a maximum of 10,000 messages, enter a command as follows:

```
action(type="omfile" queue.size="10000" queue.type="linkedlist"
queue.filename="logfile")
```

The rsyslog 7 syntax for a direct action queues is as follows:

```
*.* action(type="omfile" file="/var/lib/rsyslog/log_file
)
```

The rsyslog 7 syntax for an action queue with multiple parameters can be written as follows:

```
*.* action(type="omfile"
           queue.filename="log_file"
           queue.type="linkedlist"
           queue.size="10000"
           )
```

The default work directory, or the last work directory to be set, will be used. If required to use a different work directory, add a line as follows before the action queue:

```
global(workDirectory="/directory")
```

### Example 20.14. Forwarding To a Single Server Using the New Syntax

The following example is based on the procedure [Procedure 20.1, “Forwarding To a Single Server”](#) in order to show the difference between the traditional syntax and the rsyslog 7 syntax. The **omfwd** plug-in is used to provide forwarding over **UDP** or **TCP**. The default is **UDP**. As the plug-in is built in it does not have to be loaded.

Use the following configuration in `/etc/rsyslog.conf` or create a file with the following content in the `/etc/rsyslog.d/` directory:

```
*.* action(type="omfwd"
           queue.type="linkedlist"
           queue.filename="example_fwd"
           action.resumeRetryCount="-1"
           queue.saveOnShutdown="on"
           target="example.com" port="6514" protocol="tcp"
           )
```

Where:

- ✦ **queue.type="linkedlist"** enables a LinkedList in-memory queue,
- ✦ **queue.filename** defines a disk storage. The backup files are created with the *example\_fwd* prefix, in the working directory specified by the preceding global **workDirectory** directive,
- ✦ the **action.resumeRetryCount -1** setting prevents rsyslog from dropping messages when retrying to connect if server is not responding,
- ✦ enabled **queue.saveOnShutdown="on"** saves in-memory data if rsyslog shuts down,
- ✦ the last line forwards all received messages to the logging server, port specification is optional.

## 20.5. Configuring rsyslog on a Logging Server

The **rsyslog** service provides facilities both for running a logging server and for configuring individual systems to send their log files to the logging server. See [Example 20.12, “Reliable Forwarding of Log Messages to a Server”](#) for information on client **rsyslog** configuration.

The **rsyslog** service must be installed on the system that you intend to use as a logging server and all systems that will be configured to send logs to it. Rsyslog is installed by default in Red Hat Enterprise Linux 7. If required, to ensure that it is, enter the following command as **root**:

```
~]# yum install rsyslog
```

The default protocol and port for syslog traffic is **UDP** and **514**, as listed in the `/etc/services` file. However, **rsyslog** defaults to using **TCP** on port **514**. In the configuration file, `/etc/rsyslog.conf`, **TCP** is indicated by `@@`.

Other ports are sometimes used in examples, however SELinux is only configured to allow sending and receiving on the following ports by default:

```
~]# semanage port -l | grep syslog
syslogd_port_t          tcp          6514, 601
syslogd_port_t          udp          514, 6514, 601
```

The **semanage** utility is provided as part of the `policycoreutils-python` package. If required, install the package as follows:

```
~]# yum install policycoreutils-python
```

In addition, by default the SELinux type for **rsyslog**, `rsyslogd_t`, is configured to permit sending and receiving to the remote shell (**rsh**) port with SELinux type `rsh_port_t`, which defaults to **TCP** on port **514**. Therefore it is not necessary to use **semanage** to explicitly permit **TCP** on port **514**. For example, to check what SELinux is set to permit on port **514**, enter a command as follows:

```
~]# semanage port -l | grep 514
output omitted
rsh_port_t             tcp          514
syslogd_port_t         tcp          6514, 601
syslogd_port_t         udp          514, 6514, 601
```

For more information on SELinux, see [Red Hat Enterprise Linux 7 SELinux User's and Administrator's Guide](#).

Perform the steps in the following procedures on the system that you intend to use as your logging server. All steps in these procedure must be made as the **root** user.

#### Procedure 20.4. Configure SELinux to Permit rsyslog Traffic on a Port

If required to use a new port for **rsyslog** traffic, follow this procedure on the logging server and the clients. For example, to send and receive **TCP** traffic on port **10514**, proceed as follows:

1. 

```
~]# semanage port -a -t syslogd_port_t -p tcp 10514
```

2. Review the SELinux ports by entering the following command:

```
~]# semanage port -l | grep syslog
```

3. If the new port was already configured in `/etc/rsyslog.conf`, restart **rsyslog** now for the change to take effect:

```
~]# service rsyslog restart
```

4. Verify which ports **rsyslog** is now listening to:

```
~]# netstat -tnlp | grep rsyslog
tcp        0      0 0.0.0.0:10514      0.0.0.0:*        LISTEN
2528/rsyslogd
tcp        0      0 :::10514          :::*              LISTEN
2528/rsyslogd
```

See the **semanage-port(8)** manual page for more information on the **semanage port** command.

### Procedure 20.5. Configuring firewalld

Configure **firewalld** to allow incoming **rsyslog** traffic. For example, to allow **TCP** traffic on port **10514**, proceed as follows:

1. 

```
~]# firewall-cmd --zone=zone --add-port=10514/tcp
success
```

Where *zone* is the zone of the interface to use. Note that these changes will not persist after the next system start. To make permanent changes to the firewall, repeat the commands adding the **--permanent** option. For more information on opening and closing ports in **firewalld**, see the [Red Hat Enterprise Linux 7 Security Guide](#).

2. To verify the above settings, use a command as follows:

```
~]# firewall-cmd --list-all
public (default, active)
  interfaces: eth0
  sources:
  services: dhcpv6-client ssh
  ports: 10514/tcp
  masquerade: no
  forward-ports:
  icmp-blocks:
  rich rules:
```

### Procedure 20.6. Configuring rsyslog to Receive and Sort Remote Log Messages

1. Open the **/etc/rsyslog.conf** file in a text editor and proceed as follows:
  - a. Add these lines below the modules section but above the **Provides UDP syslog reception** section:

```
# Define templates before the rules that use them

### Per-Host Templates for Remote Systems ###
$template TmplAuthpriv,
"/var/log/remote/auth/%HOSTNAME%/%PROGRAMNAME:::secpath-
replace%.log"
$template TmplMsg,
"/var/log/remote/msg/%HOSTNAME%/%PROGRAMNAME:::secpath-
replace%.log"
```

- b. Replace the default **Provides TCP syslog reception** section with the following:

```
# Provides TCP syslog reception
$ModLoad imtcp
# Adding this ruleset to process remote messages
$RuleSet remote1
authpriv.*    ?TmplAuthpriv
*.info;mail.none;authpriv.none;cron.none    ?TmplMsg
$RuleSet RSYSLOG_DefaultRuleset    #End the rule set by
switching back to the default rule set
$InputTCPServerBindRuleset remote1    #Define a new input and
bind it to the "remote1" rule set
$InputTCPServerRun 10514
```

Save the changes to the `/etc/rsyslog.conf` file.

2. The **rsyslog** service must be running on both the logging server and the systems attempting to log to it.
  - a. Use the **systemctl** command to start the **rsyslog** service.

```
~]# systemctl start rsyslog
```

- b. To ensure the **rsyslog** service starts automatically in future, enter the following command as root:

```
~]# systemctl enable rsyslog
```

Your log server is now configured to receive and store log files from the other systems in your environment.

### 20.5.1. Using The New Template Syntax on a Logging Server

Rsyslog 7 has a number of different templates styles. The string template most closely resembles the legacy format. Reproducing the templates from the example above using the string format would look as follows:

```
template(name="TmplAuthpriv" type="string"
         string="/var/log/remote/auth/%HOSTNAME%/%PROGRAMNAME:::secpath-
replace%.log"
        )

template(name="TmplMsg" type="string"
         string="/var/log/remote/msg/%HOSTNAME%/%PROGRAMNAME:::secpath-
replace%.log"
        )
```

These templates can also be written in the list format as follows:

```
template(name="TmplAuthpriv" type="list") {
    constant(value="/var/log/remote/auth/")
    property(name="hostname")
    constant(value="/")
    property(name="programname" SecurePath="replace")
    constant(value=".log")
}
```

```
template(name="TplMsg" type="list") {
    constant(value="/var/log/remote/msg/")
    property(name="hostname")
    constant(value="/")
    property(name="programname" SecurePath="replace")
    constant(value=".log")
}
```

This template text format might be easier to read for those new to rsyslog and therefore can be easier to adapt as requirements change.

To complete the change to the new syntax, we need to reproduce the module load command, add a rule set, and then bind the rule set to the protocol, port, and ruleset:

```
module(load="imtcp")

ruleset(name="remote1"){
    authpriv.*    action(type="omfile" DynaFile="TplAuthpriv")
    *.info;mail.none;authpriv.none;cron.none action(type="omfile"
DynaFile="TplMsg")
}

input(type="imtcp" port="10514" ruleset="remote1")
```

## 20.6. Using Rsyslog Modules

Due to its modular design, **rsyslog** offers a variety of *modules* which provide additional functionality. Note that modules can be written by third parties. Most modules provide additional inputs (see *Input Modules* below) or outputs (see *Output Modules* below). Other modules provide special functionality specific to each module. The modules may provide additional configuration directives that become available after a module is loaded. To load a module, use the following syntax:

```
$ModLoad MODULE
```

where **\$ModLoad** is the global directive that loads the specified module and *MODULE* represents your desired module. For example, if you want to load the Text File Input Module (**imfile**) that enables **rsyslog** to convert any standard text files into syslog messages, specify the following line in the `/etc/rsyslog.conf` configuration file:

```
$ModLoad imfile
```

**rsyslog** offers a number of modules which are split into the following main categories:

- **Input Modules** — Input modules gather messages from various sources. The name of an input module always starts with the **im** prefix, such as **imfile** and **imjournal**.
- **Output Modules** — Output modules provide a facility to issue message to various targets such as sending across a network, storing in a database, or encrypting. The name of an output module always starts with the **om** prefix, such as **omsnmp**, **omrelp**, and so on.

- **Parser Modules** — These modules are useful in creating custom parsing rules or to parse malformed messages. With moderate knowledge of the C programming language, you can create your own message parser. The name of a parser module always starts with the **pm** prefix, such as **pmrfc5424**, **pmrfc3164**, and so on.
- **Message Modification Modules** — Message modification modules change content of syslog messages. Names of these modules start with the **mm** prefix. Message Modification Modules such as **mmanon**, **mmnormalize**, or **mmjsonparse** are used for anonymization or normalization of messages.
- **String Generator Modules** — String generator modules generate strings based on the message content and strongly cooperate with the template feature provided by **rsyslog**. For more information on templates, see [Section 20.2.3, “Templates”](#). The name of a string generator module always starts with the **sm** prefix, such as **smfile** or **smtradfile**.
- **Library Modules** — Library modules provide functionality for other loadable modules. These modules are loaded automatically by **rsyslog** when needed and cannot be configured by the user.

A comprehensive list of all available modules and their detailed description can be found at [http://www.rsyslog.com/doc/rsyslog\\_conf\\_modules.html](http://www.rsyslog.com/doc/rsyslog_conf_modules.html).



### Warning

Note that when **rsyslog** loads any modules, it provides them with access to some of its functions and data. This poses a possible security threat. To minimize security risks, use trustworthy modules only.

## 20.6.1. Importing Text Files

The Text File Input Module, abbreviated as **imfile**, enables **rsyslog** to convert any text file into a stream of syslog messages. You can use **imfile** to import log messages from applications that create their own text file logs. To load **imfile**, add the following into **/etc/rsyslog.conf**:

```
$ModLoad imfile
$InputFilePollInterval int
```

It is sufficient to load **imfile** once, even when importing multiple files. The *\$InputFilePollInterval* global directive specifies how often **rsyslog** checks for changes in connected text files. The default interval is 10 seconds, to change it, replace *int* with a time interval specified in seconds.

To identify the text files to import, use the following syntax in **/etc/rsyslog.conf**:

```
# File 1
$InputFileName path_to_file
$InputFileTag tag:
$InputFileStateFile state_file_name
$InputFileSeverity severity
$InputFileFacility facility
$InputRunFileMonitor

# File 2
$InputFileName path_to_file2
...
```

Four settings are required to specify an input text file:

- ✦ replace *path\_to\_file* with a path to the text file.
- ✦ replace *tag:* with a tag name for this message.
- ✦ replace *state\_file\_name* with a unique name for the *state file*. *State files*, which are stored in the rsyslog working directory, keep cursors for the monitored files, marking what partition has already been processed. If you delete them, whole files will be read in again. Make sure that you specify a name that does not already exist.
- ✦ add the *\$InputRunFileMonitor* directive that enables the file monitoring. Without this setting, the text file will be ignored.

Apart from the required directives, there are several other settings that can be applied on the text input. Set the severity of imported messages by replacing *severity* with an appropriate keyword. Replace *facility* with a keyword to define the subsystem that produced the message. The keywords for severity and facility are the same as those used in facility/priority-based filters, see [Section 20.2.1, “Filters”](#).

### Example 20.15. Importing Text Files

The Apache HTTP server creates log files in text format. To apply the processing capabilities of **rsyslog** to apache error messages, first use the **imfile** module to import the messages. Add the following into `/etc/rsyslog.conf`:

```
$ModLoad imfile

$InputFileName /var/log/httpd/error_log
$InputFileTag apache-error:
$InputFileStateFile state-apache-error
$InputRunFileMonitor
```

## 20.6.2. Exporting Messages to a Database

Processing of log data can be faster and more convenient when performed in a database rather than with text files. Based on the type of DBMS used, choose from various output modules such as **ommysql**, **ompgsql**, **omoracle**, or **ommongodb**. As an alternative, use the generic **omlibdbi** output module that relies on the **libdbi** library. The **omlibdbi** module supports database systems Firebird/Interbase, MS SQL, Sybase, SQLite, Ingres, Oracle, mSQL, MySQL, and PostgreSQL.

### Example 20.16. Exporting Rsyslog Messages to a Database

To store the rsyslog messages in a MySQL database, add the following into `/etc/rsyslog.conf`:

```
$ModLoad ommysql

$ActionOmmysqlServerPort 1234
*.* :ommysql:database-server,database-name,database-userid,database-
password
```

First, the output module is loaded, then the communication port is specified. Additional information, such as name of the server and the database, and authentication data, is specified on the last line of the above example.

### 20.6.3. Enabling Encrypted Transport

Confidentiality and integrity in network transmissions can be provided by either the *TLS* or *GSSAPI* encryption protocol.

*Transport Layer Security* (TLS) is a cryptographic protocol designed to provide communication security over the network. When using TLS, **rsyslog** messages are encrypted before sending, and mutual authentication exists between the sender and receiver. For configuring TLS, see [Section 20.6.3, “Configuring Encrypted Message Transfer with TLS”](#).

*Generic Security Service API* (GSSAPI) is an application programming interface for programs to access security services. To use it in connection with **rsyslog** you must have a functioning **Kerberos** environment. For configuring GSSAPI, see [Section 20.6.3, “Configuring Encrypted Message Transfer with GSSAPI”](#).

#### Configuring Encrypted Message Transfer with TLS

To use encrypted transport through TLS, you need to configure both the server and the client.

1. Create public key, private key and certificate file, see [Section 12.1.11, “Generating a New Key and Certificate”](#).
2. On the *server* side, configure the following in the `/etc/rsyslog.conf` configuration file:
  - a. Set the `gtls` netstream driver as the default driver:

```
$DefaultNetstreamDriver gtls
```

- b. Provide paths to certificate files:

```
$DefaultNetstreamDriverCAFile path_ca.pem
$DefaultNetstreamDriverCertFile path_cert.pem
$DefaultNetstreamDriverKeyFile path_key.pem
```

Replace:

- » `path_ca.pem` with a path to your public key
- » `path_cert.pem` with a path to the certificate file
- » `path_key.pem` with a path to the private key

- c. Load the `imtcp` module:

```
$ModLoad imtcp
```

- d. Start the server and set driver options:

```
$InputTCPServerStreamDriverMode number
$InputTCPServerStreamDriverAuthMode anon
$InputTCPServerRun port
```

Replace:

- ✦ *number* to specify the driver mode. To enable TCP-only mode, use **1**
- ✦ *port* with the port number at which to start a listener, for example **10514**

The **anon** setting means that the client is not authenticated.

3. On the *client* side, configure the following in the `/etc/rsyslog.conf` configuration file:

a. Load the public key:

```
$DefaultNetstreamDriverCAFile path_ca.pem
```

Replace *path\_ca.pem* with a path to the public key.

b. Set the gtls netstream driver as the default driver:

```
$DefaultNetstreamDriver gtls
```

c. Configure the driver and specify what action will be performed:

```
$InputTCPStreamDriverMode number
$InputTCPStreamDriverAuthMode anon
*. * @@server.net:port
```

Replace *number*, *anon*, and *port* with the same values as on the server.

On the last line in the above listing, an example action forwards messages from the server to the specified TCP port.

## Configuring Encrypted Message Transfer with GSSAPI

In **rsyslog**, interaction with GSSAPI is provided by the *imgssapi* module. To turn on the GSSAPI transfer mode:

1. Put the following configuration in `/etc/rsyslog.conf`:

```
$ModLoad imgssapi
```

This directive loads the *imgssapi* module.

2. Specify the input as follows:

```
$InputGSSServerServiceName name
$InputGSSServerPermitPlainTCP on
$InputGSSServerMaxSessions number
$InputGSSServerRun port
```

- ✦ Replace *name* with the name of the GSS server.
- ✦ Replace *number* to set the maximum number of sessions supported. This number is not limited by default.
- ✦ Replace *port* with a selected port on which you want to start a GSS server.

The `$InputGSSServerPermitPlainTCP on` setting permits the server to receive also plain TCP messages on the same port. This is off by default.



## Note

The `imgssapi` module is initialized as soon as the configuration file reader encounters the `$InputGSSServerRun` directive in the `/etc/rsyslog.conf` configuration file. The supplementary options configured after `$InputGSSServerRun` are therefore ignored. For configuration to take effect, all `imgssapi` configuration options must be placed before `$InputGSSServerRun`.

### Example 20.17. Using GSSAPI

The following configuration enables a GSS server on the port 1514 that also permits to receive plain tcp syslog messages on the same port.

```
$ModLoad imgssapi
$InputGSSServerPermitPlainTCP on
$InputGSSServerRun 1514
```

## 20.6.4. Using RELP

*Reliable Event Logging Protocol* (RELP) is a networking protocol for data logging in computer networks. It is designed to provide reliable delivery of event messages, which makes it useful in environments where message loss is not acceptable.

To configure RELP, you need to configure both the server and the client using the `/etc/rsyslog.conf` file.

1. To configure the client:
  - a. Load the required modules:

```
module(load="imuxsock")
module(load="omrelp")
module(load="imtcp")
```

- b. Configure the TCP input as follows:

```
input(type="imtcp" port="port")
```

Replace *port* to start a listener at the required port.

- c. Configure the transport settings:

```
action(type="omrelp" target="target_IP" port="target_port")
```

Replace *target\_IP* and *target\_port* with the IP address and port that identify the target server.

2. To configure the server:

- a. Configure loading the module:

```
module(load="imuxsock")
module(load="imrelp" ruleset="relp")
```

- b. Configure the TCP input similarly to the client configuration:

```
input(type="imrelp" port="target_port")
```

Replace *target\_port* with the same value as on the clients.

- c. Configure the rules and choose an action to be performed. In the following example, *log\_path* specifies the path for storing messages:

```
ruleset (name="relp") {
  action(type="omfile" file="log_path")
}
```

## 20.7. Interaction of Rsyslog and Journal

As mentioned above, **Rsyslog** and **Journal**, the two logging applications present on your system, have several distinctive features that make them suitable for specific use cases. In many situations it is useful to combine their capabilities, for example to create structured messages and store them in a file database (see [Section 20.8, “Structured Logging with Rsyslog”](#)). A communication interface needed for this cooperation is provided by input and output modules on the side of **Rsyslog** and by the **Journal**'s communication socket.

By default, **rsyslogd** uses the **imjournal** module as a default input mode for journal files. With this module, you import not only the messages but also the structured data provided by **journald**. Also, older data can be imported from **journald** (unless forbidden with the **\$ImjournalIgnorePreviousMessages** directive). See [Section 20.8.1, “Importing Data from Journal”](#) for basic configuration of **imjournal**.

As an alternative, configure **rsyslogd** to read from the socket provided by **journal** as an output for syslog-based applications. The path to the socket is **/run/systemd/journal/syslog**. Use this option when you want to maintain plain rsyslog messages. Compared to **imjournal** the socket input currently offers more features, such as ruleset binding or filtering. To import **Journal** data through the socket, use the following configuration in **/etc/rsyslog.conf**:

```
$ModLoad imuxsock
$OmitLocalLogging off
```

The above syntax loads the **imuxsock** module and turns off the **\$OmitLocalLogging** directive, which enables the import through the system socket. The path to this socket is specified separately in **/etc/rsyslog.d/listen.conf** as follows:

```
$SystemLogSocketName /run/systemd/journal/syslog
```

You can also output messages from **Rsyslog** to **Journal** with the **omjournal** module. Configure the output in **/etc/rsyslog.conf** as follows:

```
$ModLoad omjournal
```

```
*.* :omjournal:
```

For instance, the following configuration forwards all received messages on tcp port 10514 to the Journal:

```
$ModLoad imtcp
```

```
$ModLoad omjournal
```

```
$RuleSet remote
```

```
*.* :omjournal:
```

```
$InputTCPServerBindRuleset remote
```

```
$InputTCPServerRun 10514
```

## 20.8. Structured Logging with Rsyslog

On systems that produce large amounts of log data, it can be convenient to maintain log messages in a *structured format*. With structured messages, it is easier to search for particular information, to produce statistics and to cope with changes and inconsistencies in message structure. **Rsyslog** uses the *JSON* (JavaScript Object Notation) format to provide structure for log messages.

Compare the following unstructured log message:

```
Oct 25 10:20:37 localhost anacron[1395]: Jobs will be executed
sequentially
```

with a structured one:

```
{"timestamp":"2013-10-25T10:20:37", "host":"localhost",
"program":"anacron", "pid":"1395", "msg":"Jobs will be executed
sequentially"}
```

Searching structured data with use of key-value pairs is faster and more precise than searching text files with regular expressions. The structure also lets you to search for the same entry in messages produced by various applications. Also, JSON files can be stored in a document database such as MongoDB, which provides additional performance and analysis capabilities. On the other hand, a structured message requires more disk space than the unstructured one.

In **rsyslog**, log messages with meta data are pulled from **Journal** with use of the **imjournal** module. With the **mmjsonparse** module, you can parse data imported from **Journal** and from other sources and process them further, for example as a database output. For parsing to be successful, **mmjsonparse** requires input messages to be structured in a way that is defined by the **Lumberjack** project.

The **Lumberjack** project aims to add structured logging to **rsyslog** in a backward-compatible way. To identify a structured message, **Lumberjack** specifies the **@cee:** string that prepends the actual JSON structure. Also, **Lumberjack** defines the list of standard field names that should be used for entities in the JSON string. For more information on **Lumberjack**, see [Section 20.12, "Online Documentation"](#).

The following is an example of a lumberjack-formatted message:

```
@cee: {"pid":17055, "uid":1000, "gid":1000, "appname":"logger",
"msg":"Message text."}
```

To build this structure inside **Rsyslog**, a template is used, see [Section 20.8.2, “Filtering Structured Messages”](#). Applications and servers can employ the **libumberlog** library to generate messages in the lumberjack-compliant form. For more information on **libumberlog**, see [Section 20.12, “Online Documentation”](#).

### 20.8.1. Importing Data from Journal

The **imjournal** module is **Rsyslog**'s input module to natively read the journal files (see [Section 20.7, “Interaction of Rsyslog and Journal”](#)). Journal messages are then logged in text format as other rsyslog messages. However, with further processing, it is possible to translate meta data provided by **Journal** into a structured message.

To import data from **Journal** to **Rsyslog**, use the following configuration in `/etc/rsyslog.conf`:

```
$ModLoad imjournal

$imjournalPersistStateInterval number_of_messages
$imjournalStateFile path
$imjournalRateLimitInterval seconds
$imjournalRateLimitBurst burst_number
$ImjournalIgnorePreviousMessages off/on
```

- ✦ With *number\_of\_messages*, you can specify how often the journal data must be saved. This will happen each time the specified number of messages is reached.
- ✦ Replace *path* with a path to the state file. This file tracks the journal entry that was the last one processed.
- ✦ With *seconds*, you set the length of the rate limit interval. The number of messages processed during this interval can not exceed the value specified in *burst\_number*. The default setting is 20,000 messages per 600 seconds. Rsyslog discards messages that come after the maximum burst within the time frame specified.
- ✦ With **\$ImjournalIgnorePreviousMessages** you can ignore messages that are currently in Journal and import only new messages, which is used when there is no state file specified. The default setting is **off**. Please note that if this setting is off and there is no state file, all messages in the Journal are processed, even if they were already processed in a previous rsyslog session.



#### Note

You can use **imjournal** simultaneously with **imuxsock** module that is the traditional system log input. However, to avoid message duplication, you must prevent **imuxsock** from reading the Journal's system socket. To do so, use the **\$OmitLocalLogging** directive:

```
$ModLoad imuxsock
$ModLoad imjournal

$OmitLocalLogging on
$AddUnixListenSocket /run/systemd/journal/syslog
```

You can translate all data and meta data stored by **Journal** into structured messages. Some of these meta data entries are listed in [Example 20.19, “Verbose journalctl Output”](#), for a complete list of journal fields see the `systemd.journal-fields(7)` manual page. For example, it is possible to focus on *kernel journal fields*, that are used by messages originating in the kernel.

### 20.8.2. Filtering Structured Messages

To create a lumberjack-formatted message that is required by **rsyslog**'s parsing module, use the following template:

```
template(name="CEETemplate" type="string" string="%TIMESTAMP% %HOSTNAME%
%syslogtag% @cee: %${!all-json%\n}")
```

This template prepends the `@cee:` string to the JSON string and can be applied, for example, when creating an output file with `omfile` module. To access JSON field names, use the `${!}` prefix. For example, the following filter condition searches for messages with specific *hostname* and *UID*:

```
(${!hostname == "hostname" && ${!UID== "UID"})
```

### 20.8.3. Parsing JSON

The `mmjsonparse` module is used for parsing structured messages. These messages can come from **Journal** or from other input sources, and must be formatted in a way defined by the **Lumberjack** project. These messages are identified by the presence of the `@cee:` string. Then, `mmjsonparse` checks if the JSON structure is valid and then the message is parsed.

To parse lumberjack-formatted JSON messages with `mmjsonparse`, use the following configuration in the `/etc/rsyslog.conf`:

```
$ModLoad mmjsonparse

*. * :mmjsonparse:
```

In this example, the `mmjsonparse` module is loaded on the first line, then all messages are forwarded to it. Currently, there are no configuration parameters available for `mmjsonparse`.

### 20.8.4. Storing Messages in the MongoDB

**Rsyslog** supports storing JSON logs in the MongoDB document database through the `ommongodb` output module.

To forward log messages into MongoDB, use the following syntax in the `/etc/rsyslog.conf` (configuration parameters for `ommongodb` are available only in the new configuration format; see [Section 20.3, “Using the New Configuration Format”](#)):

```
$ModLoad ommongodb

*. * action(type="ommongodb" server="DB_server" serverport="port"
db="DB_name" collection="collection_name" uid="UID" pwd="password")
```

- ✦ Replace `DB_server` with the name or address of the MongoDB server. Specify `port` to select a non-standard port from the MongoDB server. The default `port` value is `0` and usually there is no need to change this parameter.

- With *DB\_name*, you identify to which database on the MongoDB server you want to direct the output. Replace *collection\_name* with the name of a collection in this database. In MongoDB, collection is a group of documents, the equivalent of an RDBMS table.
- You can set your login details by replacing *UID* and *password*.

You can shape the form of the final database output with use of templates. By default, **rsyslog** uses a template based on standard **lumberjack** field names.

## 20.9. Debugging Rsyslog

To run **rsyslogd** in debugging mode, use the following command:

```
rsyslogd -dn
```

With this command, **rsyslogd** produces debugging information and prints it to the standard output. The **-n** stands for "no fork". You can modify debugging with environmental variables, for example, you can store the debug output in a log file. Before starting **rsyslogd**, type the following on the command line:

```
export RSYSLOG_DEBUGLOG="path"
export RSYSLOG_DEBUG="Debug"
```

Replace *path* with a desired location for the file where the debugging information will be logged. For a complete list of options available for the **RSYSLOG\_DEBUG** variable, see the related section in the **rsyslogd(8)** manual page.

To check if syntax used in the **/etc/rsyslog.conf** file is valid use:

```
rsyslogd -N 1
```

Where **1** represents level of verbosity of the output message. This is a forward compatibility option because currently, only one level is provided. However, you must add this argument to run the validation.

## 20.10. Using the Journal

The Journal is a component of **systemd** that is responsible for viewing and management of log files. It can be used in parallel, or in place of a traditional syslog daemon, such as **rsyslogd**. The Journal was developed to address problems connected with traditional logging. It is closely integrated with the rest of the system, supports various logging technologies and access management for the log files.

Logging data is collected, stored, and processed by the Journal's **journald** service. It creates and maintains binary files called *journals* based on logging information that is received from the kernel, from user processes, from standard output, and standard error output of system services or via its native API. These journals are structured and indexed, which provides relatively fast seek times. Journal entries can carry a unique identifier. The **journald** service collects numerous meta data fields for each log message. The actual journal files are secured, and therefore cannot be manually edited.

### 20.10.1. Viewing Log Files

To access the journal logs, use the **journalctl** tool. For a basic view of the logs type as **root**:

## **journalctl**

An output of this command is a list of all log files generated on the system including messages generated by system components and by users. The structure of this output is similar to one used in **/var/log/messages/** but with certain improvements:

- ✦ the priority of entries is marked visually. Lines of error priority and higher are highlighted with red color and a bold font is used for lines with notice and warning priority
- ✦ the time stamps are converted for the local time zone of your system
- ✦ all logged data is shown, including rotated logs
- ✦ the beginning of a boot is tagged with a special line

### **Example 20.18. Example Output of journalctl**

The following is an example output provided by the **journalctl** tool. When called without parameters, the listed entries begin with a time stamp, then the host name and application that performed the operation is mentioned followed by the actual message. This example shows the first three entries in the journal log:

```
# journalctl
-- Logs begin at Thu 2013-08-01 15:42:12 CEST, end at Thu 2013-08-01
15:48:48 CEST. --
Aug 01 15:42:12 localhost systemd-journal[54]: Allowing runtime journal
files to grow to 49.7M.
Aug 01 15:42:12 localhost kernel: Initializing cgroup subsys cpuset
Aug 01 15:42:12 localhost kernel: Initializing cgroup subsys cpu

[...]
```

In many cases, only the latest entries in the journal log are relevant. The simplest way to reduce **journalctl** output is to use the **-n** option that lists only the specified number of most recent log entries:

## **journalctl -n *Number***

Replace *Number* with the number of lines to be shown. When no number is specified, **journalctl** displays the ten most recent entries.

The **journalctl** command allows controlling the form of the output with the following syntax:

## **journalctl -o *form***

Replace *form* with a keyword specifying a desired form of output. There are several options, such as **verbose**, which returns full-structured entry items with all fields, **export**, which creates a binary stream suitable for backups and network transfer, and **json**, which formats entries as JSON data structures. For the full list of keywords, see the **journalctl(1)** manual page.

### **Example 20.19. Verbose journalctl Output**

To view full meta data about all entries, type:

```
# journalctl -o verbose
[...]

Fri 2013-08-02 14:41:22 CEST
[s=e1021ca1b81e4fc688fad6a3ea21d35b;i=55c;b=78c81449c920439da57da7bd5c56
a770;m=27cc
    _BOOT_ID=78c81449c920439da57da7bd5c56a770
    PRIORITY=5
    SYSLOG_FACILITY=3
    _TRANSPORT=syslog
    _MACHINE_ID=69d27b356a94476da859461d3a3bc6fd
    _HOSTNAME=localhost.localdomain
    _PID=562
    _COMM=dbus-daemon
    _EXE=/usr/bin/dbus-daemon
    _CMDLINE=/bin/dbus-daemon --system --address=systemd: --nofork
--nopidfile --systemd-activation
    _SYSTEMD_CGROUP=/system/dbus.service
    _SYSTEMD_UNIT=dbus.service
    SYSLOG_IDENTIFIER=dbus
    SYSLOG_PID=562
    _UID=81
    _GID=81
    _SELINUX_CONTEXT=system_u:system_r:system_dbusd_t:s0-s0:c0.c1023
    MESSAGE=[system] Successfully activated service
'net.reactivated.Fprint'
    _SOURCE_REALTIME_TIMESTAMP=1375447282839181

[...]
```

This example lists fields that identify a single log entry. These meta data can be used for message filtering as shown in [Section 20.10.4, “Advanced Filtering”](#). For a complete description of all possible fields see the **systemd.journal-fields(7)** manual page.

## 20.10.2. Access Control

By default, **Journal** users without **root** privileges can only see log files generated by them. The system administrator can add selected users to the *adm* group, which grants them access to complete log files. To do so, type as **root**:

```
usermod -a -G adm username
```

Here, replace *username* with a name of the user to be added to the *adm* group. This user then receives the same output of the **journalctl** command as the root user. Note that access control only works when persistent storage is enabled for **Journal**.

## 20.10.3. Using The Live View

When called without parameters, **journalctl** shows the full list of entries, starting with the oldest entry collected. With the live view, you can supervise the log messages in real time as new entries are continuously printed as they appear. To start **journalctl** in live view mode, type:

```
journalctl -f
```

This command returns a list of the ten most current log lines. The **journalctl** utility then stays running and waits for new changes to show them immediately.

### 20.10.4. Filtering Messages

The output of the **journalctl** command executed without parameters is often extensive, therefore you can use various filtering methods to extract information to meet your needs.

#### Filtering by Priority

Log messages are often used to track erroneous behavior on the system. To view only entries with a selected or higher priority, use the following syntax:

```
journalctl -p priority
```

Here, replace *priority* with one of the following keywords (or with a number): **debug** (7), **info** (6), **notice** (5), **warning** (4), **err** (3), **crit** (2), **alert** (1), and **emerg** (0).

#### Example 20.20. Filtering by Priority

To view only entries with *error* or higher priority, use:

```
journalctl -p err
```

#### Filtering by Time

To view log entries only from the current boot, type:

```
journalctl -b
```

If you reboot your system just occasionally, the **-b** will not significantly reduce the output of **journalctl**. In such cases, time-based filtering is more helpful:

```
journalctl --since=value --until=value
```

With **--since** and **--until**, you can view only log messages created within a specified time range. You can pass *values* to these options in form of date or time or both as shown in the following example.

#### Example 20.21. Filtering by Time and Priority

Filtering options can be combined to reduce the set of results according to specific requests. For example, to view the *warning* or higher priority messages from a certain point in time, type:

```
journalctl -p warning --since="2013-3-16 23:59:59"
```

### Advanced Filtering

[Example 20.19, “Verbose journalctl Output”](#) lists a set of fields that specify a log entry and can all be used for filtering. For a complete description of meta data that **systemd** can store, see the **systemd.journal-fields(7)** manual page. This meta data is collected for each log message, without user intervention. Values are usually text-based, but can take binary and large values; fields can have multiple values assigned though it is not very common.

To view a list of unique values that occur in a specified field, use the following syntax:

```
journalctl -F fieldname
```

Replace *fieldname* with a name of a field you are interested in.

To show only log entries that fit a specific condition, use the following syntax:

```
journalctl fieldname=value
```

Replace *fieldname* with a name of a field and *value* with a specific value contained in that field. As a result, only lines that match this condition are returned.



## Note

As the number of meta data fields stored by **systemd** is quite large, it is easy to forget the exact name of the field of interest. When unsure, type:

```
journalctl
```

and press the **Tab** key two times. This shows a list of available field names. **Tab** completion based on context works on field names, so you can type a distinctive set of letters from a field name and then press **Tab** to complete the name automatically. Similarly, you can list unique values from a field. Type:

```
journalctl fieldname=
```

and press **Tab** two times. This serves as an alternative to **journalctl -F fieldname**.

You can specify multiple values for one field:

```
journalctl fieldname=value1 fieldname=value2 ...
```

Specifying two matches for the same field results in a logical **OR** combination of the matches. Entries matching *value1* or *value2* are displayed.

Also, you can specify multiple field-value pairs to further reduce the output set:

```
journalctl fieldname1=value fieldname2=value ...
```

If two matches for different field names are specified, they will be combined with a logical **AND**. Entries have to match both conditions to be shown.

With use of the + symbol, you can set a logical **OR** combination of matches for multiple fields:

```
journalctl fieldname1=value + fieldname2=value ...
```

This command returns entries that match at least one of the conditions, not only those that match both of them.

### Example 20.22. Advanced filtering

To display entries created by `avahi-daemon.service` or `crond.service` under user with UID 70, use the following command:

```
journalctl _UID=70 _SYSTEMD_UNIT=avahi-daemon.service  
_SYSTEMD_UNIT=crond.service
```

Since there are two values set for the `_SYSTEMD_UNIT` field, both results will be displayed, but only when matching the `_UID=70` condition. This can be expressed simply as: (UID=70 and (avahi or cron)).

You can apply the aforementioned filtering also in the live-view mode to keep track of the latest changes in the selected group of log entries:

```
journalctl -f fieldname=value ...
```

## 20.10.5. Enabling Persistent Storage

By default, **Journal** stores log files only in memory or a small ring-buffer in the `/run/log/journal/` directory. This is sufficient to show recent log history with `journalctl`. This directory is volatile, log data is not saved permanently. With the default configuration, `syslog` reads the journal logs and stores them in the `/var/log/` directory. With persistent logging enabled, journal files are stored in `/var/log/journal` which means they persist after reboot. Journal can then replace `rsyslog` for some users (but see the chapter introduction).

Enabled persistent storage has the following advantages

- Richer data is recorded for troubleshooting in a longer period of time
- For immediate troubleshooting, richer data is available after a reboot
- Server console currently reads data from journal, not log files

Persistent storage has also certain disadvantages:

- Even with persistent storage the amount of data stored depends on free memory, there is no guarantee to cover a specific time span
- More disk space is needed for logs

To enable persistent storage for Journal, create the journal directory manually as shown in the following example. As `root` type:

```
mkdir -p /var/log/journal/
```

Then, restart `journald` to apply the change:

```
systemctl restart systemd-journald
```

## 20.11. Managing Log Files in a Graphical Environment

As an alternative to the aforementioned command-line utilities, Red Hat Enterprise Linux 7 provides an accessible GUI for managing log messages.

### 20.11.1. Viewing Log Files

Most log files are stored in plain text format. You can view them with any text editor such as **Vi** or **Emacs**. Some log files are readable by all users on the system; however, root privileges are required to read most log files.

To view system log files in an interactive, real-time application, use the **System Log**.



#### Note

In order to use the **System Log**, first ensure the *gnome-system-log* package is installed on your system by running, as **root**:

```
~]# yum install gnome-system-log
```

For more information on installing packages with Yum, see [Section 8.2.4, “Installing Packages”](#).

After you have installed the *gnome-system-log* package, open the **System Log** by clicking **Applications** → **System Tools** → **System Log**, or type the following command at a shell prompt:

```
~]$ gnome-system-log
```

The application only displays log files that exist; thus, the list might differ from the one shown in [Figure 20.2, “System Log”](#).

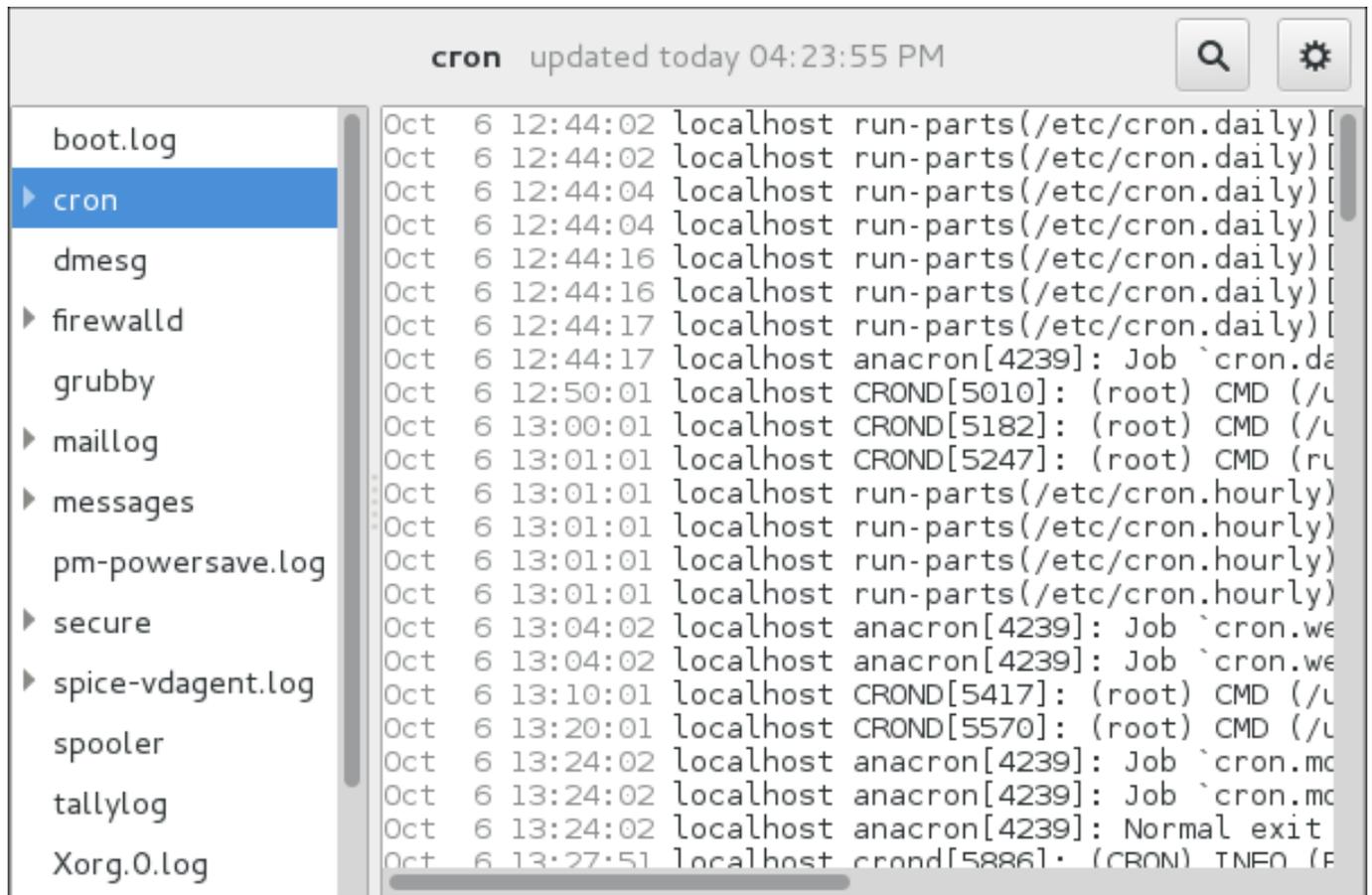


Figure 20.2. System Log

The **System Log** application lets you filter any existing log file. Click on the button marked with the gear symbol to view the menu, select **Filters** → **Manage Filters** to define or edit the desired filter.

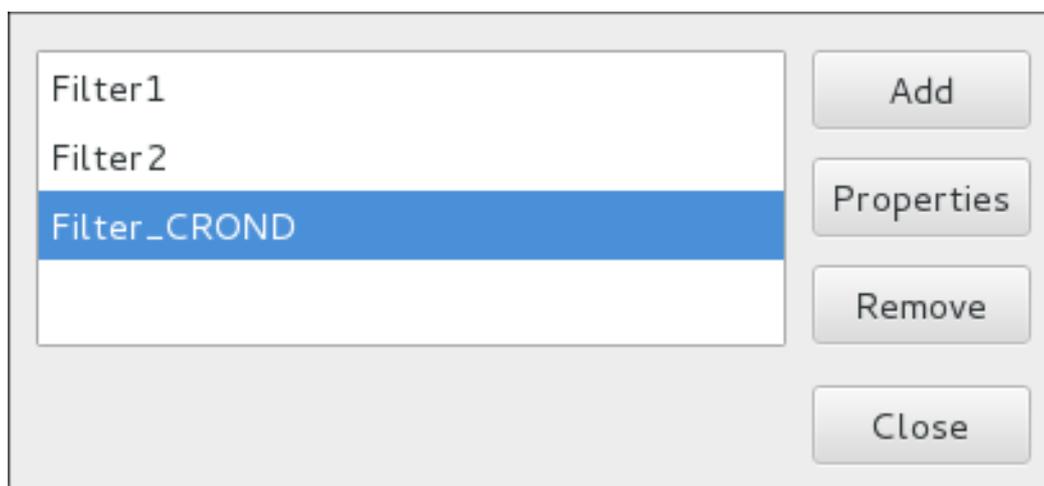
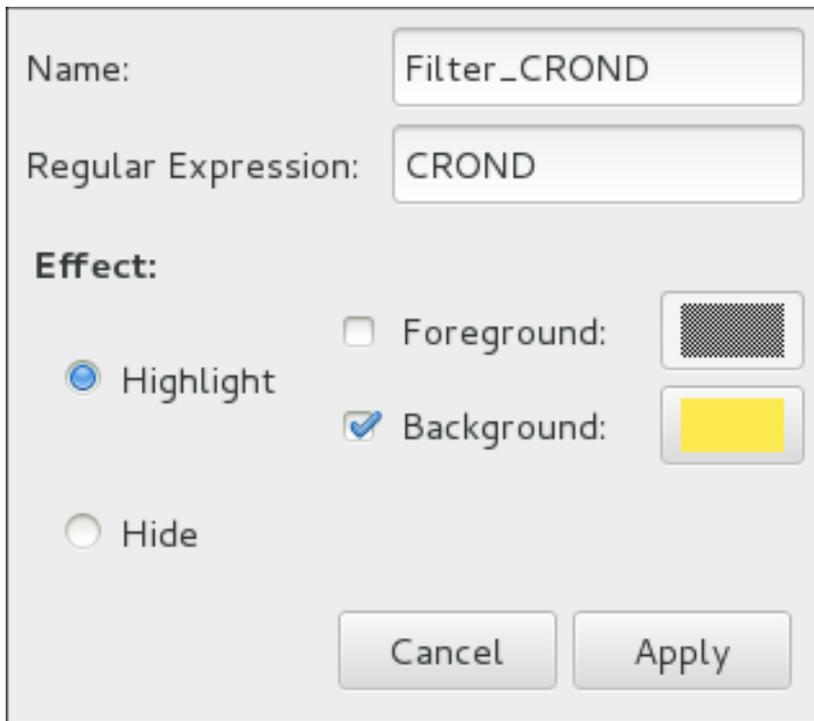


Figure 20.3. System Log - Filters

Adding or editing a filter lets you define its parameters as is shown in [Figure 20.4, "System Log - defining a filter"](#).



**Figure 20.4. System Log - defining a filter**

When defining a filter, the following parameters can be edited:

- ✦ **Name** — Specifies the name of the filter.
- ✦ **Regular Expression** — Specifies the regular expression that will be applied to the log file and will attempt to match any possible strings of text in it.
- ✦ **Effect**
  - **Highlight** — If checked, the found results will be highlighted with the selected color. You may select whether to highlight the background or the foreground of the text.
  - **Hide** — If checked, the found results will be hidden from the log file you are viewing.

When you have at least one filter defined, it can be selected from the **Filters** menu and it will automatically search for the strings you have defined in the filter and highlight or hide every successful match in the log file you are currently viewing.

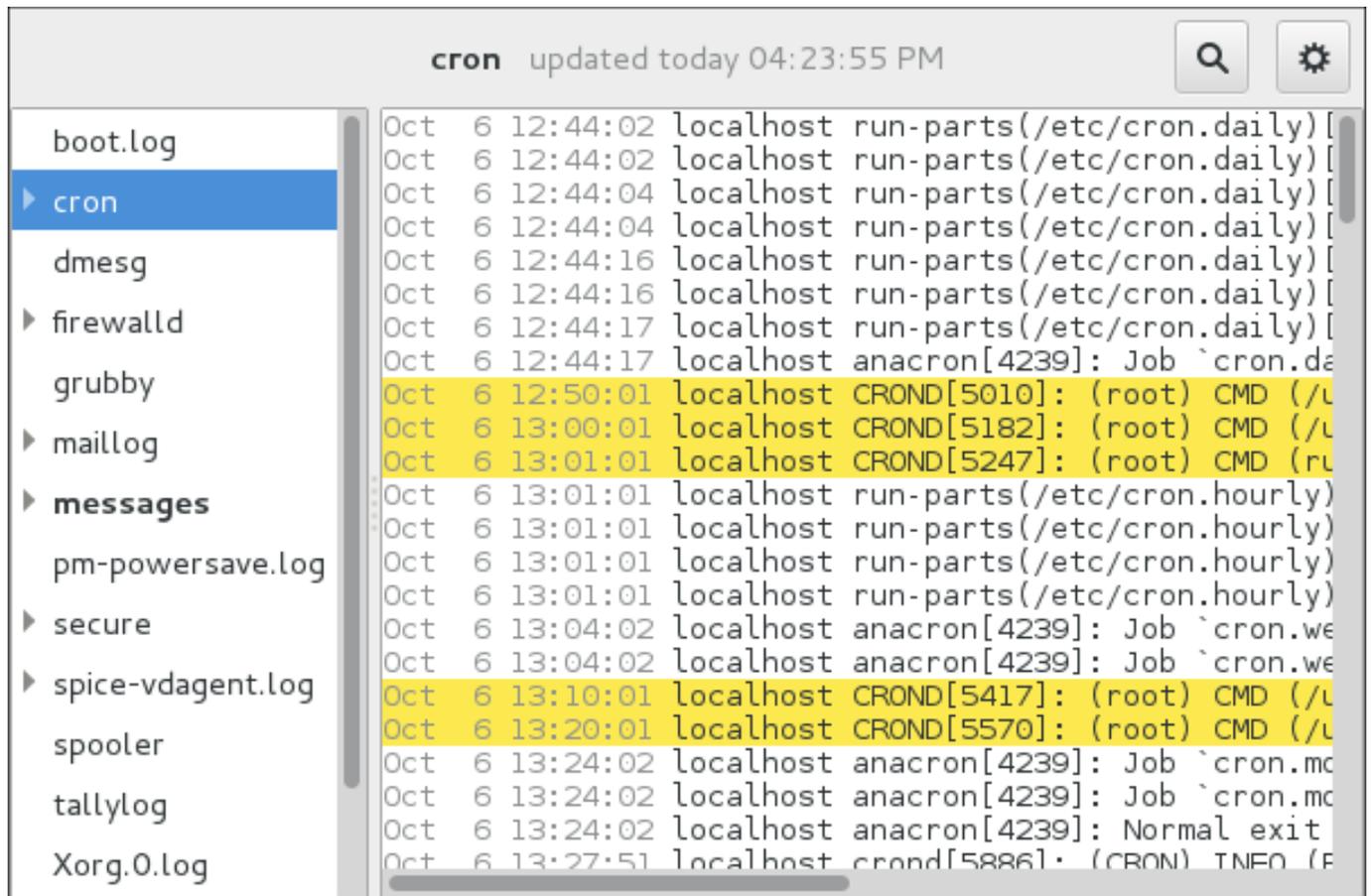
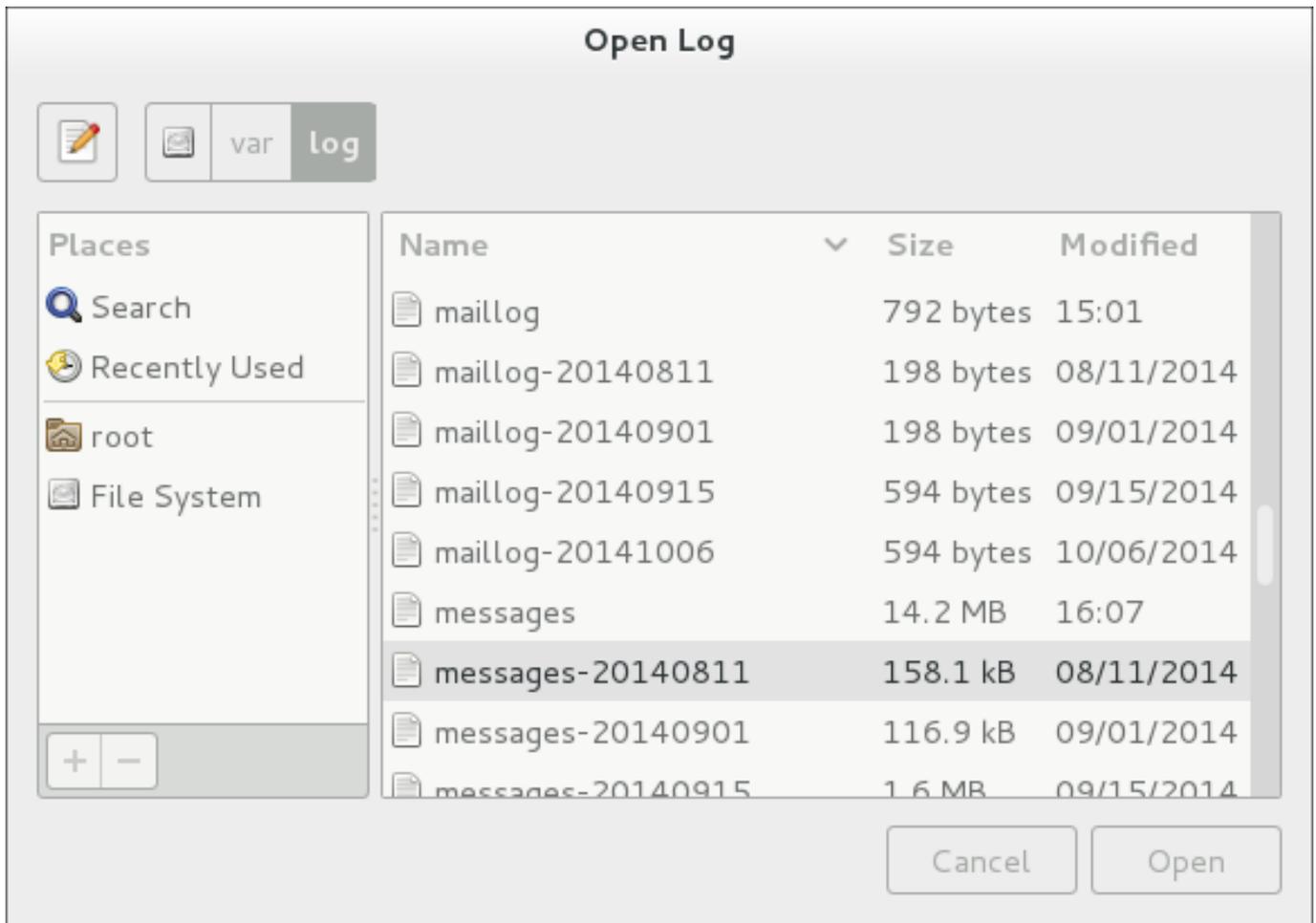


Figure 20.5. System Log - enabling a filter

When you select the **Show matches only** option, only the matched strings will be shown in the log file you are currently viewing.

### 20.11.2. Adding a Log File

To add a log file you want to view in the list, select **File** → **Open**. This will display the **Open Log** window where you can select the directory and file name of the log file you want to view. [Figure 20.6, “System Log - adding a log file”](#) illustrates the **Open Log** window.



**Figure 20.6. System Log - adding a log file**

Click on the **Open** button to open the file. The file is immediately added to the viewing list where you can select it and view its contents.



### Note

The **System Log** also allows you to open log files zipped in the **.gz** format.

### 20.11.3. Monitoring Log Files

**System Log** monitors all opened logs by default. If a new line is added to a monitored log file, the log name appears in bold in the log list. If the log file is selected or displayed, the new lines appear in bold at the bottom of the log file. [Figure 20.7, “System Log - new log alert”](#) illustrates a new alert in the **cron** log file and in the **messages** log file. Clicking on the **messages** log file displays the logs in the file with the new lines in bold.

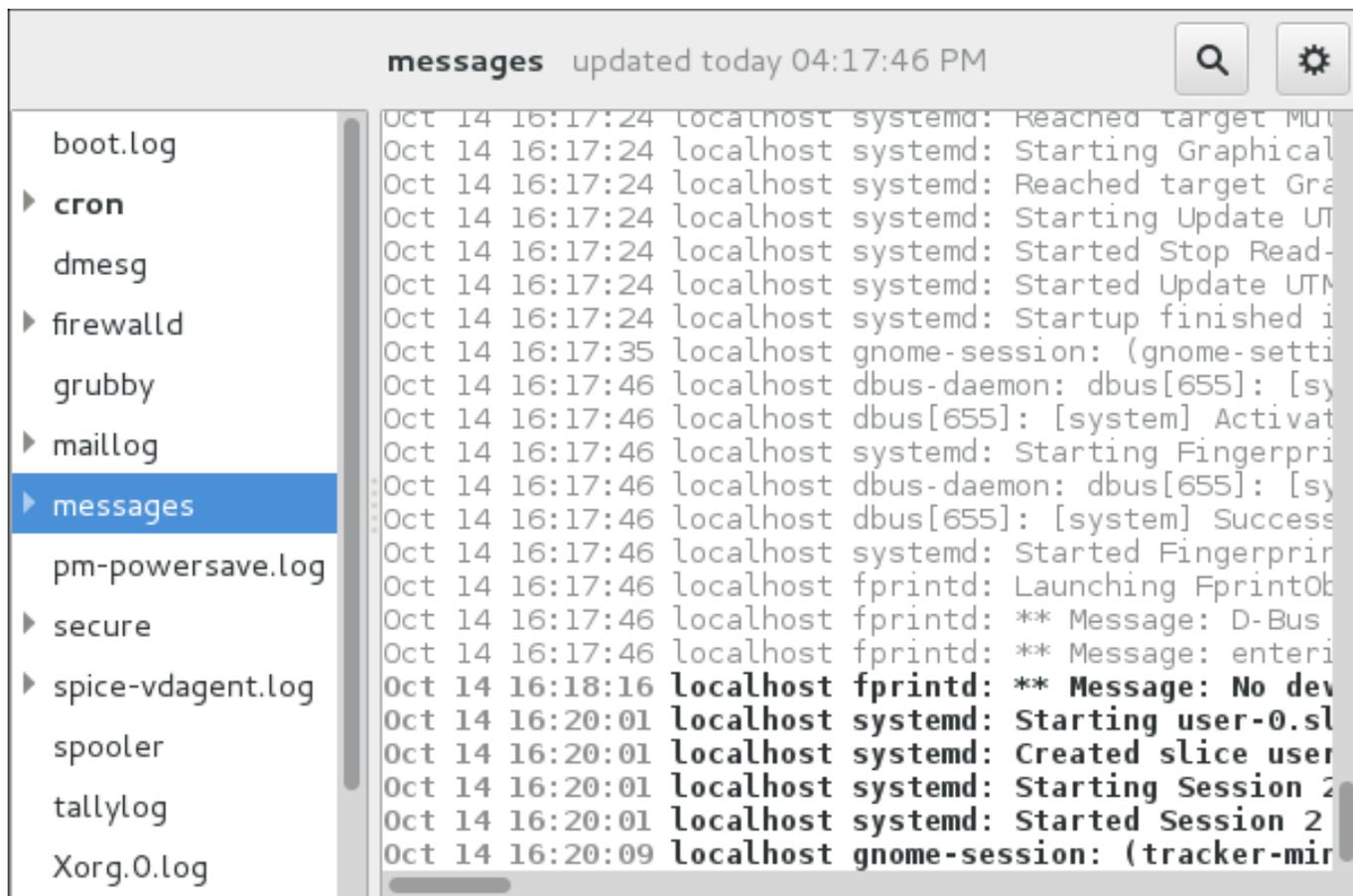


Figure 20.7. System Log - new log alert

## 20.12. Additional Resources

For more information on how to configure the **rsyslog** daemon and how to locate, view, and monitor log files, see the resources listed below.

### Installed Documentation

- ✦ **rsyslogd(8)** — The manual page for the **rsyslogd** daemon documents its usage.
- ✦ **rsyslog.conf(5)** — The manual page named **rsyslog.conf** documents available configuration options.
- ✦ **logrotate(8)** — The manual page for the **logrotate** utility explains in greater detail how to configure and use it.
- ✦ **journalctl(1)** — The manual page for the **journalctl** daemon documents its usage.
- ✦ **journal.conf(5)** — This manual page documents available configuration options.
- ✦ **systemd.journal-fields(7)** — This manual page lists special **Journal** fields.

### Installable Documentation

**/usr/share/doc/rsyslogversion/html/index.html** — This file, which is provided by the *rsyslog-doc* package from the Optional channel, contains information on **rsyslog**. See [Section 8.5.7, “Adding the Optional and Supplementary Repositories”](#) for more information on Red Hat additional channels. Before accessing the documentation, you must run the following command as **root**:

```
~]# yum install rsyslog-doc
```

## Online Documentation

The **rsyslog** home page offers additional documentation, configuration examples, and video tutorials. Make sure to consult the documents relevant to the version you are using:

- [RainerScript documentation on the rsyslog Home Page](#) — Commented summary of data types, expressions, and functions available in *RainerScript*.
- [rsyslog version 7 documentation on the rsyslog home page](#) — Version 7 of **rsyslog** is available for Red Hat Enterprise Linux 7 in the *rsyslog* package.
- [Description of queues on the rsyslog Home Page](#) — General information on various types of message queues and their usage.

## See Also

- [Chapter 5, Gaining Privileges](#) documents how to gain administrative privileges by using the **su** and **sudo** commands.
- [Chapter 9, Managing Services with systemd](#) provides more information on **systemd** and documents how to use the **systemctl** command to manage system services.

## Chapter 21. Automating System Tasks

Tasks, also known as *jobs*, can be configured to run automatically within a specified period of time, on a specified date, or when the system load average decreases below 0.8.

Red Hat Enterprise Linux is pre-configured to run important system tasks to keep the system updated. For example, the `slocate` database used by the `locate` command is updated daily. A system administrator can use automated tasks to perform periodic backups, monitor the system, run custom scripts, and so on.

Red Hat Enterprise Linux comes with the following automated task utilities: **cron**, **anacron**, **at**, and **batch**.

Every utility is intended for scheduling a different job type: while Cron and Anacron schedule recurring jobs, At and Batch schedule one-time jobs (refer to [Section 21.1, “Cron and Anacron”](#) and [Section 21.2, “At and Batch”](#) respectively).

Red Hat Enterprise Linux 7 supports the use of `systemd . timer` for executing a job at a specific time. See `man systemd . timer(5)` for more information.

### 21.1. Cron and Anacron

Both Cron and Anacron are daemons that can schedule execution of recurring tasks to a certain point in time defined by the exact time, day of the month, month, day of the week, and week.

Cron jobs can run as often as every minute. However, the utility assumes that the system is running continuously and if the system is not on at the time when a job is scheduled, the job is not executed.

On the other hand, Anacron remembers the scheduled jobs if the system is not running at the time when the job is scheduled. The job is then executed as soon as the system is up. However, Anacron can only run a job once a day.

#### 21.1.1. Installing Cron and Anacron

To install Cron and Anacron, you need to install the `cronie` package with Cron and the `cronie-anacron` package with Anacron (`cronie-anacron` is a sub-package of `cronie`).

To determine if the packages are already installed on your system, issue the following command:

```
rpm -q cronie cronie-anacron
```

The command returns full names of the `cronie` and `cronie-anacron` packages if already installed, or notifies you that the packages are not available.

To install these packages, use the `yum` command in the following form as **root**:

```
yum install package
```

For example, to install both Cron and Anacron, type the following at a shell prompt:

```
~]# yum install cronie cronie-anacron
```

For more information on how to install new packages in Red Hat Enterprise Linux, see [Section 8.2.4, “Installing Packages”](#).

## 21.1.2. Running the Crond Service

The cron and anacron jobs are both picked by the **crond** service. This section provides information on how to start, stop, and restart the **crond** service, and shows how to configure it to start automatically at boot time. For more information on how to manage system service in Red Hat Enterprise Linux 7 in general, see [Chapter 9, Managing Services with systemd](#).

### 21.1.2.1. Starting and Stopping the Cron Service

To determine if the service is running, use the following command:

```
systemctl status crond.service
```

To run the **crond** service in the current session, type the following at a shell prompt as **root**:

```
systemctl start crond.service
```

To configure the service to start automatically at boot time, use the following command as **root**:

```
systemctl enable crond.service
```

### 21.1.2.2. Stopping the Cron Service

To stop the **crond** service in the current session, type the following at a shell prompt as **root**:

```
systemctl stop crond.service
```

To prevent the service from starting automatically at boot time, use the following command as **root**:

```
systemctl disable crond.service
```

### 21.1.2.3. Restarting the Cron Service

To restart the **crond** service, type the following at a shell prompt as **root**:

```
systemctl restart crond.service
```

This command stops the service and starts it again in quick succession.

## 21.1.3. Configuring Anacron Jobs

The main configuration file to schedule jobs is the **/etc/anacrontab** file, which can be only accessed by the **root** user. The file contains the following:

```
SHELL=/bin/sh
PATH=/sbin:/bin:/usr/sbin:/usr/bin
MAILTO=root
# the maximal random delay added to the base delay of the jobs
RANDOM_DELAY=45
# the jobs will be started during the following hours only
START_HOURS_RANGE=3-22
```

```
#period in days  delay in minutes  job-identifier  command
1                5      cron.daily      nice run-parts /etc/cron.daily
7                25     cron.weekly     nice run-parts /etc/cron.weekly
@monthly        45     cron.monthly    nice run-parts /etc/cron.monthly
```

The first three lines define the variables that configure the environment in which the anacron tasks run:

- ✦ **SHELL** — shell environment used for running jobs (in the example, the Bash shell)
- ✦ **PATH** — paths to executable programs
- ✦ **MAILTO** — username of the user who receives the output of the anacron jobs by email

If the **MAILTO** variable is not defined (**MAILTO=**), the email is not sent.

The next two variables modify the scheduled time for the defined jobs:

- ✦ **RANDOM\_DELAY** — maximum number of minutes that will be added to the **delay in minutes** variable which is specified for each job

The minimum delay value is set, by default, to 6 minutes.

If **RANDOM\_DELAY** is, for example, set to **12**, then between 6 and 12 minutes are added to the **delay in minutes** for each job in that particular anacrontab. **RANDOM\_DELAY** can also be set to a value below **6**, including **0**. When set to **0**, no random delay is added. This proves to be useful when, for example, more computers that share one network connection need to download the same data every day.

- ✦ **START\_HOURS\_RANGE** — interval, when scheduled jobs can be run, in hours

In case the time interval is missed, for example due to a power failure, the scheduled jobs are not executed that day.

The remaining lines in the **/etc/anacrontab** file represent scheduled jobs and follow this format:

```
period in days  delay in minutes  job-identifier  command
```

- ✦ **period in days** — frequency of job execution in days

The property value can be defined as an integer or a macro (**@daily**, **@weekly**, **@monthly**), where **@daily** denotes the same value as integer 1, **@weekly** the same as 7, and **@monthly** specifies that the job is run once a month regardless of the length of the month.

- ✦ **delay in minutes** — number of minutes anacron waits before executing the job

The property value is defined as an integer. If the value is set to **0**, no delay applies.

- ✦ **job-identifier** — unique name referring to a particular job used in the log files

- ✦ **command** — command to be executed

The command can be either a command such as **ls /proc >> /tmp/proc** or a command which executes a custom script.

Any lines that begin with a hash sign (#) are comments and are not processed.

### 21.1.3.1. Examples of Anacron Jobs

The following example shows a simple `/etc/anacrontab` file:

```
SHELL=/bin/sh
PATH=/sbin:/bin:/usr/sbin:/usr/bin
MAILTO=root

# the maximal random delay added to the base delay of the jobs
RANDOM_DELAY=30
# the jobs will be started during the following hours only
START_HOURS_RANGE=16-20

#period in days    delay in minutes  job-identifier    command
1                20      dailyjob         nice run-parts /etc/cron.daily
7                25      weeklyjob        /etc/weeklyjob.bash
@monthly        45      monthlyjob       ls /proc >> /tmp/proc
```

All jobs defined in this `anacrontab` file are randomly delayed by 6-30 minutes and can be executed between 16:00 and 20:00.

The first defined job is triggered daily between 16:26 and 16:50 (`RANDOM_DELAY` is between 6 and 30 minutes; the delay in minutes property adds 20 minutes). The command specified for this job executes all present programs in the `/etc/cron.daily/` directory using the `run-parts` script (the `run-parts` script accepts a directory as a command-line argument and sequentially executes every program in the directory). See the `run-parts` man page for more information on the `run-parts` script.

The second job executes the `weeklyjob.bash` script in the `/etc` directory once a week.

The third job runs a command, which writes the contents of `/proc` to the `/tmp/proc` file (`ls /proc >> /tmp/proc`) once a month.

#### 21.1.4. Configuring Cron Jobs

The configuration file for cron jobs is `/etc/crontab`, which can be only modified by the `root` user. The file contains the following:

```
SHELL=/bin/bash
PATH=/sbin:/bin:/usr/sbin:/usr/bin
MAILTO=root
HOME=/
# For details see man 4 crontabs
# Example of job definition:
# .----- minute (0 - 59)
# | .----- hour (0 - 23)
# | | .----- day of month (1 - 31)
# | | | .----- month (1 - 12) OR jan,feb,mar,apr ...
# | | | | .---- day of week (0 - 6) (Sunday=0 or 7) OR
sun,mon,tue,wed,thu,fri,sat
# | | | | |
# * * * * * user-name command to be executed
```

The first three lines contain the same variable definitions as an `anacrontab` file: `SHELL`, `PATH`, and `MAILTO`. For more information about these variables, see [Section 21.1.3, “Configuring Anacron Jobs”](#).

In addition, the file can define the **HOME** variable. The **HOME** variable defines the directory, which will be used as the home directory when executing commands or scripts run by the job.

The remaining lines in the **/etc/crontab** file represent scheduled jobs and have the following format:

```
minute    hour    day    month    day of week    username    command
```

The following define the time when the job is to be run:

- ✦ **minute** — any integer from 0 to 59
- ✦ **hour** — any integer from 0 to 23
- ✦ **day** — any integer from 1 to 31 (must be a valid day if a month is specified)
- ✦ **month** — any integer from 1 to 12 (or the short name of the month such as jan or feb)
- ✦ **day of week** — any integer from 0 to 7, where 0 or 7 represents Sunday (or the short name of the week such as sun or mon)

The following define other job properties:

- ✦ **username** — specifies the user under which the jobs are run.
- ✦ **command** — the command to be executed.

The command can be either a command such as **ls /proc /tmp/proc** or a command which executes a custom script.

For any of the above values, an asterisk (\*) can be used to specify all valid values. If you, for example, define the month value as an asterisk, the job will be executed every month within the constraints of the other values.

A hyphen (-) between integers specifies a range of integers. For example, **1-4** means the integers 1, 2, 3, and 4.

A list of values separated by commas (,) specifies a list. For example, **3, 4, 6, 8** indicates exactly these four integers.

The forward slash (/) can be used to specify step values. The value of an integer will be skipped within a range following the range with **/integer**. For example, the minute value defined as **0-59/2** denotes every other minute in the minute field. Step values can also be used with an asterisk. For instance, if the month value is defined as **\*/3**, the task will run every third month.

Any lines that begin with a hash sign (#) are comments and are not processed.

Users other than **root** can configure cron tasks with the **crontab** utility. The user-defined crontabs are stored in the **/var/spool/cron/** directory and executed as if run by the users that created them.

To create a crontab as a specific user, login as that user and type the command **crontab -e** to edit the user's crontab with the editor specified in the **VISUAL** or **EDITOR** environment variable. The file uses the same format as **/etc/crontab**. When the changes to the crontab are saved, the crontab is stored according to the user name and written to the file **/var/spool/cron/username**. To list the contents of the current user's crontab file, use the **crontab -l** command.

The **/etc/cron.d/** directory contains files that have the same syntax as the **/etc/crontab** file. Only **root** is allowed to create and modify files in this directory.



## Note

The cron daemon checks the `/etc/anacrontab` file, the `/etc/crontab` file, the `/etc/cron.d/` directory, and the `/var/spool/cron/` directory every minute for changes and the detected changes are loaded into memory. It is therefore not necessary to restart the daemon after an `anacrontab` or a `crontab` file have been changed.

### 21.1.5. Controlling Access to Cron

To restrict the access to Cron, you can use the `/etc/cron.allow` and `/etc/cron.deny` files. These access control files use the same format with one user name on each line. Mind that no whitespace characters are permitted in either file.

If the `cron.allow` file exists, only users listed in the file are allowed to use cron, and the `cron.deny` file is ignored.

If the `cron.allow` file does not exist, users listed in the `cron.deny` file are not allowed to use Cron.

The Cron daemon (`crond`) does not have to be restarted if the access control files are modified. The access control files are checked each time a user tries to add or delete a cron job.

The `root` user can always use cron, regardless of the user names listed in the access control files.

You can control the access also through Pluggable Authentication Modules (PAM). The settings are stored in the `/etc/security/access.conf` file. For example, after adding the following line to the file, no other user but the `root` user can create crontabs:

```
-:ALL EXCEPT root :cron
```

The forbidden jobs are logged in an appropriate log file or, when using `crontab -e`, returned to the standard output. For more information, see the `access.conf.5` manual page.

### 21.1.6. Black and White Listing of Cron Jobs

Black and white listing of jobs is used to define parts of a job that do not need to be executed. This is useful when calling the `run-parts` script on a Cron directory, such as `/etc/cron.daily/`: if the user adds programs located in the directory to the job black list, the `run-parts` script will not execute these programs.

To define a black list, create a `jobs.deny` file in the directory that `run-parts` scripts will be executing from. For example, if you need to omit a particular program from `/etc/cron.daily/`, create the `/etc/cron.daily/jobs.deny` file. In this file, specify the names of the programs to be omitted from execution (only programs located in the same directory can be enlisted). If a job runs a command which runs the programs from the `/etc/cron.daily/` directory, such as `run-parts /etc/cron.daily`, the programs defined in the `jobs.deny` file will not be executed.

To define a white list, create a `jobs.allow` file.

The principles of `jobs.deny` and `jobs.allow` are the same as those of `cron.deny` and `cron.allow` described in section [Section 21.1.5, “Controlling Access to Cron”](#).

## 21.2. At and Batch

While Cron is used to schedule recurring tasks, the `At` utility is used to schedule a one-time task at a

specific time and the **Batch** utility is used to schedule a one-time task to be executed when the system load average drops below 0.8.

### 21.2.1. Installing At and Batch

To determine if the *at* package is already installed on your system, issue the following command:

```
rpm -q at
```

The command returns the full name of the *at* package if already installed or notifies you that the package is not available.

To install the packages, use the **yum** command in the following form as **root**:

```
yum install package
```

For example, to install both At and Batch, type the following at a shell prompt:

```
~]# yum install at
```

For more information on how to install new packages in Red Hat Enterprise Linux, see [Section 8.2.4, “Installing Packages”](#).

### 21.2.2. Running the At Service

The At and Batch jobs are both picked by the **atd** service. This section provides information on how to start, stop, and restart the **atd** service, and shows how to configure it to start automatically at boot time. For more information on how to manage system services in Red Hat Enterprise Linux 7 in general, see [Chapter 9, Managing Services with systemd](#).

#### 21.2.2.1. Starting and Stopping the At Service

To determine if the service is running, use the following command:

```
systemctl status atd.service
```

To run the **atd** service in the current session, type the following at a shell prompt as **root**:

```
systemctl start atd.service
```

To configure the service to start automatically at boot time, use the following command as **root**:

```
systemctl enable atd.service
```



#### Note

It is recommended that you configure your system to start the **atd** service automatically at boot time.

#### 21.2.2.2. Stopping the At Service

To stop the **atd** service, type the following at a shell prompt as **root**:

```
systemctl stop atd.service
```

To prevent the service from starting automatically at boot time, use the following command as **root**:

```
systemctl disable atd.service
```

### 21.2.2.3. Restarting the At Service

To restart the **atd** service, type the following at a shell prompt as **root**:

```
systemctl restart atd.service
```

This command stops the service and starts it again in quick succession.

### 21.2.3. Configuring an At Job

To schedule a one-time job for a specific time with the **At** utility, do the following:

1. On the command line, type the command **at TIME**, where **TIME** is the time when the command is to be executed.

The **TIME** argument can be defined in any of the following formats:

- ✦ **HH:MM** specifies the exact hour and minute; For example, **04:00** specifies 4:00 a.m.
- ✦ **midnight** specifies 12:00 a.m.
- ✦ **noon** specifies 12:00 p.m.
- ✦ **teatime** specifies 4:00 p.m.
- ✦ **MONTHDAYYEAR** format; For example, **January 15 2012** specifies the 15th day of January in the year 2012. The year value is optional.
- ✦ **MMDDYY**, **MM/DD/YY**, or **MM.DD.YY** formats; For example, **011512** for the 15th day of January in the year 2012.
- ✦ **now + TIME** where **TIME** is defined as an integer and the value type: minutes, hours, days, or weeks. For example, **now + 5 days** specifies that the command will be executed at the same time five days from now.

The time must be specified first, followed by the optional date. For more information about the time format, see the **/usr/share/doc/at-<version>/timespec** text file.

If the specified time has past, the job is executed at the time the next day.

2. In the displayed **at>** prompt, define the job commands:
  - A. Type the command the job should execute and press **Enter**. Optionally, repeat the step to provide multiple commands.
  - B. Enter a shell script at the prompt and press **Enter** after each line in the script.

The job will use the shell set in the user's **SHELL** environment, the user's login shell, or **/bin/sh** (whichever is found first).

3. Once finished, press **Ctrl+D** on an empty line to exit the prompt.

If the set of commands or the script tries to display information to standard output, the output is emailed to the user.

To view the list of pending jobs, use the **atq** command. See [Section 21.2.5, “Viewing Pending Jobs”](#) for more information.

You can also restrict the usage of the **at** command. For more information, see [Section 21.2.7, “Controlling Access to At and Batch”](#) for details.

### 21.2.4. Configuring a Batch Job

The **Batch** application executes the defined one-time tasks when the system load average decreases below 0.8.

To define a Batch job, do the following:

1. On the command line, type the command **batch**.
2. In the displayed **at>** prompt, define the job commands:
  - A. Type the command the job should execute and press **Enter**. Optionally, repeat the step to provide multiple commands.
  - B. Enter a shell script at the prompt and press **Enter** after each line in the script.

If a script is entered, the job uses the shell set in the user's **SHELL** environment, the user's login shell, or **/bin/sh** (whichever is found first).

3. Once finished, press **Ctrl+D** on an empty line to exit the prompt.

If the set of commands or the script tries to display information to standard output, the output is emailed to the user.

To view the list of pending jobs, use the **atq** command. See [Section 21.2.5, “Viewing Pending Jobs”](#) for more information.

You can also restrict the usage of the **batch** command. For more information, see [Section 21.2.7, “Controlling Access to At and Batch”](#) for details.

### 21.2.5. Viewing Pending Jobs

To view the pending **At** and **Batch** jobs, run the **atq** command. The **atq** command displays a list of pending jobs, with each job on a separate line. Each line follows the job number, date, hour, job class, and user name format. Users can only view their own jobs. If the **root** user executes the **atq** command, all jobs for all users are displayed.

### 21.2.6. Additional Command Line Options

Additional command line options for **at** and **batch** include the following:

**Table 21.1. at and batch Command Line Options**

Option	Description
<b>-f</b>	Read the commands or shell script from a file instead of specifying them at the prompt.

Option	Description
<b>-m</b>	Send email to the user when the job has been completed.
<b>-v</b>	Display the time that the job is executed.

### 21.2.7. Controlling Access to At and Batch

You can restrict the access to the **at** and **batch** commands using the **/etc/at.allow** and **/etc/at.deny** files. These access control files use the same format defining one user name on each line. Mind that no whitespace are permitted in either file.

If the file **at.allow** exists, only users listed in the file are allowed to use **at** or **batch**, and the **at.deny** file is ignored.

If **at.allow** does not exist, users listed in **at.deny** are not allowed to use **at** or **batch**.

The **at** daemon (**atd**) does not have to be restarted if the access control files are modified. The access control files are read each time a user tries to execute the **at** or **batch** commands.

The **root** user can always execute **at** and **batch** commands, regardless of the content of the access control files.

### 21.3. Scheduling a Job to Run on Next Boot Using a systemd Unit File

The **cron**, **anacron**, **at**, and **batch** utilities allow scheduling jobs for specific times or for when system workload reaches a certain level. It is also possible to create a job that will run during the next system boot. This is done by creating a **systemd** unit file that specifies the script to run and its dependencies.

To configure a script to run on the next boot:

1. Create the **systemd** unit file that specifies at which stage of the boot process to run the script. This example shows a unit file with a reasonable set of **Wants=** and **After=** dependencies:

```
~]# cat /etc/systemd/system/one-time.service
[Unit]
# The script needs to execute after:
# network interfaces are configured
Wants=network-online.target
After=network-online.target
# all remote filesystems (NFS/_netdev) are mounted
After=remote-fs.target
# name (DNS) and user resolution from remote databases (AD/LDAP)
are available
After=nss-user-lookup.target nss-lookup.target
# the system clock has synchronized
After=time-sync.target

[Service]
Type=oneshot
ExecStart=/usr/local/bin/foobar.sh

[Install]
WantedBy=multi-user.target
```

If you use this example:

- ✦ substitute `/usr/local/bin/foobar.sh` with the name of your script
- ✦ modify the set of **After=** entries if necessary

For information on specifying the stage of boot, see [Section 9.6, “Creating and Modifying systemd Unit Files”](#).

2. If you want the **systemd** service to stay active after executing the script, add the **RemainAfterExit=yes** line to the **[Service]** section:

```
[Service]
Type=oneshot
RemainAfterExit=yes
ExecStart=/usr/local/bin/foobar.sh
```

3. Reload the **systemd** daemon:

```
~]# systemctl daemon-reload
```

4. Enable the **systemd** service:

```
~]# systemctl enable one-time.service
```

5. Create the script to execute:

```
~]# cat /usr/local/bin/foobar.sh
#!/bin/bash

touch /root/test_file
```

6. If you want the script to run during the next boot only, and not on every boot, add a line that disables the **systemd** unit:

```
#!/bin/bash

touch /root/test_file
systemctl disable one-time.service
```

7. Make the script executable:

```
~]# chmod +x /usr/local/bin/foobar.sh
```

## 21.4. Additional Resources

To learn more about configuring automated tasks, see the following installed documentation:

- ✦ **cron(8)** man page contains an overview of cron.
- ✦ **crontab** man pages in sections 1 and 5:
  - The manual page in section 1 contains an overview of the **crontab** file.
  - The man page in section 5 contains the format for the file and some example entries.

- ✦ **anacron(8)** manual page contains an overview of **anacron**.
- ✦ **anacrontab(5)** manual page contains an overview of the **anacrontab** file.
- ✦ **run-parts(4)** manual page contains an overview of the **run-parts** script.
- ✦ **/usr/share/doc/at-version/timespec** contains detailed information about the time values that can be used in cron job definitions.
- ✦ **at** manual page contains descriptions of **at** and **batch** and their command line options.

## Chapter 22. Automatic Bug Reporting Tool (ABRT)

### 22.1. Introduction to ABRT

The **Automatic Bug Reporting Tool**, commonly abbreviated as **ABRT**, is a set of tools that is designed to help users detect and report application crashes. Its main purpose is to ease the process of reporting issues and finding solutions. In this context, the solution can be a Bugzilla ticket, a knowledge-base article, or a suggestion to update a package to a version containing a fix.

**ABRT** consists of the **abrt** daemon and a number of system services and utilities for processing, analyzing, and reporting detected problems. The daemon runs silently in the background most of the time and springs into action when an application crashes or a kernel oops is detected. The daemon then collects the relevant problem data, such as a core file if there is one, the crashing application's command line parameters, and other data of forensic utility.

**ABRT** currently supports the detection of crashes in applications written in the C, C++, Java, Python, and Ruby programming languages, as well as X.Org crashes, kernel oopses, and kernel panics. See [Section 22.4, "Detecting Software Problems"](#) for more detailed information on the types of failures and crashes supported, and the way the various types of crashes are detected.

The identified problems can be reported to a remote issue tracker, and the reporting can be configured to happen automatically whenever an issue is detected. Problem data can also be stored locally or on a dedicated system and reviewed, reported, and deleted manually by the user. The reporting tools can send problem data to a Bugzilla database or the Red Hat Technical Support (RHTSupport) website. The tools can also upload it using **FTP** or **SCP**, send it as an email, or write it to a file.

The **ABRT** component that handles existing problem data (as opposed to, for example, the creation of new problem data) is a part of a separate project, **libreport**. The **libreport** library provides a generic mechanism for analyzing and reporting problems, and it is used by applications other than **ABRT** as well. However, **ABRT** and **libreport** operation and configuration are closely integrated. They are, therefore, discussed as one in this document.

### 22.2. Installing ABRT and Starting its Services

In order to use **ABRT**, ensure that the *abrt-desktop* or the *abrt-cli* package is installed on your system. The *abrt-desktop* package provides a graphical user interface for **ABRT**, and the *abrt-cli* package contains a tool for using **ABRT** on the command line. You can also install both. The general workflow with both the **ABRT** GUI and the command line tool is procedurally similar and follows the same pattern.



#### Warning

Please note that installing the **ABRT** packages overwrites the `/proc/sys/kernel/core_pattern` file, which can contain a template used to name core-dump files. The content of this file will be overwritten to:

```
|/usr/libexec/abrt-hook-ccpp %s %c %p %u %g %t e
```

See [Section 8.2.4, "Installing Packages"](#) for general information on how to install packages using the **Yum** package manager.

### 22.2.1. Installing the ABRT GUI

The **ABRT** *graphical user interface* provides an easy-to-use front end for working in a desktop environment. You can install the required package by running the following command as the **root** user:

```
~]# yum install abrt-desktop
```

Upon installation, the **ABRT** notification applet is configured to start automatically when your graphical desktop session starts. You can verify that the **ABRT** applet is running by issuing the following command in a terminal:

```
~]$ ps -el | grep abrt-applet
0 S    500   2036   1824  0  80    0 - 61604 poll_s ?          00:00:00 abrt-
applet
```

If the applet is not running, you can start it manually in your current desktop session by running the **abrt-applet** program:

```
~]$ abrt-applet &
[1] 2261
```

### 22.2.2. Installing ABRT for the Command Line

The *command line interface* is useful on headless machines, remote systems connected over a network, or in scripts. You can install the required package by running the following command as the **root** user:

```
~]# yum install abrt-cli
```

### 22.2.3. Installing Supplementary ABRT Tools

To receive email notifications about crashes detected by **ABRT**, you need to have the *libreport-plugin-mailx* package installed. You can install it by executing the following command as **root**:

```
~]# yum install libreport-plugin-mailx
```

By default, it sends notifications to the **root** user at the local machine. The email destination can be configured in the `/etc/libreport/plugins/mailx.conf` file.

To have notifications displayed in your console at login time, install the *abrt-console-notification* package as well.

**ABRT** can detect, analyze, and report various types of software failures. By default, **ABRT** is installed with support for the most common types of failures, such as crashes of C and C++ applications. Support for other types of failures is provided by independent packages. For example, to install support for detecting exceptions in applications written using the Java language, run the following command as **root**:

```
~]# yum install abrt-java-connector
```

See [Section 22.4, “Detecting Software Problems”](#) for a list of languages and software projects which **ABRT** supports. The section also includes a list of all corresponding packages that enable the detection of the various types of failures.

### 22.2.4. Starting the ABRT Services

The **abrt** daemon requires the **abrt** user to exist for file system operations in the `/var/spool/abrt` directory. When the `abrt` package is installed, it automatically creates the **abrt** user whose UID and GID is 173, if such user does not already exist. Otherwise, the **abrt** user can be created manually. In that case, any UID and GID can be chosen, because **abrt** does not require a specific UID and GID.

The **abrt** daemon is configured to start at boot time. You can use the following command to verify its current status:

```
~]$ systemctl is-active abrt.service
active
```

If **systemctl** returns **inactive** or **unknown**, the daemon is not running. You can start it for the current session by entering the following command as **root**:

```
~]# systemctl start abrt.service
```

You can use the same commands to start or check status of related error-detection services. For example, make sure the **abrt-ccpp** service is running if you want **ABRT** to detect C or C++ crashes. See [Section 22.4, “Detecting Software Problems”](#) for a list of all available **ABRT** detection services and their respective packages.

With the exception of the **abrt-vmcore** and **abrt-pstoreoops** services, which are only started when a kernel panic or kernel oops occurs, all **ABRT** services are automatically enabled and started at boot time when their respective packages are installed. You can disable or enable any **ABRT** service by using the **systemctl** utility as described in [Chapter 9, Managing Services with systemd](#).

### 22.2.5. Testing ABRT Crash Detection

To test that **ABRT** works properly, use the **kill** command to send the **SEGV** signal to terminate a process. For example, start a **sleep** process and terminate it with the **kill** command in the following way:

```
~]$ sleep 100 &
[1] 2823
~]$ kill -s SEGV 2823
```

**ABRT** detects a crash shortly after executing the **kill** command, and, provided a graphical session is running, the user is notified of the detected problem by the GUI notification applet. On the command line, you can check that the crash was detected by running the **abrt-cli list** command or by examining the crash dump created in the `/var/tmp/abrt/` directory. See [Section 22.5, “Handling Detected Problems”](#) for more information on how to work with detected crashes.

## 22.3. Configuring ABRT

A problem life cycle is driven by *events* in **ABRT**. For example:

- Event #1 — a problem-data directory is created.
- Event #2 — problem data is analyzed.
- Event #3 — the problem is reported to Bugzilla.

Whenever a problem is detected, **ABRT** compares it with all existing problem data and determines whether that same problem has already been recorded. If it has, the existing problem data is updated, and the most recent (duplicate) problem is not recorded again. If the problem is not recognized by **ABRT**, a **problem-data directory** is created. A problem-data directory typically consists of files such as: **analyzer**, **architecture**, **coredump**, **cmdline**, **executable**, **kernel**, **os\_release**, **reason**, **time**, and **uid**.

Other files, such as **backtrace**, can be created during the analysis of the problem, depending on which analyzer method is used and its configuration settings. Each of these files holds specific information about the system and the problem itself. For example, the **kernel** file records the version of a crashed kernel.

After the problem-data directory is created and problem data gathered, you can process the problem using either the **ABRT** GUI, or the **abrt-cli** utility for the command line. See [Section 22.5, “Handling Detected Problems”](#) for more information about the **ABRT** tools provided for working with recorded problems.

### 22.3.1. Configuring Events

**ABRT** events use *plugins* to carry out the actual reporting operations. Plugins are compact utilities that the events call to process the content of problem-data directories. Using plugins, **ABRT** is capable of reporting problems to various destinations, and almost every reporting destination requires some configuration. For instance, Bugzilla requires a username, password, and a URL pointing to an instance of the Bugzilla service.

Some configuration details can have default values (such as a Bugzilla URL), but others cannot have sensible defaults (for example, a username). **ABRT** looks for these settings in configuration files, such as **report\_bugzilla.conf**, in the **/etc/libreport/events/** or **\$HOME/.cache/abrt/events/** directories for system-wide or user-specific settings respectively. The configuration files contain pairs of directives and values.

These files are the bare minimum necessary for running events and processing the problem-data directories. The **gnome-abrt** and **abrt-cli** tools read the configuration data from these files and pass it to the events they run.

Additional information about events (such as their description, names, types of parameters that can be passed to them as environment variables, and other properties) is stored in **event\_name.xml** files in the **/usr/share/libreport/events/** directory. These files are used by both **gnome-abrt** and **abrt-cli** to make the user interface more friendly. Do not edit these files unless you want to modify the standard installation. If you intend to do that, copy the file to be modified to the **/etc/libreport/events/** directory and modify the new file. These files can contain the following information:

- a user-friendly event name and description (Bugzilla, Report to Bugzilla bug tracker),
- a list of items in a problem-data directory that are required for the event to succeed,
- a default and mandatory selection of items to send or not send,
- whether the GUI should prompt for data review,
- what configuration options exist, their types (string, Boolean, etc.), default value, prompt string, etc.; this lets the GUI build appropriate configuration dialogs.

For example, the **report\_Logger** event accepts an output filename as a parameter. Using the respective **event\_name.xml** file, the **ABRT** GUI determines which parameters can be specified for a selected event and allows the user to set the values for these parameters. The values are saved by the **ABRT** GUI and reused on subsequent invocations of these events. Note that the **ABRT** GUI saves configuration options using the **GNOME Keyring** tool and by passing them to events, it overrides data from text configuration files.

To open the graphical **Configuration** window, choose **Automatic Bug Reporting Tool** → **Preferences** from within a running instance of the **gnome-abrt** application. This window shows a list of events that can be selected during the reporting process when using the GUI. When you select one of the configurable events, you can click the **Configure** button and modify the settings for that event.

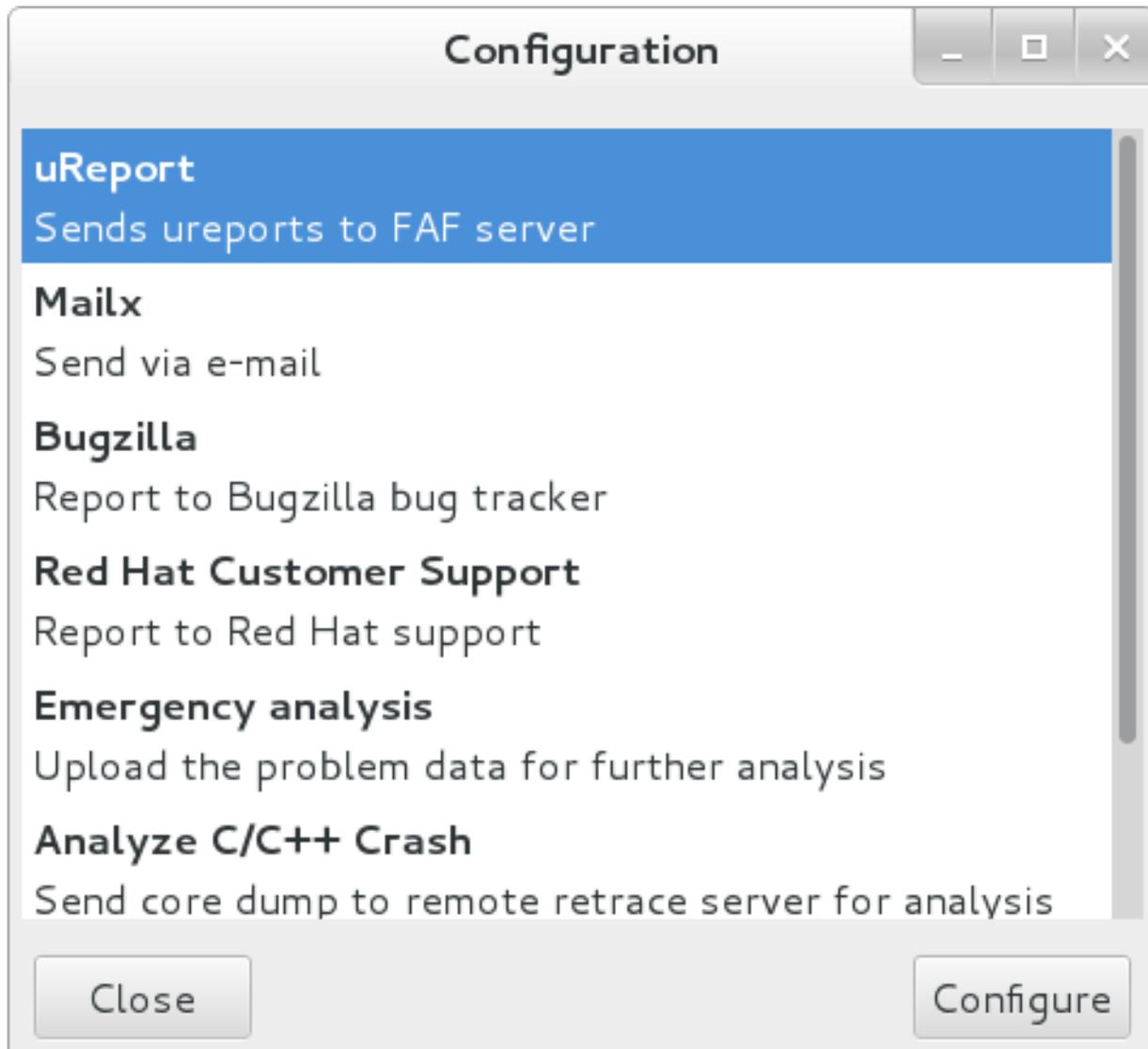


Figure 22.1. Configuring ABRT Events

**Important**

All files in the `/etc/libreport/` directory hierarchy are world-readable and are meant to be used as global settings. Thus, it is not advisable to store usernames, passwords, or any other sensitive data in them. The per-user settings (set in the GUI application and readable by the owner of `$HOME` only) are safely stored in **GNOME Keyring**, or they can be stored in a text configuration file in `$HOME/.abrt/` for use with `abrt-cli`.

The following table shows a selection of the default analyzing, collecting, and reporting events provided by the standard installation of **ABRT**. The table lists each event's name, identifier, configuration file from the `/etc/libreport/events.d/` directory, and a brief description. Note that while the configuration files use the event identifiers, the **ABRT** GUI refers to the individual events using their names. Note also that not all of the events can be set up using the GUI. For information on how to define a custom event, see [Section 22.3.2, “Creating Custom Events”](#).

**Table 22.1. Standard ABRT Events**

Name	Identifier and Configuration File	Description
uReport	report_uReport	Uploads a <code>µReport</code> to the <b>FAF</b> server.
Mailx	report_Mailx <code>mailx_event.conf</code>	Sends the problem report via the <b>Mailx</b> utility to a specified email address.
Bugzilla	report_Bugzilla <code>bugzilla_event.conf</code>	Reports the problem to the specific installation of the <b>Bugzilla</b> bug tracker.
Red Hat Customer Support	report_RHTSupport <code>rhtsupport_event.conf</code>	Reports the problem to the Red Hat Technical Support system.
Analyze C or C++ Crash	analyze_CCpp <code>ccpp_event.conf</code>	Sends the core dump to a remote retrace server for analysis or performs a local analysis if the remote one fails.
Report uploader	report_Uploader <code>uploader_event.conf</code>	Uploads a tarball ( <code>.tar.gz</code> ) archive with problem data to the chosen destination using the <b>FTP</b> or the <b>SCP</b> protocol.
Analyze VM core	analyze_VMcore <code>vmcore_event.conf</code>	Runs the <b>GDB</b> (the GNU debugger) on the problem data of a kernel oops and generates a <b>backtrace</b> of the kernel.
Local GNU Debugger	analyze_LocalGDB <code>ccpp_event.conf</code>	Runs <b>GDB</b> (the GNU debugger) on the problem data of an application and generates a <b>backtrace</b> of the program.
Collect <code>.xsession-errors</code>	analyze_xsession_errors <code>ccpp_event.conf</code>	Saves relevant lines from the <code>~/xsession-errors</code> file to the problem report.

Name	Identifier and Configuration File	Description
Logger	report_Logger <b>print_event.conf</b>	Creates a problem report and saves it to a specified local file.
Kerneloops.org	report_Kerneloops <b>koops_event.conf</b>	Sends a kernel problem to the oops tracker at kerneloops.org.

### 22.3.2. Creating Custom Events

Each event is defined by one rule structure in a respective configuration file. The configuration files are typically stored in the `/etc/libreport/events.d/` directory. These configuration files are loaded by the main configuration file, `/etc/libreport/report_event.conf`. There is no need to edit the default configuration files because `abrt` will run the scripts contained in `/etc/libreport/events.d/`. This file accepts shell metacharacters (`*`, `$`, `?`, etc.) and interprets relative paths relatively to its location.

Each *rule* starts with a line with a non-space leading character, and all subsequent lines starting with the **space** character or the **tab** character are considered a part of this rule. Each *rule* consists of two parts, a *condition* part and a *program* part. The condition part contains conditions in one of the following forms:

- `VAR=VAL`
- `VAR!=VAL`
- `VAL~=REGEX`

where:

- `VAR` is either the **EVENT** key word or a name of a problem-data directory element (such as **executable**, **package**, **hostname**, etc.),
- `VAL` is either a name of an event or a problem-data element, and
- `REGEX` is a regular expression.

The program part consists of program names and shell-interpretable code. If all conditions in the condition part are valid, the program part is run in the shell. The following is an *event* example:

```
EVENT=post-create date > /tmp/dt
echo $HOSTNAME `uname -r`
```

This event would overwrite the contents of the `/tmp/dt` file with the current date and time and print the host name of the machine and its kernel version on the standard output.

Here is an example of a more complex event, which is actually one of the predefined events. It saves relevant lines from the `~/xsession-errors` file to the problem report of any problem for which the **abrt-ccpp** service has been used, provided the crashed application had any X11 libraries loaded at the time of the crash:

```
EVENT=analyze_xsession_errors analyzer=CCpp dso_list~=./libX11.*
test -f ~/xsession-errors || { echo "No ~/xsession-errors";
exit 1; }
```

```

    test -r ~/.xsession-errors || { echo "Can't read ~/.xsession-
errors"; exit 1; }
    executable=`cat executable` &&
    base_executable=${executable##*/} &&
    grep -F -e "$base_executable" ~/.xsession-errors | tail -999
>xsession_errors &&
    echo "Element 'xsession_errors' saved"

```

The set of possible events is not definitive. System administrators can add events according to their need in the `/etc/libreport/events.d/` directory.

Currently, the following event names are provided with the standard **ABRT** and **libreport** installations:

### **post-create**

This event is run by **abrt** to process newly created problem-data directories. When the **post-create** event is run, **abrt** checks whether the new problem data matches any of the already existing problem directories. If such a problem directory exists, it is updated and the new problem data is discarded. Note that if the script in any definition of the **post-create** event exits with a non-zero value, **abrt** will terminate the process and will drop the problem data.

### **notify, notify-dup**

The **notify** event is run following the completion of **post-create**. When the event is run, the user can be sure that the problem deserves their attention. The **notify-dup** is similar, except it is used for duplicate occurrences of the same problem.

### **analyze\_name\_suffix**

where *name\_suffix* is the replaceable part of the event name. This event is used to process collected data. For example, the **analyze\_LocalGDB** event uses the GNU Debugger (**GDB**) utility to process the core dump of an application and produce a backtrace of the crash.

### **collect\_name\_suffix**

...where *name\_suffix* is the adjustable part of the event name. This event is used to collect additional information on problems.

### **report\_name\_suffix**

...where *name\_suffix* is the adjustable part of the event name. This event is used to report a problem.

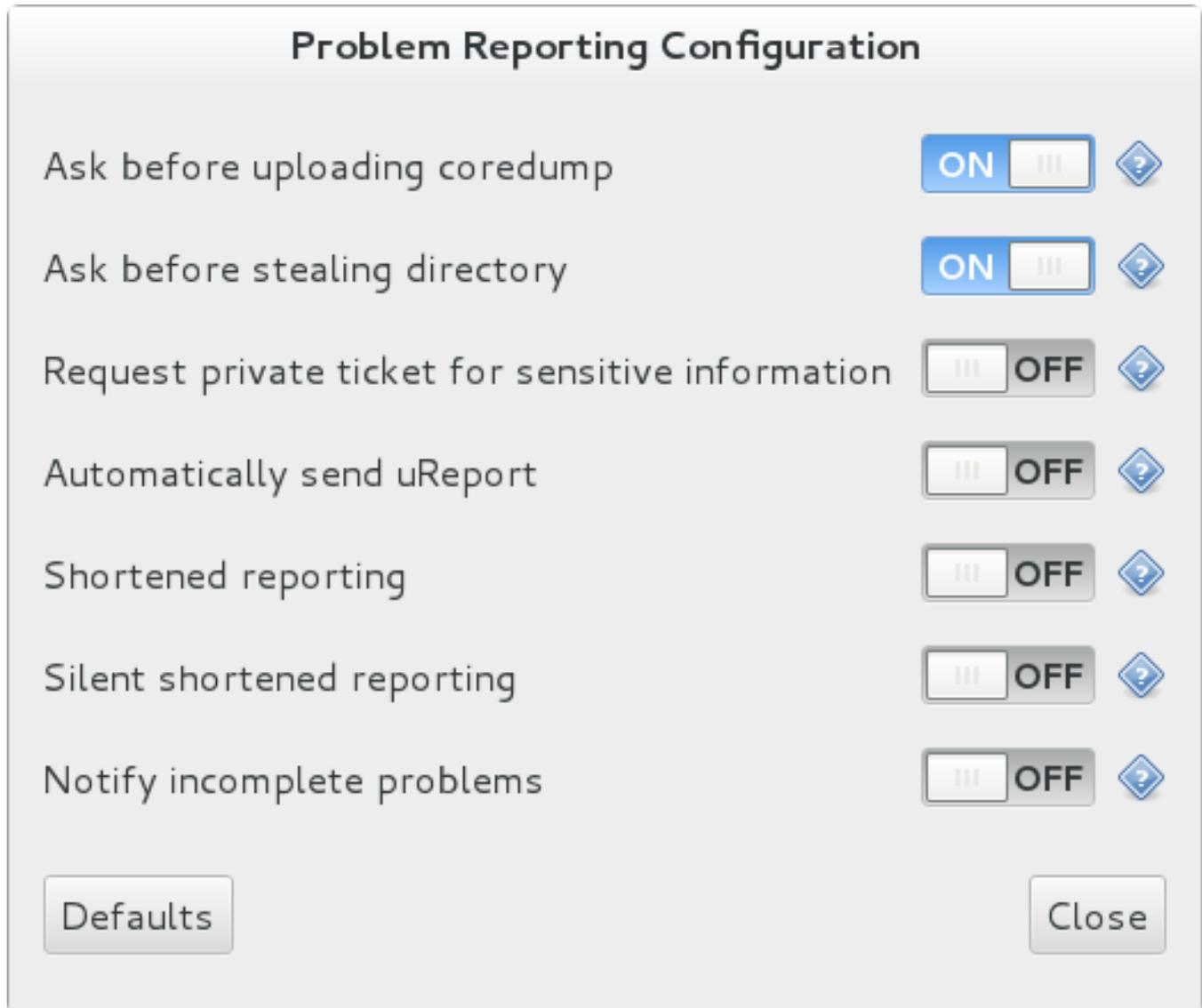
## 22.3.3. Setting Up Automatic Reporting

**ABRT** can be configured to send initial anonymous reports, or *μReports*, of any detected issues or crashes automatically without any user interaction. When automatic reporting is turned on, the so called *μReport*, which is normally sent at the beginning of the crash-reporting process, is sent immediately after a crash is detected. This prevents duplicate support cases based on identical crashes. To enable the autoreporting feature, issue the following command as **root**:

```
~]# abrt-auto-reporting enabled
```

The above command sets the **AutoReportingEnabled** directive in the `/etc/abrt/abrt.conf` configuration file to **yes**. This system-wide setting applies to all users of the system. Note that by

enabling this option, automatic reporting will also be enabled in the graphical desktop environment. To only enable autoreporting in the **ABRT** GUI, switch the **Automatically send uReport** option to **YES** in the **Problem Reporting Configuration** window. To open this window, choose **Automatic Bug Reporting Tool** → **ABRT Configuration** from within a running instance of the **gnome-abrt** application. To launch the application, go to **Applications** → **Sundry** → **Automatic Bug Reporting Tool**.



**Figure 22.2. Configuring ABRT Problem Reporting**

Upon detection of a crash, by default, **ABRT** submits a  $\mu$ Report with basic information about the problem to Red Hat's **ABRT** server. The server determines whether the problem is known and either provides a short description of the problem along with a URL of the reported case if known, or invites the user to report it if not known.



## Note

A  $\mu$ Report (microreport) is a JSON object representing a problem, such as a binary crash or a kernel oops. These reports are designed to be brief, machine readable, and completely anonymous, which is why they can be used for automated reporting. The  $\mu$ Reports make it possible to keep track of bug occurrences, but they usually do not provide enough information for engineers to fix the bug. A full bug report is needed for a support case to be opened.

To change the default behavior of the autoreporting facility from sending a  $\mu$ Report, modify the value of the **Auto reportingEvent** directive in the `/etc/abrt/abrt.conf` configuration file to point to a different **ABRT** event. See [Table 22.1, “Standard ABRT Events”](#) for an overview of the standard events.

## 22.4. Detecting Software Problems

**ABRT** is capable of detecting, analyzing, and processing crashes in applications written in a variety of different programming languages. Many of the packages that contain the support for detecting the various types of crashes are installed automatically when either one of the main **ABRT** packages (*abrt-desktop*, *abrt-cli*) is installed. See [Section 22.2, “Installing ABRT and Starting its Services”](#) for instructions on how to install **ABRT**. See the table below for a list of the supported types of crashes and the respective packages.

**Table 22.2. Supported Programming Languages and Software Projects**

Language/Project	Package
C or C++	<i>abrt-addon-ccpp</i>
Python	<i>abrt-addon-python</i>
Ruby	<i>rubygem-abrt</i>
Java	<i>abrt-java-connector</i>
X.Org	<i>abrt-addon-xorg</i>
Linux (kernel oops)	<i>abrt-addon-kerneloops</i>
Linux (kernel panic)	<i>abrt-addon-vmcore</i>
Linux (persistent storage)	<i>abrt-addon-pstoreoops</i>

### 22.4.1. Detecting C and C++ Crashes

The **abrt-ccpp** service installs its own core-dump handler, which, when started, overrides the default value of the kernel's `core_pattern` variable, so that C and C++ crashes are handled by **abrt-d**. If you stop the **abrt-ccpp** service, the previously specified value of `core_pattern` is reinstated.

By default, the `/proc/sys/kernel/core_pattern` file contains the string `core`, which means that the kernel produces files with the `core.` prefix in the current directory of the crashed process. The **abrt-ccpp** service overwrites the `core_pattern` file to contain the following command:

```
|/usr/libexec/abrt-hook-ccpp %s %c %p %u %g %t e
```

This command instructs the kernel to pipe the core dump to the **abrt-hook-ccpp** program, which stores it in **ABRT**'s dump location and notifies the **abrt-d** daemon of the new crash. It also stores the following files from the `/proc/PID/` directory (where *PID* is the ID of the crashed process) for

debugging purposes: **maps**, **limits**, **cgroup**, **status**. See `proc(5)` for a description of the format and the meaning of these files.

### 22.4.2. Detecting Python Exceptions

The `abrt-addon-python` package installs a custom exception handler for Python applications. The Python interpreter then automatically imports the `abrt.pth` file installed in `/usr/lib64/python2.7/site-packages/`, which in turn imports `abrt_exception_handler.py`. This overrides Python's default `sys.excepthook` with a custom handler, which forwards unhandled exceptions to `abrt` via its Socket API.

To disable the automatic import of site-specific modules, and thus prevent the **ABRT** custom exception handler from being used when running a Python application, pass the `-S` option to the Python interpreter:

```
~]$ python -S file.py
```

In the above command, replace `file.py` with the name of the Python script you want to execute without the use of site-specific modules.

### 22.4.3. Detecting Ruby Exceptions

The `rubygem-abrt` package registers a custom handler using the `at_exit` feature, which is executed when a program ends. This allows for checking for possible unhandled exceptions. Every time an unhandled exception is captured, the **ABRT** handler prepares a bug report, which can be submitted to Red Hat Bugzilla using standard **ABRT** tools.

### 22.4.4. Detecting Java Exceptions

The **ABRT** Java Connector is a JVM agent that reports uncaught Java exceptions to `abrt`. The agent registers several JVMTI event callbacks and has to be loaded into the JVM using the `-agentlib` command line parameter. Note that the processing of the registered callbacks negatively impacts the performance of the application. Use the following command to have **ABRT** catch exceptions from a Java class:

```
~]$ java -agentlib:abrt-java-connector[=abrt=on] $MyClass -  
platform.jvmtiSupported true
```

In the above command, replace `$MyClass` with the name of the Java class you want to test. By passing the `abrt=on` option to the connector, you ensure that the exceptions are handled by `abrt`. In case you want to have the connector output the exceptions to standard output, omit this option.

### 22.4.5. Detecting X.Org Crashes

The `abrt-xorg` service collects and processes information about crashes of the **X.Org** server from the `/var/log/Xorg.0.log` file. Note that no report is generated if a blacklisted **X.Org** module is loaded. Instead, a `not-reportable` file is created in the problem-data directory with an appropriate explanation. You can find the list of offending modules in the `/etc/abrt/plugins/xorg.conf` file. Only proprietary graphics-driver modules are blacklisted by default.

### 22.4.6. Detecting Kernel Ooopses and Panics

By checking the output of kernel logs, **ABRT** is able to catch and process the so-called kernel oopses — non-fatal deviations from the correct behavior of the Linux kernel. This functionality is

provided by the **abrt-oops** service.

**ABRT** can also detect and process kernel panics — fatal, non-recoverable errors that require a reboot, using the **abrt-vmcore** service. The service only starts when a **vmcore** file (a kernel-core dump) appears in the **/var/crash/** directory. When a core-dump file is found, **abrt-vmcore** creates a new **problem-data** directory in the **/var/tmp/abrt/** directory and moves the core-dump file to the newly created problem-data directory. After the **/var/crash/** directory is searched, the service is stopped.

For **ABRT** to be able to detect a kernel panic, the **kdump** service must be enabled on the system. The amount of memory that is reserved for the **kdump** kernel has to be set correctly. You can set it using the **system-config-kdump** graphical tool or by specifying the **crashkernel** parameter in the list of kernel options in the GRUB menu. For details on how to enable and configure **kdump**, see the [Red Hat Enterprise Linux 7 Kernel Crash Dump Guide](#). For information on making changes to the GRUB menu see [Chapter 24, Working with the GRUB 2 Boot Loader](#).

Using the **abrt-pstoreoops** service, **ABRT** is capable of collecting and processing information about kernel panics, which, on systems that support *pstore*, is stored in the automatically-mounted **/sys/fs/pstore/** directory. The platform-dependent *pstore* interface (persistent storage) provides a mechanism for storing data across system reboots, thus allowing for preserving kernel panic information. The service starts automatically when kernel crash-dump files appear in the **/sys/fs/pstore/** directory.

## 22.5. Handling Detected Problems

Problem data saved by **abrt** can be viewed, reported, and deleted using either the command line tool, **abrt-cli**, or the graphical tool, **gnome-abrt**.



### Note

Note that **ABRT** identifies duplicate problems by comparing new problems with all locally saved problems. For a repeating crash, **ABRT** requires you to act upon it only once. However, if you delete the crash dump of that problem, the next time this specific problem occurs, **ABRT** will treat it as a new crash: **ABRT** will alert you about it, prompt you to fill in a description, and report it. To avoid having **ABRT** notifying you about a recurring problem, do not delete its problem data.

### 22.5.1. Using the Command Line Tool

In the command line environment, the user is notified of new crashes on login, provided they have the *abrt-console-notification* package installed. The console notification looks like the following:

```
ABRT has detected 1 problem(s). For more info run: abrt-cli list --since 1398783164
```

To view detected problems, enter the **abrt-cli list** command:

```
~]$ abrt-cli list
id 6734c6f1a1ed169500a7bfc8bd62aabaf039f9aa
Directory:      /var/tmp/abrt/ccpp-2014-04-21-09:47:51-3430
count:          1
executable:     /usr/bin/sleep
```

```
package:      coreutils-8.22-11.el7
time:        Mon 21 Apr 2014 09:47:51 AM EDT
uid:         1000
Run 'abrt-cli report /var/tmp/abrt/ccpp-2014-04-21-09:47:51-3430' for
creating a case in Red Hat Customer Portal
```

Each crash listed in the output of the **abrt-cli list** command has a unique identifier and a directory that can be used for further manipulation using **abrt-cli**.

To view information about just one particular problem, use the **abrt-cli info** command:

```
abrt-cli info [-d] directory_or_id
```

To increase the amount of information displayed when using both the **list** and **info** sub-commands, pass them the **-d (--detailed)** option, which shows all stored information about the problems listed, including respective **backtrace** files if they have already been generated.

To analyze and report a certain problem, use the **abrt-cli report** command:

```
abrt-cli report directory_or_id
```

Upon invocation of the above command, you will be asked to provide your credentials for opening a support case with Red Hat Customer Support. Next, **abrt-cli** opens a text editor with the content of the report. You can see what is being reported, and you can fill in instructions on how to reproduce the crash and other comments. You should also check the backtrace because the backtrace might be sent to a public server and viewed by anyone, depending on the problem-reporter event settings.



## Note

You can choose which text editor is used to check the reports. **abrt-cli** uses the editor defined in the **ABRT\_EDITOR** environment variable. If the variable is not defined, it checks the **VISUAL** and **EDITOR** variables. If none of these variables is set, the **vi** editor is used. You can set the preferred editor in your **.bashrc** configuration file. For example, if you prefer **GNU Emacs**, add the following line to the file:

```
export VISUAL=emacs
```

When you are done with the report, save your changes and close the editor. If you have reported your problem to the Red Hat Customer Support database, a problem case is filed in the database. From now on, you will be informed about the problem-resolution progress via email you provided during the process of reporting. You can also monitor the problem case using the URL that is provided to you when the problem case is created or via emails received from Red Hat Support.

If you are certain that you do not want to report a particular problem, you can delete it. To delete a problem, so that **ABRT** does not keep information about it, use the command:

```
abrt-cli rm directory_or_id
```

To display help about a particular **abrt-cli** command, use the **--help** option:

```
abrt-cli command --help
```

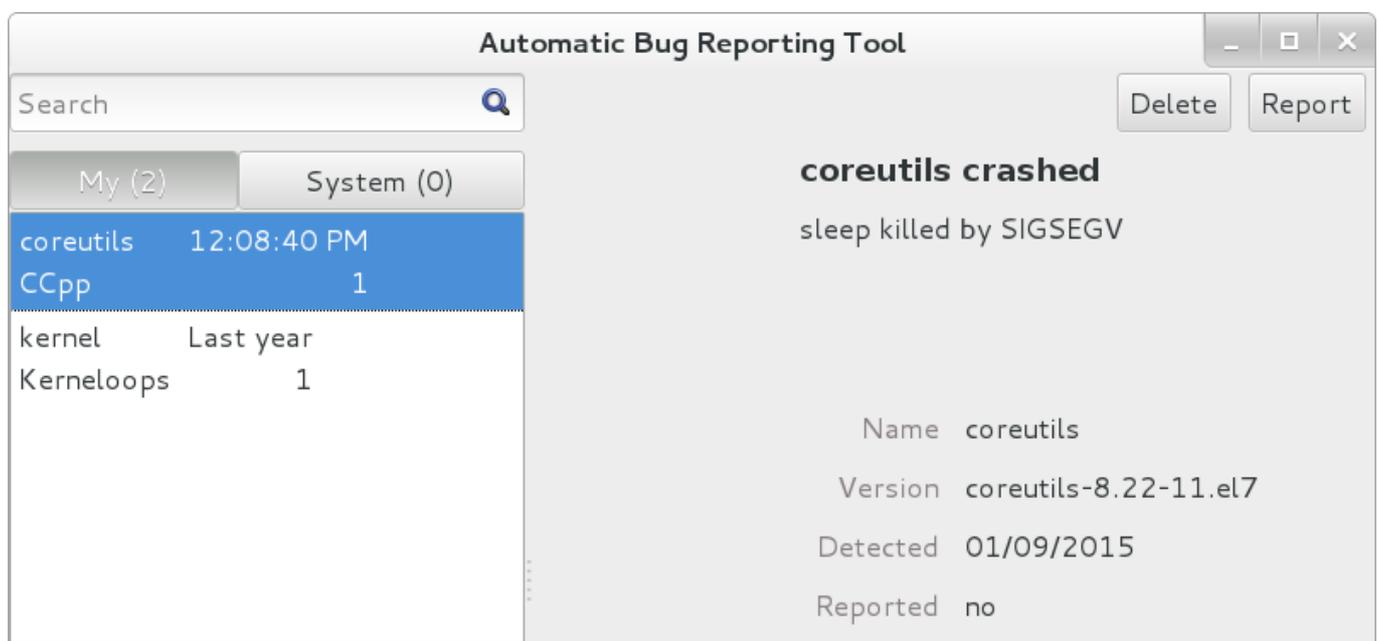
## 22.5.2. Using the GUI

The **ABRT** daemon broadcasts a **D-Bus** message whenever a problem report is created. If the **ABRT** applet is running in a graphical desktop environment, it catches this message and displays a notification dialog on the desktop. You can open the **ABRT** GUI using this dialog by clicking on the **Report** button. You can also open the **ABRT** GUI by selecting the **Applications** → **Sundry** → **Automatic Bug Reporting Tool** menu item.

Alternatively, you can run the **ABRT** GUI from the command line as follows:

```
~]$ gnome-abrt &
```

The **ABRT** GUI window displays a list of detected problems. Each problem entry consists of the name of the failing application, the reason why the application crashed, and the date of the last occurrence of the problem.



**Figure 22.3. ABRT GUI**

To access a detailed problem description, double-click on a problem-report line or click on the **Report** button while the respective problem line is selected. You can then follow the instructions to proceed with the process of describing the problem, determining how it should be analyzed, and where it should be reported. To discard a problem, click on the **Delete** button.

## 22.6. Additional Resources

For more information about **ABRT** and related topics, see the resources listed below.

### Installed Documentation

- ✦ `abrt(8)` — The manual page for the **abrt** daemon provides information about options that can be used with the daemon.
- ✦ `abrt_event.conf(5)` — The manual page for the **abrt\_event.conf** configuration file describes the format of its directives and rules and provides reference information about event meta-data configuration in XML files.

## Online Documentation

- [Red Hat Enterprise Linux 7 Networking Guide](#) — The *Networking Guide* for Red Hat Enterprise Linux 7 documents relevant information regarding the configuration and administration of network interfaces and network services on this system.
- [Red Hat Enterprise Linux 7 Kernel Crash Dump Guide](#) — The *Kernel Crash Dump Guide* for Red Hat Enterprise Linux 7 documents how to configure, test, and use the **kdump** crash recovery service and provides a brief overview of how to analyze the resulting core dump using the **crash** debugging utility.

## See Also

- [Chapter 20, Viewing and Managing Log Files](#) describes the configuration of the **rsyslog** daemon and the **systemd** journal and explains how to locate, view, and monitor system logs.
- [Chapter 8, Yum](#) describes how to use the **Yum** package manager to search, install, update, and uninstall packages on the command line.
- [Chapter 9, Managing Services with systemd](#) provides an introduction to **systemd** and documents how to use the **systemctl** command to manage system services, configure **systemd** targets, and execute power management commands.

## Chapter 23. OProfile

OProfile is a low overhead, system-wide performance monitoring tool. It uses the performance monitoring hardware on the processor to retrieve information about the kernel and executables on the system, such as when memory is referenced, the number of L2 cache requests, and the number of hardware interrupts received. On a Red Hat Enterprise Linux system, the **oprofile** package must be installed to use this tool.

Many processors include dedicated performance monitoring hardware. This hardware makes it possible to detect when certain events happen (such as the requested data not being in cache). The hardware normally takes the form of one or more *counters* that are incremented each time an event takes place. When the counter value increments, an interrupt is generated, making it possible to control the amount of detail (and therefore, overhead) produced by performance monitoring.

OProfile uses this hardware (or a timer-based substitute in cases where performance monitoring hardware is not present) to collect *samples* of performance-related data each time a counter generates an interrupt. These samples are periodically written out to disk; later, the data contained in these samples can then be used to generate reports on system-level and application-level performance.

Be aware of the following limitations when using OProfile:

- *Use of shared libraries* — Samples for code in shared libraries are not attributed to the particular application unless the **--separate=library** option is used.
- *Performance monitoring samples are inexact* — When a performance monitoring register triggers a sample, the interrupt handling is not precise like a divide by zero exception. Due to the out-of-order execution of instructions by the processor, the sample may be recorded on a nearby instruction.
- *oprofile does not associate samples for inline functions properly* — **oprofile** uses a simple address range mechanism to determine which function an address is in. Inline function samples are not attributed to the inline function but rather to the function the inline function was inserted into.
- *OProfile accumulates data from multiple runs* — OProfile is a system-wide profiler and expects processes to start up and shut down multiple times. Thus, samples from multiple runs accumulate. Use the command **opcontrol --reset** to clear out the samples from previous runs.
- *Hardware performance counters do not work on guest virtual machines* — Because the hardware performance counters are not available on virtual systems, you need to use the **timer** mode. Enter the command **opcontrol --deinit**, and then execute **modprobe oprofile timer=1** to enable the **timer** mode.
- *Non-CPU-limited performance problems* — OProfile is oriented to finding problems with CPU-limited processes. OProfile does not identify processes that are asleep because they are waiting on locks or for some other event to occur (for example an I/O device to finish an operation).

### 23.1. Overview of Tools

[Table 23.1, “OProfile Commands”](#) provides a brief overview of the most commonly used tools provided with the **oprofile** package.

**Table 23.1. OProfile Commands**

Command	Description
<b>ophelp</b>	Displays available events for the system's processor along with a brief description of each.
<b>opimport</b>	Converts sample database files from a foreign binary format to the native format for the system. Only use this option when analyzing a sample database from a different architecture.
<b>opannotate</b>	Creates annotated source for an executable if the application was compiled with debugging symbols. See <a href="#">Section 23.6.4, "Using opannotate"</a> for details.
<b>opcontrol</b>	Configures what data is collected. See <a href="#">Section 23.3, "Configuring OProfile Using Legacy Mode"</a> for details.
<b>operf</b>	Recommended tool to be used in place of <b>opcontrol</b> for profiling. See <a href="#">Section 23.2, "Using operf"</a> for details. For differences between <b>operf</b> and <b>opcontrol</b> see <a href="#">Section 23.1.1, "operf vs. opcontrol"</a> .
<b>opreport</b>	Retrieves profile data. See <a href="#">Section 23.6.1, "Using opreport"</a> for details.
<b>oprofiled</b>	Runs as a daemon to periodically write sample data to disk.

### 23.1.1. operf vs. opcontrol

There are two mutually exclusive methods for collecting profiling data with OProfile. You can either use the newer and preferred **operf** or the **opcontrol** tool.

#### operf

This is the recommended mode for profiling. The **operf** tool uses the Linux Performance Events Subsystem, and therefore does not require the *oprofile* kernel driver. The **operf** tool allows you to target your profiling more precisely, as a single process or system-wide, and also allows OProfile to co-exist better with other tools using the performance monitoring hardware on your system. Unlike **opcontrol**, it can be used without the **root** privileges. However, **operf** is also capable of system-wide operations with use of the **--system-wide** option, where root authority is required.

With **operf**, there is no initial setup needed. You can invoke **operf** with command-line options to specify your profiling settings. After that, you can run the OProfile post-processing tools described in [Section 23.6, "Analyzing the Data"](#). See [Section 23.2, "Using operf"](#) for further information.

#### opcontrol

This mode consists of the **opcontrol** shell script, the **oprofiled** daemon, and several post-processing tools. The **opcontrol** command is used for configuring, starting, and stopping a profiling session. An OProfile kernel driver, usually built as a kernel module, is used for collecting samples, which are then recorded into sample files by **oprofiled**. You can use legacy mode only if you have **root** privileges. In certain cases, such as when you need to sample areas with disabled interrupt request (IRQ), this is a better alternative.

Before OProfile can be run in legacy mode, it must be configured as shown in [Section 23.3, "Configuring OProfile Using Legacy Mode"](#). These settings are then applied when starting OProfile ([Section 23.4, "Starting and Stopping OProfile Using Legacy Mode"](#)).

## 23.2. Using operf

**operf** is the recommended profiling mode that does not require initial setup before starting. All settings are specified as command-line options and there is no separate command to start the profiling process. To stop **operf**, press Ctrl+C. The typical **operf** command syntax looks as follows:

```
operf options range command args
```

Replace *options* with the desired command-line options to specify your profiling settings. Full set of options is described in **operf(1)** manual page. Replace *range* with one of the following:

- **--system-wide** - this setting allows for global profiling, see [Note](#)
- **--pid=PID** - this is to profile a running application, where *PID* is the process ID of the process you want to profile.

With *command* and *args*, you can define a specific command or application to be profiled, and also the input arguments that this command or application requires. Either *command*, **--pid** or **--system-wide** is required, but these cannot be used simultaneously.

When you invoke **operf** on a command line without setting the *range* option, data will be collected for the children processes.



### Note

To run **operf --system-wide**, you need **root** authority. When finished profiling, you can stop **operf** with **Ctrl+C**.

If you run **operf --system-wide** as a background process (with **&**), stop it in a controlled manner in order to process the collected profile data. For this purpose, use:

```
kill -SIGINT operf-PID
```

When running **operf --system-wide**, it is recommended that your current working directory is **/root** or a subdirectory of **/root** so that sample data files are not stored in locations accessible by regular users.

## 23.2.1. Specifying the Kernel

To monitor the kernel, execute the following command:

```
operf --vmlinux=vmlinux_path
```

With this option, you can specify a path to a vmlinux file that matches the running kernel. Kernel samples will be attributed to this binary, allowing post-processing tools to attribute samples to the appropriate kernel symbols. If this option is not specified, all kernel samples will be attributed to a pseudo binary named "no-vmlinux".

## 23.2.2. Setting Events to Monitor

Most processors contain counters, which are used by OProfile to monitor specific events. As shown in [Table 23.3, "OProfile Processors and Counters"](#), the number of counters available depends on the processor.

The events for each counter can be configured via the command line or with a graphical interface. For more information on the graphical interface, see [Section 23.10, “Graphical Interface”](#). If the counter cannot be set to a specific event, an error message is displayed.



### Note

Some older processor models are not supported by the underlying Linux Performance Events Subsystem kernel and therefore are not supported by **opperf**. If you receive this message:

```
Your kernel's Performance Events Subsystem does not support your
processor type
```

when attempting to use **opperf**, try profiling with **opcontrol** to see if your processor type may be supported by OProfile's legacy mode.



### Note

Since hardware performance counters are not available on guest virtual machines, you have to enable *timer* mode to use **opperf** on virtual systems. To do so, type as **root**:

```
opcontrol --deinit
```

```
modprobe oprofile timer=1
```

To set the event for each configurable counter via the command line, use:

```
opperf --events=event1,event2...
```

Here, pass a comma-separated list of event specifications for profiling. Each event specification is a colon-separated list of attributes in the following form:

```
event-name:sample-rate:unit-mask:kernel:user
```

[Table 23.2, “Event Specifications”](#) summarizes these options. The last three values are optional, if you omit them, they will be set to their default values. Note that certain events do require a unit mask.

**Table 23.2. Event Specifications**

Specification	Description
<i>event-name</i>	The exact symbolic event name taken from <b>ophelp</b>

Specification	Description
<i>sample-rate</i>	The number of events to wait before sampling again. The smaller the count, the more frequent the samples. For events that do not happen frequently, a lower count may be needed to capture a statistically significant number of event instances. On the other hand, sampling too frequently can overload the system. By default, OProfile uses a time-based event set, which creates a sample every 100,000 clock cycles per processor.
<i>unit-mask</i>	Unit masks, which further define the event, are listed in <b>ophelp</b> . You can insert either a hexadecimal value, beginning with "0x", or a string that matches the first word of the unit mask description in <b>ophelp</b> . Definition by name is valid only for unit masks having "extra:" parameters, as shown by the output of <b>ophelp</b> . This type of unit mask cannot be defined with a hexadecimal value. Note that on certain architectures, there can be multiple unit masks with the same hexadecimal value. In that case they have to be specified by their names only.
<i>kernel</i>	Specifies whether to profile kernel code (insert <b>0</b> or <b>1</b> (default))
<i>user</i>	Specifies whether to profile user-space code (insert <b>0</b> or <b>1</b> (default))

The events available vary depending on the processor type. When no event specification is given, the default event for the running processor type will be used for profiling. See [Table 23.4, "Default Events"](#) for a list of these default events. To determine the events available for profiling, use the **ophelp** command.

**ophelp**

### 23.2.3. Categorization of Samples

The **--separate-thread** option categorizes samples by thread group ID (tgid) and thread ID (tid). This is useful for seeing per-thread samples in multi-threaded applications. When used in conjunction with the **--system-wide** option, **--separate-thread** is also useful for seeing per-process (per-thread group) samples for the case where multiple processes are executing the same program during a profiling run.

The **--separate-cpu** option categorizes samples by CPU.

## 23.3. Configuring OProfile Using Legacy Mode

Before OProfile can be run in legacy mode, it must be configured. At a minimum, selecting to monitor the kernel (or selecting not to monitor the kernel) is required. The following sections describe how to use the **opcontrol** utility to configure OProfile. As the **opcontrol** commands are executed, the setup options are saved to the `/root/.oprofile/daemonrc` file.

### 23.3.1. Specifying the Kernel

First, configure whether OProfile should monitor the kernel. This is the only configuration option that is required before starting OProfile. All others are optional.

To monitor the kernel, execute the following command as **root**:

```
opcontrol --setup --vmlinux=/usr/lib/debug/lib/modules/`uname -r`/vmlinux
```



### Important

In order to monitor the kernel, the *kernel-debuginfo* package which contains the uncompressed kernel must be installed. For more information on how to install this package, see the [How to download debuginfo packages like kernel-debuginfo?](#) article on the Red Hat Customer Portal.

To configure OProfile not to monitor the kernel, execute the following command as **root**:

```
opcontrol --setup --no-vmlinux
```

This command also loads the **oprofile** kernel module, if it is not already loaded, and creates the `/dev/oprofile/` directory, if it does not already exist. See [Section 23.7, “Understanding the /dev/oprofile/ directory”](#) for details about this directory.

Setting whether samples should be collected within the kernel only changes what data is collected, not how or where the collected data is stored. To generate different sample files for the kernel and application libraries, see [Section 23.3.3, “Separating Kernel and User-space Profiles”](#).

### 23.3.2. Setting Events to Monitor

Most processors contain *counters*, which are used by OProfile to monitor specific events. As shown in [Table 23.3, “OProfile Processors and Counters”](#), the number of counters available depends on the processor.

**Table 23.3. OProfile Processors and Counters**

Processor	cpu_type	Number of Counters
AMD64	x86-64/hammer	4
AMD Family 10h	x86-64/family10	4
AMD Family 11h	x86-64/family11	4
AMD Family 12h	x86-64/family12	4
AMD Family 14h	x86-64/family14	4
AMD Family 15h	x86-64/family15	6
Applied Micro X-Gene	arm/armv8-xgene	4
ARM Cortex A53	arm/armv8-ca53	6
ARM Cortex A57	arm/armv8-ca57	6
IBM eServer System i and IBM eServer System p	timer	1
IBM POWER4	ppc64/power4	8
IBM POWER5	ppc64/power5	6
IBM PowerPC 970	ppc64/970	8
IBM PowerPC 970MP	ppc64/970MP	8

Processor	cpu_type	Number of Counters
IBM POWER5+	ppc64/power5+	6
IBM POWER5++	ppc64/power5++	6
IBM POWER56	ppc64/power6	6
IBM POWER7	ppc64/power7	6
IBM POWER8	ppc64/power7	8
IBM S/390 and IBM System z	timer	1
Intel Core i7	i386/core_i7	4
Intel Nehalem microarchitecture	i386/nehalem	4
Intel Westmere microarchitecture	i386/westmere	4
Intel Haswell microarchitecture (non-hyper-threaded)	i386/haswell	8
Intel Haswell microarchitecture (hyper-threaded)	i386/haswell-ht	4
Intel Ivy Bridge microarchitecture (non-hyper-threaded)	i386/ivybridge	8
Intel Ivy Bridge microarchitecture (hyper-threaded)	i386/ivybridge-ht	4
Intel Sandy Bridge microarchitecture (non-hyper-threaded)	i386/sandybridge	8
Intel Sandy Bridge microarchitecture (hyper-threaded)	i386/sandybridge-ht	4
Intel Broadwell microarchitecture (non-hyper-threaded)	i386/broadwell	8
Intel Broadwell microarchitecture (hyper-threaded)	i386/broadwell-ht	4
Intel Silvermont microarchitecture	i386/silvermont	2
TIMER_INT	timer	1

Use [Table 23.3, “OProfile Processors and Counters”](#) to determine the number of events that can be monitored simultaneously for your CPU type. If the processor does not have supported performance monitoring hardware, the `timer` is used as the processor type.

If `timer` is used, events cannot be set for any processor because the hardware does not have support for hardware performance counters. Instead, the timer interrupt is used for profiling.

If `timer` is not used as the processor type, the events monitored can be changed, and counter 0 for the processor is set to a time-based event by default. If more than one counter exists on the processor, the counters other than 0 are not set to an event by default. The default events monitored are shown in [Table 23.4, “Default Events”](#).

**Table 23.4. Default Events**

Processor	Default Event for Counter	Description
AMD Athlon and AMD64	CPU_CLK_UNHALTED	The processor's clock is not halted
AMD Family 10h, AMD Family 11h, AMD Family 12h	CPU_CLK_UNHALTED	The processor's clock is not halted
AMD Family 14h, AMD Family 15h	CPU_CLK_UNHALTED	The processor's clock is not halted
Applied Micro X-Gene	CPU_CYCLES	Processor Cycles
ARM Cortex A53	CPU_CYCLES	Processor Cycles

Processor	Default Event for Counter	Description
ARM Cortex A57	CPU_CYCLES	Processor Cycles
IBM POWER4	CYCLES	Processor Cycles
IBM POWER5	CYCLES	Processor Cycles
IBM POWER8	CYCLES	Processor Cycles
IBM PowerPC 970	CYCLES	Processor Cycles
Intel Core i7	CPU_CLK_UNHALTED	The processor's clock is not halted
Intel Nehalem microarchitecture	CPU_CLK_UNHALTED	The processor's clock is not halted
Intel Pentium 4 (hyper-threaded and non-hyper-threaded)	GLOBAL_POWER_EVENTS	The time during which the processor is not stopped
Intel Westmere microarchitecture	CPU_CLK_UNHALTED	The processor's clock is not halted
Intel Broadwell microarchitecture	CPU_CLK_UNHALTED	The processor's clock is not halted
Intel Silvermont microarchitecture	CPU_CLK_UNHALTED	The processor's clock is not halted
TIMER_INT	(none)	Sample for each timer interrupt

The number of events that can be monitored at one time is determined by the number of counters for the processor. However, it is not a one-to-one correlation; on some processors, certain events must be mapped to specific counters. To determine the number of counters available, execute the following command:

```
ls -d /dev/oprofile/[0-9]*
```

The events available vary depending on the processor type. Use the **ophelp** command to determine the events available for profiling. The list is specific to the system's processor type.

```
ophelp
```



### Note

Unless OProfile is properly configured, **ophelp** fails with the following error message:

```
Unable to open cpu_type file for reading
Make sure you have done opcontrol --init
cpu_type 'unset' is not valid
you should upgrade oprofile or force the use of timer mode
```

To configure OProfile, follow the instructions in [Section 23.3, “Configuring OProfile Using Legacy Mode”](#).

The events for each counter can be configured via the command line or with a graphical interface. For more information on the graphical interface, see [Section 23.10, “Graphical Interface”](#). If the counter cannot be set to a specific event, an error message is displayed.

To set the event for each configurable counter via the command line, use **opcontrol**:

```
opcontrol --event=event-name:sample-rate
```

Replace *event-name* with the exact name of the event from **ophelp**, and replace *sample-rate* with the number of events between samples.

### 23.3.2.1. Sampling Rate

By default, a time-based event set is selected. It creates a sample every 100,000 clock cycles per processor. If the timer interrupt is used, the timer is set to the respective rate and is not user-settable. If the **cpu\_type** is not **timer**, each event can have a *sampling rate* set for it. The sampling rate is the number of events between each sample snapshot.

When setting the event for the counter, a sample rate can also be specified:

```
opcontrol --event=event-name:sample-rate
```

Replace *sample-rate* with the number of events to wait before sampling again. The smaller the count, the more frequent the samples. For events that do not happen frequently, a lower count may be needed to capture the event instances.



#### Warning

Be extremely careful when setting sampling rates. Sampling too frequently can overload the system, causing the system to appear frozen or causing the system to actually freeze.

### 23.3.2.2. Unit Masks

Some user performance monitoring events may also require unit masks to further define the event.

Unit masks for each event are listed with the **ophelp** command. The values for each unit mask are listed in hexadecimal format. To specify more than one unit mask, the hexadecimal values must be combined using a bitwise *or* operation.

```
opcontrol --event=event-name:sample-rate:unit-mask
```

Note that on certain architectures, there can be multiple unit masks with the same hexadecimal value. In that case they have to be specified by their names only.

### 23.3.3. Separating Kernel and User-space Profiles

By default, kernel mode and user mode information is gathered for each event. To configure OProfile to ignore events in kernel mode for a specific counter, execute the following command:

```
opcontrol --event=event-name:sample-rate:unit-mask:0
```

Execute the following command to start profiling kernel mode for the counter again:

```
opcontrol --event=event-name:sample-rate:unit-mask:1
```

To configure OProfile to ignore events in user mode for a specific counter, execute the following command:

```
opcontrol --event=event-name:sample-rate:unit-mask:1:0
```

Execute the following command to start profiling user mode for the counter again:

```
opcontrol --event=event-name:sample-rate:unit-mask:1:1
```

When the OProfile daemon writes the profile data to sample files, it can separate the kernel and library profile data into separate sample files. To configure how the daemon writes to sample files, execute the following command as root:

```
opcontrol --separate=choice
```

The *choice* argument can be one of the following:

- ✧ **none** — Do not separate the profiles (default).
- ✧ **library** — Generate per-application profiles for libraries.
- ✧ **kernel** — Generate per-application profiles for the kernel and kernel modules.
- ✧ **all** — Generate per-application profiles for libraries and per-application profiles for the kernel and kernel modules.

If **--separate=library** is used, the sample file name includes the name of the executable as well as the name of the library.



### Note

These configuration changes will take effect when the OProfile profiler is restarted.

## 23.4. Starting and Stopping OProfile Using Legacy Mode

To start monitoring the system with OProfile, execute the following command as root:

```
opcontrol --start
```

Output similar to the following is displayed:

```
Using log file /var/lib/oprofile/oprofiled.log Daemon started. Profiler running.
```

The settings in `/root/.oprofile/daemonrc` are used.

The OProfile daemon, **oprofiled**, is started; it periodically writes the sample data to the `/var/lib/oprofile/samples/` directory. The log file for the daemon is located at `/var/lib/oprofile/oprofiled.log`.



## Important

On a Red Hat Enterprise Linux 7 system, the **nmi\_watchdog** registers with the **perf** subsystem. Due to this, the **perf** subsystem grabs control of the performance counter registers at boot time, blocking OProfile from working.

To resolve this, either boot with the **nmi\_watchdog=0** kernel parameter set, or run the following command as **root** to disable **nmi\_watchdog** at run time:

```
echo 0 > /proc/sys/kernel/nmi_watchdog
```

To re-enable **nmi\_watchdog**, use the following command as **root**:

```
echo 1 > /proc/sys/kernel/nmi_watchdog
```

To stop the profiler, execute the following command as root:

```
opcontrol --shutdown
```

## 23.5. Saving Data in Legacy Mode

Sometimes it is useful to save samples at a specific time. For example, when profiling an executable, it may be useful to gather different samples based on different input data sets. If the number of events to be monitored exceeds the number of counters available for the processor, multiple runs of OProfile can be used to collect data, saving the sample data to different files each time.

To save the current set of sample files, execute the following command, replacing *name* with a unique descriptive name for the current session:

```
opcontrol --save=name
```

The command creates the directory **/var/lib/oprofile/samples/*name*/** and the current sample files are copied to it.

To specify the session directory to hold the sample data, use the **--session-dir** option. If not specified, the data is saved in the **oprofile\_data/** directory on the current path.

## 23.6. Analyzing the Data

The same OProfile post-processing tools are used whether you collect your profile with **operf** or **opcontrol** in legacy mode.

By default, **operf** stores the profiling data in the **current\_dir/oprofile\_data/** directory. You can change to a different location with the **--session-dir** option. The usual post-profiling analysis tools such as **opreport** and **opannotate** can be used to generate profile reports. These tools search for samples in **current\_dir/oprofile\_data/** first. If this directory does not exist, the analysis tools use the standard session directory of **/var/lib/oprofile/**. Statistics, such as total samples received and lost samples, are written to the **session\_dir/samples/operf.log** file.

When using legacy mode, the OProfile daemon, **oprofiled**, periodically collects the samples and writes them to the `/var/lib/oprofile/samples/` directory. Before reading the data, make sure all data has been written to this directory by executing the following command as root:

```
opcontrol --dump
```

Each sample file name is based on the name of the executable. For example, the samples for the default event on a Pentium III processor for `/bin/bash` becomes:

```
\{root\}/bin/bash/\{dep\}/\{root\}/bin/bash/CPU_CLK_UNHALTED.100000
```

The following tools are available to profile the sample data once it has been collected:

- » **opreport**
- » **opannotate**

Use these tools, along with the binaries profiled, to generate reports that can be further analyzed.



### Warning

The executable being profiled must be used with these tools to analyze the data. If it must change after the data is collected, back up the executable used to create the samples as well as the sample files. Note that the names of the sample file and the binary have to agree. You cannot make a backup if these names do not match. As an alternative, **oparchive** can be used to address this problem.

Samples for each executable are written to a single sample file. Samples from each dynamically linked library are also written to a single sample file. While OProfile is running, if the executable being monitored changes and a sample file for the executable exists, the existing sample file is automatically deleted. Thus, if the existing sample file is needed, it must be backed up, along with the executable used to create it before replacing the executable with a new version. The OProfile analysis tools use the executable file that created the samples during analysis. If the executable changes, the analysis tools will be unable to analyze the associated samples. See [Section 23.5, “Saving Data in Legacy Mode”](#) for details on how to back up the sample file.

#### 23.6.1. Using **opreport**

The **opreport** tool provides an overview of all the executables being profiled. The following is part of a sample output from the **opreport** command:

```
~]$ opreport
Profiling through timer interrupt
TIMER:0|
samples|      %|
-----|
25926 97.5212 no-vmlinux
359   1.3504 pi
65    0.2445 Xorg
62    0.2332 libvte.so.4.4.0
56    0.2106 libc-2.3.4.so
34    0.1279 libglib-2.0.so.0.400.7
19    0.0715 libXft.so.2.1.2
```

```

17 0.0639 bash
8 0.0301 ld-2.3.4.so
8 0.0301 libgdk-x11-2.0.so.0.400.13
6 0.0226 libgobject-2.0.so.0.400.7
5 0.0188 oprofiled
4 0.0150 libpthread-2.3.4.so
4 0.0150 libgtk-x11-2.0.so.0.400.13
3 0.0113 libXrender.so.1.2.2
3 0.0113 du
1 0.0038 libcrypto.so.0.9.7a
1 0.0038 libpam.so.0.77
1 0.0038 libtermcap.so.2.0.8
1 0.0038 libX11.so.6.2
1 0.0038 libgthread-2.0.so.0.400.7
1 0.0038 libwnck-1.so.4.9.0

```

Each executable is listed on its own line. The first column is the number of samples recorded for the executable. The second column is the percentage of samples relative to the total number of samples. The third column is the name of the executable.

See the **opreport(1)** manual page for a list of available command-line options, such as the **-r** option used to sort the output from the executable with the smallest number of samples to the one with the largest number of samples. You can also use the **-t** or **--threshold** option to trim the output of **opcontrol**.

### 23.6.2. Using **opreport** on a Single Executable

To retrieve more detailed profiled information about a specific executable, use:

```
opreport mode executable
```

Replace *executable* with the full path to the executable to be analyzed. *mode* stands for one of the following options:

**-l**

This option is used to list sample data by symbols. For example, running this command:

```
~]# opreport -l /usr/lib/tls/libc-version.so
```

produces the following output:

```

samples % symbol name
12 21.4286 __gconv_transform_utf8_internal
5 8.9286 _int_malloc 4 7.1429 malloc
3 5.3571 __i686.get_pc_thunk.bx
3 5.3571 _dl_mcount_wrapper_check
3 5.3571 mbrtowc
3 5.3571 memcpy
2 3.5714 _int_realloc
2 3.5714 _nl_intern_locale_data
2 3.5714 free
2 3.5714 strcmp
1 1.7857 __ctype_get_mb_cur_max
1 1.7857 __unregister_atfork

```

```

1 1.7857 __write_nocancel
1 1.7857 _dl_addr
1 1.7857 _int_free
1 1.7857 _itoa_word
1 1.7857 calc_eclosure_iter
1 1.7857 fopen@@GLIBC_2.1
1 1.7857 getpid
1 1.7857 memmove
1 1.7857 msort_with_tmp
1 1.7857 strcpy
1 1.7857 strlen
1 1.7857 vfprintf
1 1.7857 write

```

The first column is the number of samples for the symbol, the second column is the percentage of samples for this symbol relative to the overall samples for the executable, and the third column is the symbol name.

To sort the output from the largest number of samples to the smallest (reverse order), use **-r** in conjunction with the **-l** option.

### **-i symbol-name**

List sample data specific to a symbol name. For example, running:

```

~]# opreport -l -i __gconv_transform_utf8_internal
/usr/lib/tls/libc-version.so

```

returns the following output:

```

samples % symbol name
12 100.000 __gconv_transform_utf8_internal

```

The first line is a summary for the symbol/executable combination.

The first column is the number of samples for the memory symbol. The second column is the percentage of samples for the memory address relative to the total number of samples for the symbol. The third column is the symbol name.

### **-d**

This option lists sample data by symbols with more detail than the **-l** option. For example, with the following command:

```

~]# opreport -d -i __gconv_transform_utf8_internal
/usr/lib/tls/libc-version.so

```

this output is returned:

```

vma samples % symbol name
00a98640 12 100.000 __gconv_transform_utf8_internal
00a98640 1 8.3333
00a9868c 2 16.6667
00a9869a 1 8.3333
00a986c1 1 8.3333
00a98720 1 8.3333

```

```
00a98749 1 8.3333
00a98753 1 8.3333
00a98789 1 8.3333
00a98864 1 8.3333
00a98869 1 8.3333
00a98b08 1 8.3333
```

The data is the same as the **-l** option except that for each symbol, each virtual memory address used is shown. For each virtual memory address, the number of samples and percentage of samples relative to the number of samples for the symbol is displayed.

### **-e *symbol-name*...**

With this option, you can exclude some symbols from the output. Replace *symbol-name* with the comma-separated list of symbols you want to exclude.

### **session:*name***

Here, you can specify the full path to the session, a directory relative to the `/var/lib/oprofile/samples/` directory, or if you are using **oprof**, a directory relative to `./oprofile_data/samples/`.

## 23.6.3. Getting More Detailed Output on the Modules

OProfile collects data on a system-wide basis for kernel- and user-space code running on the machine. However, once a module is loaded into the kernel, the information about the origin of the kernel module is lost. The module could come from the **initrd** file on boot up, the directory with the various kernel modules, or a locally created kernel module. As a result, when OProfile records samples for a module, it just lists the samples for the modules for an executable in the root directory, but this is unlikely to be the place with the actual code for the module. You will need to take some steps to make sure that analysis tools get the proper executable.

To get a more detailed view of the actions of the module, you will need to either have the module "unstripped" (that is installed from a custom build) or have the *debuginfo* package installed for the kernel.

Find out which kernel is running with the **uname -a** command, obtain the appropriate *debuginfo* package and install it on the machine.

Then proceed with clearing out the samples from previous runs with the following command:

```
opcontrol --reset
```

To start the monitoring process, for example, on a machine with Westmere processor, run the following command:

```
~]# opcontrol --setup --vmlinux=/usr/lib/debug/lib/modules/`uname -r`/vmlinux --event=CPU_CLK_UNHALTED:500000
```

Then the detailed information, for instance, for the ext4 module can be obtained with:

```
~]# opreport /ext4 -l --image-path /usr/lib/modules/`uname -r`/kernel
CPU: Intel Westmere microarchitecture, speed 2.667e+06 MHz (estimated)
Counted CPU_CLK_UNHALTED events (Clock cycles when not halted) with a
unit mask of 0x00 (No unit mask) count 500000
warning: could not check that the binary file /lib/modules/2.6.32-
```

```
191.e16.x86_64/kernel/fs/ext4/ext4.ko has not been modified since the
profile was taken. Results may be inaccurate.
```

samples	%	symbol name
1622	9.8381	ext4_iget
1591	9.6500	ext4_find_entry
1231	7.4665	__ext4_get_inode_loc
783	4.7492	ext4_ext_get_blocks
752	4.5612	ext4_check_dir_entry
644	3.9061	ext4_mark_inode_dirty
583	3.5361	ext4_get_blocks
583	3.5361	ext4_xattr_get
479	2.9053	ext4_htree_store_dirent
469	2.8447	ext4_get_group_desc
414	2.5111	ext4_dx_find_entry

### 23.6.4. Using `opannotate`

The `opannotate` tool tries to match the samples for particular instructions to the corresponding lines in the source code. The resulting generated files should have the samples for the lines at the left. It also puts in a comment at the beginning of each function listing the total samples for the function.

For this utility to work, the appropriate `debuginfo` package for the executable must be installed on the system. On Red Hat Enterprise Linux, the `debuginfo` packages are not automatically installed with the corresponding packages that contain the executable. You have to obtain and install them separately.

The general syntax for `opannotate` is as follows:

```
opannotate --search-dirs src-dir --source executable
```

These command-line options are mandatory. Replace `src-dir` with a path to the directory containing the source code and specify the executable to be analyzed. See the `opannotate(1)` manual page for a list of additional command line options.

## 23.7. Understanding the `/dev/oprofile/` directory

When using OProfile in legacy mode, the `/dev/oprofile/` directory is used to store the file system for OProfile. On the other hand, `operf` does not require `/dev/oprofile/`. Use the `cat` command to display the values of the virtual files in this file system. For example, the following command displays the type of processor OProfile detected:

```
cat /dev/oprofile/cpu_type
```

A directory exists in `/dev/oprofile/` for each counter. For example, if there are 2 counters, the directories `/dev/oprofile/0/` and `/dev/oprofile/1/` exist.

Each directory for a counter contains the following files:

- ✦ **count** — The interval between samples.
- ✦ **enabled** — If 0, the counter is off and no samples are collected for it; if 1, the counter is on and samples are being collected for it.
- ✦ **event** — The event to monitor.

- ✦ **extra** — Used on machines with Nehalem processors to further specify the event to monitor.
- ✦ **kernel** — If 0, samples are not collected for this counter event when the processor is in kernel-space; if 1, samples are collected even if the processor is in kernel-space.
- ✦ **unit\_mask** — Defines which unit masks are enabled for the counter.
- ✦ **user** — If 0, samples are not collected for the counter event when the processor is in user-space; if 1, samples are collected even if the processor is in user-space.

The values of these files can be retrieved with the **cat** command. For example:

```
cat /dev/oprofile/0/count
```

## 23.8. Example Usage

While OProfile can be used by developers to analyze application performance, it can also be used by system administrators to perform system analysis. For example:

- ✦ *Determine which applications and services are used the most on a system* — **oproport** can be used to determine how much processor time an application or service uses. If the system is used for multiple services but is underperforming, the services consuming the most processor time can be moved to dedicated systems.
- ✦ *Determine processor usage* — The **CPU\_CLK\_UNHALTED** event can be monitored to determine the processor load over a given period of time. This data can then be used to determine if additional processors or a faster processor might improve system performance.

## 23.9. OProfile Support for Java

OProfile allows you to profile dynamically compiled code (also known as "just-in-time" or JIT code) of the Java Virtual Machine (JVM). OProfile in Red Hat Enterprise Linux 7 includes built-in support for the JVM Tools Interface (JVMTI) agent library, which supports Java 1.5 and higher.

### 23.9.1. Profiling Java Code

To profile JIT code from the Java Virtual Machine with the JVMTI agent, add the following to the JVM startup parameters:

```
-agentlib:jvmti_oprofile
```

Where *jvmti\_oprofile* is a path to the OProfile agent. For 64-bit JVM, the path looks as follows:

```
-agentlib:/usr/lib64/oprofile/libjvmti_oprofile.so
```

Currently, you can add one command-line option: **-debug**, which enables debugging mode.



#### Note

The *oprofile-jit* package must be installed on the system in order to profile JIT code with OProfile. With this package, you gain the capability to show method-level information.

Depending on the JVM that you are using, you may have to install the *debuginfo* package for the JVM. For OpenJDK, this package is required, there is no debuginfo package for Oracle JDK. To keep the debug information packages synchronized with their respective non-debug packages, you also need to install the *yum-plugin-auto-update-debug-info* plug-in. This plug-in searches the debug information repository for corresponding updates.

After successful setup, you can apply the standard profiling and analyzing tools described in previous sections

To learn more about Java support in OProfile, see the OProfile Manual, which is linked from [Section 23.12, “Additional Resources”](#).

## 23.10. Graphical Interface

Some OProfile preferences can be set with a graphical interface. Make sure you have the **oprofile-gui** package that provides the OProfile GUI installed on your system. To start the interface, execute the **oprof\_start** command as root at a shell prompt.

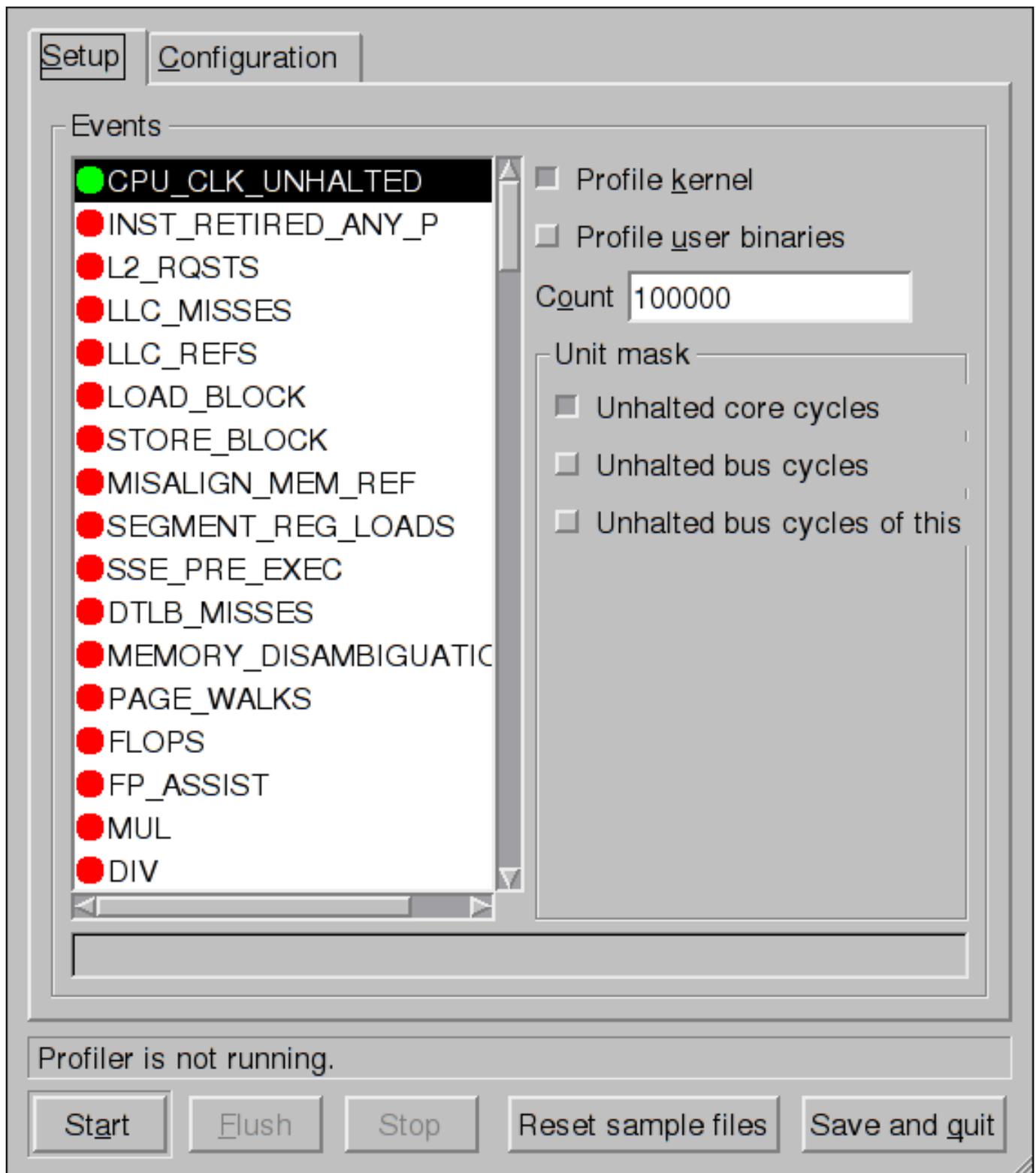
After changing any of the options, save them by clicking the **Save and quit** button. The preferences are written to `/root/.oprofile/daemonrc`, and the application exits.



### Note

Exiting the application does not stop OProfile from sampling.

On the **Setup** tab, to set events for the processor counters as discussed in [Section 23.3.2, “Setting Events to Monitor”](#), select the counter from the pulldown menu and select the event from the list. A brief description of the event appears in the text box below the list. Only events available for the specific counter and the specific architecture are displayed. The interface also displays whether the profiler is running and some brief statistics about it.



**Figure 23.1. OProfile Setup**

On the right side of the tab, select the **Profile kernel** option to count events in kernel mode for the currently selected event, as discussed in [Section 23.3.3, “Separating Kernel and User-space Profiles”](#). If this option is not selected, no samples are collected for the kernel.

Select the **Profile user binaries** option to count events in user mode for the currently selected event, as discussed in [Section 23.3.3, “Separating Kernel and User-space Profiles”](#). If this option is not selected, no samples are collected for user applications.

Use the **Count** text field to set the sampling rate for the currently selected event as discussed in [Section 23.3.2.1, “Sampling Rate”](#).

If any unit masks are available for the currently selected event, as discussed in [Section 23.3.2.2, “Unit Masks”](#), they are displayed in the **Unit Masks** area on the right side of the **Setup** tab. Select the check box beside the unit mask to enable it for the event.

On the **Configuration** tab, to profile the kernel, enter the name and location of the **vmlinux** file for the kernel to monitor in the **Kernel image file** text field. To configure OProfile not to monitor the kernel, select **No kernel image**.

The screenshot shows the OProfile Configuration dialog box with the **Configuration** tab selected. The **Kernel image file** field is empty, and the **No kernel image** checkbox is checked. Other fields include **Buffer size** (65536), **Buffer watershed** (0), **Cpu buffer size** (0), and **callgraph depth, zero to disable** (0). Several checkboxes are present: **Verbose** (unchecked), **Per-application profiles** (checked), **Per-application profiles, including kernel** (unchecked), **Per-CPU profiles** (unchecked), and **Per-thread/task profiles** (unchecked). At the bottom, a status bar indicates "Profiler is not running." and a row of buttons includes **Start**, **Flush**, **Stop**, **Reset sample files**, and **Save and quit**.

Setup	Configuration			
Kernel image file	<input type="text"/> ... <input checked="" type="checkbox"/> No kernel image			
Buffer size	<input type="text" value="65536"/>			
Buffer watershed	<input type="text" value="0"/>			
Cpu buffer size	<input type="text" value="0"/>			
<input type="checkbox"/> Verbose				
<input checked="" type="checkbox"/> Per-application profiles				
<input type="checkbox"/> Per-application profiles, including kernel				
<input type="checkbox"/> Per-CPU profiles				
<input type="checkbox"/> Per-thread/task profiles				
callgraph depth, zero to disable	<input type="text" value="0"/>			
Profiler is not running.				
<input type="button" value="Start"/>	<input type="button" value="Flush"/>	<input type="button" value="Stop"/>	<input type="button" value="Reset sample files"/>	<input type="button" value="Save and quit"/>

## Figure 23.2. OProfile Configuration

If the **Verbose** option is selected, the **oprofiled** daemon log includes more detailed information.

If **Per-application profiles** is selected, OProfile generates per-application profiles for libraries. This is equivalent to the **opcontrol --separate=library** command. If **Per-application profiles, including kernel** is selected, OProfile generates per-application profiles for the kernel and kernel modules as discussed in [Section 23.3.3, “Separating Kernel and User-space Profiles”](#). This is equivalent to the **opcontrol --separate=kernel** command.

To force data to be written to samples files as discussed in [Section 23.6, “Analyzing the Data”](#), click the **Flush** button. This is equivalent to the **opcontrol --dump** command.

To start OProfile from the graphical interface, click **Start**. To stop the profiler, click **Stop**. Exiting the application does not stop OProfile from sampling.

## 23.11. OProfile and SystemTap

SystemTap is a tracing and probing tool that allows users to study and monitor the activities of the operating system in fine detail. It provides information similar to the output of tools like **netstat**, **ps**, **top**, and **iotop**; however, SystemTap is designed to provide more filtering and analysis options for the collected information.

While using OProfile is suggested in cases of collecting data on where and why the processor spends time in a particular area of code, it is less usable when finding out why the processor stays idle.

You might want to use SystemTap when instrumenting specific places in code. Because SystemTap allows you to run the code instrumentation without having to stop and restart the instrumented code, it is particularly useful for instrumenting the kernel and daemons.

For more information on SystemTap, see [SystemTap Beginners Guide](#).

## 23.12. Additional Resources

To learn more about OProfile and how to configure it, see the following resources.

### Installed Documentation

- [/usr/share/doc/oprofile-version/oprofile.html](#) — *OProfile Manual*
- **oprofile(1)** manual page — Discusses **opcontrol**, **opreport**, **opannotate**, and **ophelp**
- **operf(1)** manual page

### Online Documentation

- <http://oprofile.sourceforge.net/> — upstream documentation that contains documentation, mailing lists, IRC channels, and more about the OProfile project. In Red Hat Enterprise Linux 7, OProfile version 0.9.9 is provided.

### See Also

- » [SystemTap Beginners Guide](#) — Provides basic instructions on how to use SystemTap to monitor different subsystems of Red Hat Enterprise Linux in finer detail.

## **Part VII. Kernel, Module and Driver Configuration**

This part covers various tools that assist administrators with kernel customization.

## Chapter 24. Working with the GRUB 2 Boot Loader

Red Hat Enterprise Linux 7 is distributed with the GNU GRand Unified Boot loader (GRUB) version 2 boot loader, which allows the user to select an operating system or kernel to be loaded at system boot time. GRUB 2 also allows the user to pass arguments to the kernel.

### 24.1. Introduction to GRUB 2

GRUB 2 reads its configuration from the `/boot/grub2/grub.cfg` file on traditional BIOS-based machines and from the `/boot/efi/EFI/redhat/grub.cfg` file on UEFI machines. This file contains menu information.

The GRUB 2 configuration file, `grub.cfg`, is generated during installation, or by invoking the `/usr/sbin/grub2-mkconfig` utility, and is automatically updated by `grubby` each time a new kernel is installed. When regenerated manually using `grub2-mkconfig`, the file is generated according to the template files located in `/etc/grub.d/`, and custom settings in the `/etc/default/grub` file. Edits of `grub.cfg` will be lost any time `grub2-mkconfig` is used to regenerate the file, so care must be taken to reflect any manual changes in `/etc/default/grub` as well.

Normal operations on `grub.cfg`, such as the removal and addition of new kernels, should be done using the `grubby` tool and, for scripts, using `new-kernel-pkg` tool. If you use `grubby` to modify the default kernel the changes will be inherited when new kernels are installed. For more information on `grubby`, see [Section 24.4, “Making Persistent Changes to a GRUB 2 Menu Using the grubby Tool”](#).

The `/etc/default/grub` file is used by the `grub2-mkconfig` tool, which is used by `anaconda` when creating `grub.cfg` during the installation process, and can be used in the event of a system failure, for example if the boot loader configurations need to be recreated. In general, it is not recommended to replace the `grub.cfg` file by manually running `grub2-mkconfig` except as a last resort. Note that any manual changes to `/etc/default/grub` require rebuilding the `grub.cfg` file.

#### Menu Entries in grub.cfg

Among various code snippets and directives, the `grub.cfg` configuration file contains one or more `menuentry` blocks, each representing a single GRUB 2 boot menu entry. These blocks always start with the `menuentry` keyword followed by a title, list of options, and an opening curly bracket, and end with a closing curly bracket. Anything between the opening and closing bracket should be indented. For example, the following is a sample `menuentry` block for Red Hat Enterprise Linux 7 with Linux kernel 3.8.0-0.40.el7.x86\_64:

```
menuentry 'Red Hat Enterprise Linux Server' --class red --class gnu-linux
--class gnu --class os $menuentry_id_option 'gnulinux-simple-c60731dc-
9046-4000-9182-64bdcce08616' {
    load_video
    set gfxpayload=keep
    insmod gzio
    insmod part_msdos
    insmod xfs
    set root='hd0,msdos1'
    if [ x$feature_platform_search_hint = xy ]; then
        search --no-floppy --fs-uuid --set=root --hint-bios=hd0,msdos1
--hint-efi=hd0,msdos1 --hint-baremetal=ahci0,msdos1 --hint='hd0,msdos1'
19d9e294-65f8-4e37-8e73-d41d6daa6e58
    else
        search --no-floppy --fs-uuid --set=root 19d9e294-65f8-4e37-
```

```

8e73-d41d6daa6e58
    fi
    echo      'Loading Linux 3.8.0-0.40.el7.x86_64 ...'
    linux16   /vmlinuz-3.8.0-0.40.el7.x86_64 root=/dev/mapper/rhel-
root ro rd.md=0 rd.dm=0 rd.lvm.lv=rhel/swap crashkernel=auto rd.luks=0
vconsole.keymap=us rd.lvm.lv=rhel/root rhgb quiet
    echo      'Loading initial ramdisk ...'
    initrd    /initramfs-3.8.0-0.40.el7.x86_64.img
}

```

Each **menuentry** block that represents an installed Linux kernel contains **linux** on 64-bit IBM POWER Series, **linux16** on x86\_64 BIOS-based systems, and **linuxefi** on UEFI-based systems. Then the **initrd** directives followed by the path to the kernel and the **initramfs** image respectively. If a separate **/boot** partition was created, the paths to the kernel and the **initramfs** image are relative to **/boot**. In the example above, the **initrd /initramfs-3.8.0-0.40.el7.x86\_64.img** line means that the **initramfs** image is actually located at **/boot/initramfs-3.8.0-0.40.el7.x86\_64.img** when the **root** file system is mounted, and likewise for the kernel path.

The kernel version number as given on the **linux16 /vmlinuz-kernel\_version** line must match the version number of the **initramfs** image given on the **initrd /initramfs-kernel\_version.img** line of each **menuentry** block. For more information on how to verify the initial RAM disk image, see [Section 25.5, “Verifying the Initial RAM Disk Image”](#).



### Note

In **menuentry** blocks, the **initrd** directive must point to the location (relative to the **/boot** directory if it is on a separate partition) of the **initramfs** file corresponding to the same kernel version. This directive is called **initrd** because the previous tool which created initial RAM disk images, **mkinitrd**, created what were known as **initrd** files. The **grub.cfg** directive remains **initrd** to maintain compatibility with other tools. The file-naming convention of systems using the **dracut** utility to create the initial RAM disk image is **initramfs-kernel\_version.img**.

For information on using **Dracut**, see [Section 25.5, “Verifying the Initial RAM Disk Image”](#).

## 24.2. Configuring the GRUB 2 Boot Loader

Changes to the GRUB 2 menu can be made temporarily at boot time, made persistent for a single system while the system is running, or as part of making a new GRUB 2 configuration file.

- ✦ To make non-persistent changes to the GRUB 2 menu, see [Section 24.3, “Making Temporary Changes to a GRUB 2 Menu”](#).
- ✦ To make persistent changes to a running system, see [Section 24.4, “Making Persistent Changes to a GRUB 2 Menu Using the grubby Tool”](#).
- ✦ For information on making and customizing a GRUB 2 configuration file, see [Section 24.5, “Customizing the GRUB 2 Configuration File”](#).

## 24.3. Making Temporary Changes to a GRUB 2 Menu

## Procedure 24.1. Making Temporary Changes to a Kernel Menu Entry

To change kernel parameters only during a single boot process, proceed as follows:

1. Start the system and, on the GRUB 2 boot screen, move the cursor to the menu entry you want to edit, and press the **e** key for edit.
2. Move the cursor down to find the kernel command line. The kernel command line starts with **linux** on 64-Bit IBM Power Series, **linux16** on x86-64 BIOS-based systems, or **linuxefi** on UEFI systems.
3. Move the cursor to the end of the line.

Press **Ctrl+a** and **Ctrl+e** to jump to the start and end of the line, respectively. On some systems, **Home** and **End** might also work.

4. Edit the kernel parameters as required. For example, to run the system in emergency mode, add the *emergency* parameter at the end of the **linux16** line:

```
linux16      /vmlinuz-3.10.0-0.rc4.59.el7.x86_64
root=/dev/mapper/rhel-root ro rd.md=0 rd.dm=0 rd.lvm.lv=rhel/swap
crashkernel=auto rd.luks=0 vconsole.keymap=us rd.lvm.lv=rhel/root
rhgb quiet emergency
```

The **rhgb** and **quiet** parameters can be removed in order to enable system messages.

These settings are not persistent and apply only for a single boot. To make persistent changes to a menu entry on a system, use the **grubby** tool. See [Section 24.4, “Adding and Removing Arguments from a GRUB Menu Entry”](#) for more information on using **grubby**.

## 24.4. Making Persistent Changes to a GRUB 2 Menu Using the grubby Tool

The **grubby** tool can be used to read information from, and make persistent changes to, the **grub.cfg** file. It enables, for example, changing GRUB menu entries to specify what arguments to pass to a kernel on system start and changing the default kernel.

In Red Hat Enterprise Linux 7, if **grubby** is invoked manually without specifying a GRUB configuration file, it defaults to searching for **/etc/grub2.cfg**, which is a symbolic link to the **grub.cfg** file, whose location is architecture dependent. If that file cannot be found it will search for an architecture dependent default.

### Listing the Default Kernel

To find out the file name of the default kernel, enter a command as follows:

```
~]# grubby --default-kernel
/boot/vmlinuz-3.10.0-229.4.2.el7.x86_64
```

To find out the index number of the default kernel, enter a command as follows:

```
~]# grubby --default-index
0
```

### Changing the Default Boot Entry

To make a persistent change in the kernel designated as the default kernel, use the **grubby** command as follows:

```
~]# grubby --set-default /boot/vmlinuz-3.10.0-229.4.2.el7.x86_64
```

## Viewing the GRUB Menu Entry for a Kernel

To list all the kernel menu entries, enter a command as follows:

```
~]$ grubby --info=ALL
```

On UEFI systems, all **grubby** commands must be entered as **root**.

To view the GRUB menu entry for a specific kernel, enter a command as follows:

```
~]$ grubby --info /boot/vmlinuz-3.10.0-229.4.2.el7.x86_64
index=0
kernel=/boot/vmlinuz-3.10.0-229.4.2.el7.x86_64
args="ro rd.lvm.lv=rhel/root crashkernel=auto rd.lvm.lv=rhel/swap
vconsole.font=latarcyrheb-sun16 vconsole.keymap=us rhgb quiet
LANG=en_US.UTF-8"
root=/dev/mapper/rhel-root
initrd=/boot/initramfs-3.10.0-229.4.2.el7.x86_64.img
title=Red Hat Enterprise Linux Server (3.10.0-229.4.2.el7.x86_64) 7.0
(Maipo)
```

Try tab completion to see the available kernels within the **/boot** directory.

## Adding and Removing Arguments from a GRUB Menu Entry

The **--update-kernel** option can be used to update a menu entry when used in combination with **--args** to add new arguments and **--remove-arguments** to remove existing arguments. These options accept a quoted space-separated list. The command to simultaneously add and remove arguments from a GRUB menu entry has the following format:

```
grubby --remove-args="argX argY" --args="argA argB" --update-kernel
/boot/kernel
```

To add and remove arguments from a kernel's GRUB menu entry, use a command as follows:

```
~]# grubby --remove-args="rhgb quiet" --args="console=ttyS0,115200" --
update-kernel /boot/vmlinuz-3.10.0-229.4.2.el7.x86_64
```

This command removes the Red Hat graphical boot argument, enables boot message to be seen, and adds a serial console. As the console arguments will be added at the end of the line, the new console will take precedence over any other consoles configured.

To review the changes, use the **--info** command option as follows:

```
~]# grubby --info /boot/vmlinuz-3.10.0-229.4.2.el7.x86_64
index=0
kernel=/boot/vmlinuz-3.10.0-229.4.2.el7.x86_64
args="ro rd.lvm.lv=rhel/root crashkernel=auto rd.lvm.lv=rhel/swap
vconsole.font=latarcyrheb-sun16 vconsole.keymap=us LANG=en_US.UTF-8"
```

```
ttyS0,115200"
root=/dev/mapper/rhel-root
initrd=/boot/initramfs-3.10.0-229.4.2.el7.x86_64.img
title=Red Hat Enterprise Linux Server (3.10.0-229.4.2.el7.x86_64) 7.0
(Maipo)
```

## Updating All Kernel Menus with the Same Arguments

To add the same kernel boot arguments to all the kernel menu entries, enter a command as follows:

```
~]# grubby --update-kernel=ALL --args=console=ttyS0,115200
```

The `--update-kernel` parameter also accepts `DEFAULT` or a comma separated list of kernel index numbers.

## Changing a Kernel Argument

To change a value in an existing kernel argument, specify the argument again, changing the value as required. For example, to change the virtual console font size, use a command as follows:

```
~]# grubby --args=vconsole.font=latarcyrheb-sun32 --update-kernel
/boot/vmlinuz-3.10.0-229.4.2.el7.x86_64
index=0
kernel=/boot/vmlinuz-3.10.0-229.4.2.el7.x86_64
args="ro rd.lvm.lv=rhel/root crashkernel=auto rd.lvm.lv=rhel/swap
vconsole.font=latarcyrheb-sun32 vconsole.keymap=us LANG=en_US.UTF-8"
root=/dev/mapper/rhel-root
initrd=/boot/initramfs-3.10.0-229.4.2.el7.x86_64.img
title=Red Hat Enterprise Linux Server (3.10.0-229.4.2.el7.x86_64) 7.0
(Maipo)
```

See the **grubby(8)** manual page for more command options.

## 24.5. Customizing the GRUB 2 Configuration File

GRUB 2 scripts search the user's computer and build a boot menu based on what operating systems the scripts find. To reflect the latest system boot options, the boot menu is rebuilt automatically when the kernel is updated or a new kernel is added.

However, users may want to build a menu containing specific entries or to have the entries in a specific order. GRUB 2 allows basic customization of the boot menu to give users control of what actually appears on the screen.

GRUB 2 uses a series of scripts to build the menu; these are located in the `/etc/grub.d/` directory. The following files are included:

- **00\_header**, which loads GRUB 2 settings from the `/etc/default/grub` file.
- **01\_users**, which reads the superuser password from the `user.cfg` file. In Red Hat Enterprise Linux 7.0 and 7.1, this file was only created when boot password was defined in the kickstart file during installation, and it included the defined password in plain text.
- **10\_linux**, which locates kernels in the default partition of Red Hat Enterprise Linux.
- **30\_os-prober**, which builds entries for operating systems found on other partitions.

- **40\_custom**, a template, which can be used to create additional menu entries.

Scripts from the `/etc/grub.d/` directory are read in alphabetical order and can be therefore renamed to change the boot order of specific menu entries.



### Important

With the **GRUB\_TIMEOUT** key set to **0** in the `/etc/default/grub` file, GRUB 2 does not display the list of bootable kernels when the system starts up. In order to display this list when booting, press and hold any alphanumeric key when the BIOS information is displayed; GRUB 2 will present you with the GRUB menu.

## 24.5.1. Changing the Default Boot Entry

By default, the key for the **GRUB\_DEFAULT** directive in the `/etc/default/grub` file is the word **saved**. This instructs GRUB 2 to load the kernel specified by the **saved\_entry** directive in the GRUB 2 environment file, located at `/boot/grub2/grubenv`. You can set another GRUB record to be the default, using the **grub2-set-default** command, which will update the GRUB 2 environment file.

By default, the **saved\_entry** value is set to the name of latest installed kernel of package type *kernel*. This is defined in `/etc/sysconfig/kernel` by the **UPDATEDEFAULT** and **DEFAULTKERNEL** directives. The file can be viewed by the **root** user as follows:

```
~]# cat /etc/sysconfig/kernel
# UPDATEDEFAULT specifies if new-kernel-pkg should make
# new kernels the default
UPDATEDEFAULT=yes

# DEFAULTKERNEL specifies the default kernel package type
DEFAULTKERNEL=kernel
```

The **DEFAULTKERNEL** directive specifies what package type will be used as the default. Installing a package of type *kernel-debug* will not change the default kernel while the **DEFAULTKERNEL** is set to package type *kernel*.

GRUB 2 supports using a numeric value as the key for the **saved\_entry** directive to change the default order in which the operating systems are loaded. To specify which operating system should be loaded first, pass its number to the **grub2-set-default** command. For example:

```
~]# grub2-set-default 2
```

Note that the position of a menu entry in the list is denoted by a number starting with zero; therefore, in the example above, the third entry will be loaded. This value will be overwritten by the name of the next kernel to be installed.

To force a system to always use a particular menu entry, use the menu entry name as the key to the **GRUB\_DEFAULT** directive in the `/etc/default/grub` file. To list the available menu entries, run the following command as **root**:

```
~]# awk -F\ ' '$1=="menuentry " {print $2}' /etc/grub2.cfg
```

The file name `/etc/grub2.cfg` is a symbolic link to the `grub.cfg` file, whose location is architecture dependent. For reliability reasons, the symbolic link is not used in other examples in this chapter. It is better to use absolute paths when writing to a file, especially when repairing a system.

Changes to `/etc/default/grub` require rebuilding the `grub.cfg` file as follows:

- On BIOS-based machines, issue the following command as **root**:

```
~]# grub2-mkconfig -o /boot/grub2/grub.cfg
```

- On UEFI-based machines, issue the following command as **root**:

```
~]# grub2-mkconfig -o /boot/efi/EFI/redhat/grub.cfg
```

### 24.5.2. Editing a Menu Entry

If required to prepare a new GRUB 2 file with different parameters, edit the values of the `GRUB_CMDLINE_LINUX` key in the `/etc/default/grub` file. Note that you can specify multiple parameters for the `GRUB_CMDLINE_LINUX` key, similarly to adding the parameters in the GRUB 2 boot menu. For example:

```
GRUB_CMDLINE_LINUX="console=tty0 console=ttyS0,9600n8"
```

Where `console=tty0` is the first virtual terminal and `console=ttyS0` is the serial terminal to be used.

Changes to `/etc/default/grub` require rebuilding the `grub.cfg` file as follows:

- On BIOS-based machines, issue the following command as **root**:

```
~]# grub2-mkconfig -o /boot/grub2/grub.cfg
```

- On UEFI-based machines, issue the following command as **root**:

```
~]# grub2-mkconfig -o /boot/efi/EFI/redhat/grub.cfg
```

### 24.5.3. Adding a new Entry

When executing the `grub2-mkconfig` command, GRUB 2 searches for Linux kernels and other operating systems based on the files located in the `/etc/grub.d/` directory. The `/etc/grub.d/10_linux` script searches for installed Linux kernels on the same partition. The `/etc/grub.d/30_os-prober` script searches for other operating systems. Menu entries are also automatically added to the boot menu when updating the kernel.

The `40_custom` file located in the `/etc/grub.d/` directory is a template for custom entries and looks as follows:

```
#!/bin/sh
exec tail -n +3 $0
# This file provides an easy way to add custom menu entries.  Simply
# type the
# menu entries you want to add after this comment.  Be careful not to
# change
# the 'exec tail' line above.
```

This file can be edited or copied. Note that as a minimum, a valid menu entry must include at least the following:

```
menuentry "<Title>"{
<Data>
}
```

#### 24.5.4. Creating a Custom Menu

If you do not want menu entries to be updated automatically, you can create a custom menu.



#### Important

Before proceeding, back up the contents of the `/etc/grub.d/` directory in case you need to revert the changes later.



#### Note

Note that modifying the `/etc/default/grub` file does not have any effect on creating custom menus.

1. On BIOS-based machines, copy the contents of `/boot/grub2/grub.cfg`, or, on UEFI machines, copy the contents of `/boot/efi/EFI/redhat/grub.cfg`. Put the content of the `grub.cfg` into the `/etc/grub.d/40_custom` file below the existing header lines. The executable part of the `40_custom` script has to be preserved.
2. From the content put into the `/etc/grub.d/40_custom` file, only the `menuentry` blocks are needed to create the custom menu. The `/boot/grub2/grub.cfg` and `/boot/efi/EFI/redhat/grub.cfg` files might contain function specifications and other content above and below the `menuentry` blocks. If you put these unnecessary lines into the `40_custom` file in the previous step, erase them.

This is an example of a custom `40_custom` script:

```
#!/bin/sh
exec tail -n +3 $0
# This file provides an easy way to add custom menu entries.
# Simply type the
# menu entries you want to add after this comment. Be careful not
# to change
# the 'exec tail' line above.

menuentry 'First custom entry' --class red --class gnu-linux --
class gnu --class os $menuentry_id_option 'gnulinux-3.10.0-
67.el7.x86_64-advanced-32782dd0-4b47-4d56-a740-2076ab5e5976' {
    load_video
    set gfxpayload=keep
    insmod gzio
    insmod part_msdos
    insmod xfs
```

```

set root='hd0,msdos1'
if [ x${feature_platform_search_hint} = xy ]; then
    search --no-floppy --fs-uuid --set=root --
hint='hd0,msdos1' 7885bba1-8aa7-4e5d-a7ad-821f4f52170a
else
    search --no-floppy --fs-uuid --set=root 7885bba1-8aa7-
4e5d-a7ad-821f4f52170a
fi
linux16 /vmlinuz-3.10.0-67.el7.x86_64
root=/dev/mapper/rhel-root ro rd.lvm.lv=rhel/root
vconsole.font=latacyrheb-sun16 rd.lvm.lv=rhel/swap
vconsole.keymap=us crashkernel=auto rhgb quiet LANG=en_US.UTF-8
initrd16 /initramfs-3.10.0-67.el7.x86_64.img
}
menuentry 'Second custom entry' --class red --class gnu-linux --
class gnu --class os ${menuentry_id_option}'gnulinux-0-rescue-
07f43f20a54c4ce8ada8b70d33fd001c-advanced-32782dd0-4b47-4d56-a740-
2076ab5e5976' {
    load_video
    insmod gzio
    insmod part_msdos
    insmod xfs
    set root='hd0,msdos1'
    if [ x${feature_platform_search_hint} = xy ]; then
        search --no-floppy --fs-uuid --set=root --
hint='hd0,msdos1' 7885bba1-8aa7-4e5d-a7ad-821f4f52170a
    else
        search --no-floppy --fs-uuid --set=root 7885bba1-8aa7-
4e5d-a7ad-821f4f52170a
    fi
    linux16 /vmlinuz-0-rescue-07f43f20a54c4ce8ada8b70d33fd001c
root=/dev/mapper/rhel-root ro rd.lvm.lv=rhel/root
vconsole.font=latacyrheb-sun16 rd.lvm.lv=rhel/swap
vconsole.keymap=us crashkernel=auto rhgb quiet
    initrd16 /initramfs-0-rescue-
07f43f20a54c4ce8ada8b70d33fd001c.img
}

```

3. Remove all files from the `/etc/grub.d/` directory except the following:

- ✦ `00_header`,
- ✦ `40_custom`,
- ✦ `01_users` (if it exists),
- ✦ and `README`.

Alternatively, if you want to keep the files in the `/etc/grub2.d/` directory, make them unexecutable by running the `chmod a-x <file_name>` command.

4. Edit, add, or remove menu entries in the `40_custom` file as desired.
5. Rebuild the `grub.cfg` file by running the `grub2-mkconfig -o` command as follows:
  - ✦ On BIOS-based machines, issue the following command as `root`:

```
~]# grub2-mkconfig -o /boot/grub2/grub.cfg
```

- On UEFI-based machines, issue the following command as **root**:

```
~]# grub2-mkconfig -o /boot/efi/EFI/redhat/grub.cfg
```

## 24.6. Protecting GRUB 2 with a Password

GRUB 2 offers two types of password protection:

- Password is required for modifying menu entries *but not* for booting existing menu entries;
- Password is required for modifying menu entries *and* for booting one, several, or all menu entries.

### Configuring GRUB 2 to Require a Password only for Modifying Entries

To require password authentication for modifying GRUB 2 entries, follow these steps:

1. Run the **grub2-setpassword** command as root:

```
~]# grub2-setpassword
```

2. Enter and confirm the password:

```
Enter password:
Confirm password:
```

Following this procedure creates a **/boot/grub2/user.cfg** file that contains the hash of the password. The user for this password, **root**, is defined in the **/boot/grub2/grub.cfg** file. With this change, modifying a boot entry during booting requires you to specify the **root** user name and your password.

### Configuring GRUB 2 to Require a Password for Modifying and Booting Entries

Setting a password using the **grub2-setpassword** prevents menu entries from unauthorized modification but not from unauthorized booting. To also require password for booting an entry, follow these steps after setting the password with **grub2-setpassword**:



#### Warning

If you forget your GRUB 2 password, you will not be able to boot the entries you reconfigure in the following procedure.

1. Open the **/boot/grub2/grub.cfg** file.
2. Find the boot entry that you want to protect with password by searching for lines beginning with **menuentry**.
3. Delete the **--unrestricted** parameter from the menu entry block, for example:

```
[file contents truncated]
menuentry 'Red Hat Enterprise Linux Server (3.10.0-
327.18.2.rt56.223.el7_2.x86_64) 7.2 (Maipo)' --class red --class
```

```
gnu-linux --class gnu --class os --unrestricted
$menuentry_id_option 'gnulinux-3.10.0-327.el7.x86_64-advanced-
c109825c-de2f-4340-a0ef-4f47d19fe4bf' {
    load_video
    set gfxpayload=keep
    [file contents truncated]
```

4. Save and close the file.

Now even booting the entry requires entering the **root** user name and password.



### Note

Manual changes to the `/boot/grub2/grub.cfg` persist when new kernel versions are installed, but are lost when re-generating `grub.cfg` using the `grub2-mkconfig` command. Therefore, to retain password protection, use the above procedure after every use of `grub2-mkconfig`.



### Note

If you delete the `--unrestricted` parameter from every menu entry in the `/boot/grub2/grub.cfg` file, all newly installed kernels will have menu entry created without `--unrestricted` and hence automatically inherit the password protection.

## Passwords Set Before Updating to Red Hat Enterprise Linux 7.2

The `grub2-setpassword` tool was added in Red Hat Enterprise Linux 7.2 and is now the standard method of setting GRUB 2 passwords. This is in contrast to previous versions of Red Hat Enterprise Linux, where boot entries needed to be manually specified in the `/etc/grub.d/40_custom` file, and super users - in the `/etc/grub.d/01_users` file.

### Additional GRUB 2 Users

Booting entries without the `--unrestricted` parameter requires the root password. However, GRUB 2 also enables creating additional non-root users that can boot such entries without providing a password. Modifying the entries still requires the root password. For information on creating such users, see the [GRUB 2 Manual](#).

## 24.7. Reinstalling GRUB 2

Reinstalling GRUB 2 is a convenient way to fix certain problems usually caused by an incorrect installation of GRUB 2, missing files, or a broken system. Other reasons to reinstall GRUB 2 include the following:

- ✦ Upgrading from the previous version of GRUB.
- ✦ The user requires the GRUB 2 boot loader to control installed operating systems. However, some operating systems are installed with their own boot loaders. Reinstalling GRUB 2 returns control to the desired operating system.
- ✦ Adding the boot information to another drive.

### 24.7.1. Reinstalling GRUB 2 on BIOS-Based Machines

When using the `grub2-install` command, the boot information is updated and missing files are restored. Note that the files are restored only if they are not corrupted.

Use the `grub2-install device` command to reinstall GRUB 2 if the system is operating normally. For example, if `sda` is your *device*:

```
~]# grub2-install /dev/sda
```

### 24.7.2. Reinstalling GRUB 2 on UEFI-Based Machines

When using the `yum reinstall grub2-efi shim` command, the boot information is updated and missing files are restored. Note that the files are restored only if they are not corrupted.

Use the `yum reinstall grub2-efi shim` command to reinstall GRUB 2 if the system is operating normally. For example:

```
~]# yum reinstall grub2-efi shim
```

### 24.7.3. Resetting and Reinstalling GRUB 2

This method completely removes all GRUB 2 configuration files and system settings. Apply this method to reset all configuration settings to their default values. Removing of the configuration files and subsequent reinstalling of GRUB 2 fixes failures caused by corrupted files and incorrect configuration. To do so, as **root**, follow these steps:

1. Run the `rm /etc/grub.d/*` command;
2. Run the `rm /etc/sysconfig/grub` command;
3. For EFI systems **only**, run the following command:

```
~]# yum reinstall grub2-efi shim grub2-tools
```

4. For BIOS and EFI systems, run this command:

```
~]# yum reinstall grub2-tools
```

5. Rebuild the `grub.cfg` file by running the `grub2-mkconfig -o` command as follows:

- ✦ On BIOS-based machines, issue the following command as **root**:

```
~]# grub2-mkconfig -o /boot/grub2/grub.cfg
```

- ✦ On UEFI-based machines, issue the following command as **root**:

```
~]# grub2-mkconfig -o /boot/efi/EFI/redhat/grub.cfg
```

6. Now follow the procedure in [Section 24.7, “Reinstalling GRUB 2”](#) to restore GRUB2 on the `/boot/` partition.

## 24.8. GRUB 2 over a Serial Console

If you use computers with no display or keyboard, it can be very useful to control the machines through serial communications.

### 24.8.1. Configuring the GRUB 2 Menu

To set the system to use a serial terminal only during a single boot process, when the GRUB 2 boot menu appears, move the cursor to the kernel you want to start, and press the **e** key to edit the kernel parameters. Remove the **rhgb** and **quiet** parameters and add console parameters at the end of the **linux16** line as follows:

```
linux16      /vmlinuz-3.10.0-0.rc4.59.el7.x86_64 root=/dev/mapper/rhel-  
root ro rd.md=0 rd.dm=0 rd.lvm.lv=rhel/swap crashkernel=auto rd.luks=0  
vconsole.keymap=us rd.lvm.lv=rhel/root console=ttyS0,115200
```

These settings are not persistent and apply only for a single boot.

To make persistent changes to a menu entry on a system, use the **grubby** tool. For example, to update the entry for the default kernel, enter a command as follows:

```
~]# grubby --remove-args="rhgb quiet" --args=console=ttyS0,115200 --  
update-kernel=DEFAULT
```

The **--update-kernel** parameter also accepts the keyword **ALL** or a comma separated list of kernel index numbers. See [Section 24.4, “Adding and Removing Arguments from a GRUB Menu Entry”](#) for more information on using **grubby**.

If required to build a new GRUB 2 configuration file, add the following two lines in the **/etc/default/grub** file:

```
GRUB_TERMINAL="serial"  
GRUB_SERIAL_COMMAND="serial --speed=9600 --unit=0 --word=8 --parity=no -  
-stop=1"
```

The first line disables the graphical terminal. Note that specifying the **GRUB\_TERMINAL** key overrides values of **GRUB\_TERMINAL\_INPUT** and **GRUB\_TERMINAL\_OUTPUT**. On the second line, adjust the baud rate, parity, and other values to fit your environment and hardware. A much higher baud rate, for example **115200**, is preferable for tasks such as following log files. Once you have completed the changes in the **/etc/default/grub** file, it is necessary to update the GRUB 2 configuration file.

Rebuild the **grub.cfg** file by running the **grub2-mkconfig -o** command as follows:

- ✦ On BIOS-based machines, issue the following command as **root**:

```
~]# grub2-mkconfig -o /boot/grub2/grub.cfg
```

- ✦ On UEFI-based machines, issue the following command as **root**:

```
~]# grub2-mkconfig -o /boot/efi/EFI/redhat/grub.cfg
```



## Note

In order to access the GRUB terminal over a serial connection an additional option must be added to a kernel definition to make that particular kernel monitor a serial connection. For example:

```
console=ttyS0,9600n8
```

Where **console=ttyS0** is the serial terminal to be used, **9600** is the baud rate, **n** is for no parity, and **8** is the word length in bits. A much higher baud rate, for example **115200**, is preferable for tasks such as following log files.

For more information on serial console settings, see [Section 26.9, “Installable and External Documentation”](#)

### 24.8.2. Using screen to Connect to the Serial Console

The **screen** tool serves as a capable serial terminal. To install it, run as **root**:

```
~]# yum install screen
```

To connect to your machine using the serial console, use a command in the follow format:

```
screen /dev/console_port baud_rate
```

By default, if no option is specified, **screen** uses the standard 9600 baud rate. To set a higher baud rate, enter:

```
~]$ screen /dev/console_port 115200
```

Where *console\_port* is **ttyS0**, or **ttyUSB0**, and so on.

To end the session in **screen**, press **Ctrl+a**, type **:quit** and press **Enter**.

See the **screen(1)** manual page for additional options and detailed information.

## 24.9. Terminal Menu Editing During Boot

Menu entries can be modified and arguments passed to the kernel on boot. This is done using the menu entry editor interface, which is triggered when pressing the **e** key on a selected menu entry in the boot loader menu. The **Esc** key discards any changes and reloads the standard menu interface. The **c** key loads the command line interface.

The command line interface is the most basic GRUB interface, but it is also the one that grants the most control. The command line makes it possible to type any relevant GRUB commands followed by the **Enter** key to execute them. This interface features some advanced features similar to **shell**, including **Tab** key completion based on context, and **Ctrl+a** to move to the beginning of a line and **Ctrl+e** to move to the end of a line. In addition, the **arrow**, **Home**, **End**, and **Delete** keys work as they do in the bash shell.

### 24.9.1. Booting to Rescue Mode

Rescue mode provides a convenient single-user environment and allows you to repair your system in situations when it is unable to complete a normal booting process. In rescue mode, the system attempts to mount all local file systems and start some important system services, but it does not activate network interfaces or allow more users to be logged into the system at the same time. In Red Hat Enterprise Linux 7, rescue mode is equivalent to single user mode and requires the **root** password.

1. To enter rescue mode during boot, on the GRUB 2 boot screen, press the **e** key for edit.
2. Add the following parameter at the end of the **linux** line on 64-Bit IBM Power Series, the **linux16** line on x86-64 BIOS-based systems, or the **linuxefi** line on UEFI systems:

```
systemd.unit=rescue.target
```

Press **Ctrl+a** and **Ctrl+e** to jump to the start and end of the line, respectively. On some systems, **Home** and **End** might also work.

Note that equivalent parameters, **1**, **s**, and **single**, can be passed to the kernel as well.

3. Press **Ctrl+x** to boot the system with the parameter.

### 24.9.2. Booting to Emergency Mode

Emergency mode provides the most minimal environment possible and allows you to repair your system even in situations when the system is unable to enter rescue mode. In emergency mode, the system mounts the **root** file system only for reading, does not attempt to mount any other local file systems, does not activate network interfaces, and only starts few essential services. In Red Hat Enterprise Linux 7, emergency mode requires the **root** password.

1. To enter emergency mode, on the GRUB 2 boot screen, press the **e** key for edit.
2. Add the following parameter at the end of the **linux** line on 64-Bit IBM Power Series, the **linux16** line on x86-64 BIOS-based systems, or the **linuxefi** line on UEFI systems:

```
systemd.unit=emergency.target
```

Press **Ctrl+a** and **Ctrl+e** to jump to the start and end of the line, respectively. On some systems, **Home** and **End** might also work.

Note that equivalent parameters, **emergency** and **-b**, can be passed to the kernel as well.

3. Press **Ctrl+x** to boot the system with the parameter.

### 24.9.3. Booting to the Debug Shell

The **systemd** debug shell provides a shell very early in the startup process that can be used to diagnose **systemd** related boot-up problems. Once in the debug shell, **systemctl** commands such as **systemctl list-jobs**, and **systemctl list-units** can be used to look for the cause of boot problems. In addition, the **debug** option can be added to the kernel command line to increase the number of log messages. For **systemd**, the kernel command-line option **debug** is now a shortcut for **systemd.log\_level=debug**.

#### Procedure 24.2. Adding the Debug Shell Command

To activate the debug shell only for this session, proceed as follows:

1. On the GRUB 2 boot screen, move the cursor to the menu entry you want to edit and press the **e** key for edit.
2. Add the following parameter at the end of the **linux** line on 64-Bit IBM Power Series, the **linux16** line on x86-64 BIOS-based systems, or the **linuxefi** line on UEFI systems:

```
systemd.debug-shell
```

Optionally add the **debug** option.

Press **Ctrl+a** and **Ctrl+e** to jump to the start and end of the line, respectively. On some systems, **Home** and **End** might also work.

3. Press **Ctrl+x** to boot the system with the parameter.

If required, the debug shell can be set to start on every boot by enabling it with the **systemctl enable debug-shell** command. Alternatively, the **grubby** tool can be used to make persistent changes to the kernel command line in the GRUB 2 menu. See [Section 24.4, “Making Persistent Changes to a GRUB 2 Menu Using the grubby Tool”](#) for more information on using **grubby**.



### Warning

Permanently enabling the debug shell is a security risk because no authentication is required to use it. Disable it when the debugging session has ended.

### Procedure 24.3. Connecting to the Debug Shell

During the boot process, the **systemd-debug-generator** will configure the debug shell on TTY9.

1. Press **Ctrl+Alt+F9** to connect to the debug shell. If working with a virtual machine, sending this key combination requires support from the virtualization application. For example, if using **Virtual Machine Manager**, select **Send Key → Ctrl+Alt+F9** from the menu.
2. The debug shell does not require authentication, therefore a prompt similar to the following should be seen on TTY9: **[root@localhost /]#**
3. If required, to verify you are in the debug shell, enter a command as follows:

```
[/]# systemctl status $$
● debug-shell.service - Early root shell on /dev/tty9 FOR DEBUGGING
  ONLY
   Loaded: loaded (/usr/lib/systemd/system/debug-shell.service;
  disabled; vendor preset: disabled)
   Active: active (running) since Wed 2015-08-05 11:01:48 EDT; 2min
  ago
     Docs: man:sushell(8)
    Main PID: 450 (bash)
     CGroup: /system.slice/debug-shell.service
            └─ 450 /bin/bash
               └─ 1791 systemctl status 450
```

4. To return to the default shell, if the boot succeeded, press **Ctrl+Alt+F1**.

To diagnose start up problems, certain **systemd** units can be masked by adding **systemd.mask=unit\_name** one or more times on the kernel command line. To start additional processes during the boot process, add **systemd.wants=unit\_name** to the kernel command line. The **systemd-debug-generator(8)** manual page describes these options.

#### 24.9.4. Changing and Resetting the Root Password

Setting up the **root** password is a mandatory part of the Red Hat Enterprise Linux 7 installation. If you forget or lose the **root** password it is possible to reset it, however users who are members of the wheel group can change the **root** password as follows:

```
~]$ sudo passwd root
```

Note that in GRUB 2, resetting the password is no longer performed in single-user mode as it was in GRUB included in Red Hat Enterprise Linux 6. The **root** password is now required to operate in **single-user** mode as well as in **emergency** mode.

Two procedures for resetting the **root** password are shown here:

- [Procedure 24.4, “Resetting the Root Password Using an Installation Disk”](#) takes you to a shell prompt, without having to edit the GRUB menu. It is the shorter of the two procedures and it is also the recommended method. You can use a boot disk or a normal Red Hat Enterprise Linux 7 installation disk.
- [Procedure 24.5, “Resetting the Root Password Using rd.break”](#) makes use of **rd.break** to interrupt the boot process before control is passed from **initramfs** to **systemd**. The disadvantage of this method is that it requires more steps, includes having to edit the GRUB menu, and involves choosing between a possibly time consuming SELinux file relabel or changing the SELinux enforcing mode and then restoring the SELinux security context for **/etc/shadow/** when the boot completes.

##### Procedure 24.4. Resetting the Root Password Using an Installation Disk

1. Start the system and when BIOS information is displayed, select the option for a boot menu and select to boot from the installation disk.
2. Choose **Troubleshooting**.
3. Choose **Rescue a Red Hat Enterprise Linux System**.
4. Choose **Continue** which is the default option. At this point you will be promoted for a passphrase if an encrypted file system is found.
5. Press **OK** to acknowledge the information displayed until the shell prompt appears.
6. Change the file system **root** as follows:

```
sh-4.2# chroot /mnt/sysimage
```

7. Enter the **passwd** command and follow the instructions displayed on the command line to change the **root** password.
8. Remove the **autorelabel** file to prevent a time consuming SELinux relabel of the disk:

```
sh-4.2# rm -f /.autorelabel
```

9. Enter the **exit** command to exit the **chroot** environment.

- Enter the **exit** command again to resume the initialization and finish the system boot.

### Procedure 24.5. Resetting the Root Password Using `rd.break`

- Start the system and, on the GRUB 2 boot screen, press the **e** key for edit.
- Remove the **rhgb** and **quiet** parameters from the end, or near the end, of the **linux16** line, or **linuxefi** on UEFI systems.

Press **Ctrl+a** and **Ctrl+e** to jump to the start and end of the line, respectively. On some systems, **Home** and **End** might also work.



#### Important

The **rhgb** and **quiet** parameters must be removed in order to enable system messages.

- Add the following parameters at the end of the **linux** line on 64-Bit IBM Power Series, the **linux16** line on x86-64 BIOS-based systems, or the **linuxefi** line on UEFI systems:

```
rd.break enforcing=0
```

Adding the **enforcing=0** option enables omitting the time consuming SELinux relabeling process.

The **initramfs** will stop before passing control to the Linux *kernel*, enabling you to work with the **root** file system.

Note that the **initramfs** prompt will appear on the last console specified on the Linux line.

- Press **Ctrl+x** to boot the system with the changed parameters.

With an encrypted file system, a password is required at this point. However the password prompt might not appear as it is obscured by logging messages. You can press the **Backspace** key to see the prompt. Release the key and enter the password for the encrypted file system, while ignoring the logging messages.

The **initramfs switch\_root** prompt appears.

- The file system is mounted read-only on **/sysroot/**. You will not be allowed to change the password if the file system is not writable.

Remount the file system as writable:

```
switch_root:/# mount -o remount,rw /sysroot
```

- The file system is remounted with write enabled.

Change the file system's **root** as follows:

```
switch_root:/# chroot /sysroot
```

The prompt changes to **sh-4.2#**.

7. Enter the **passwd** command and follow the instructions displayed on the command line to change the **root** password.

Note that if the system is not writable, the **passwd** tool fails with the following error:

```
Authentication token manipulation error
```

8. Updating the password file results in a file with the incorrect SELinux security context. To relabel all files on next system boot, enter the following command:

```
sh-4.2# touch /.autorelabel
```

Alternatively, to save the time it takes to relabel a large disk, you can omit this step provided you included the **enforcing=0** option in step 3.

9. Remount the file system as read only:

```
sh-4.2# mount -o remount,ro /
```

10. Enter the **exit** command to exit the **chroot** environment.
11. Enter the **exit** command again to resume the initialization and finish the system boot.

With an encrypted file system, a password or phrase is required at this point. However the password prompt might not appear as it is obscured by logging messages. You can press and hold the **Backspace** key to see the prompt. Release the key and enter the password for the encrypted file system, while ignoring the logging messages.



### Note

Note that the SELinux relabeling process can take a long time. A system reboot will occur automatically when the process is complete.

12. If you added the **enforcing=0** option in step 3 and omitted the **touch /.autorelabel** command in step 8, enter the following command to restore the **/etc/shadow** file's SELinux security context:

```
~]# restorecon /etc/shadow
```

Enter the following commands to turn SELinux policy enforcement back on and verify that it is on:

```
~]# setenforce 1
~]# getenforce
Enforcing
```

## 24.10. Unified Extensible Firmware Interface (UEFI) Secure Boot

The *Unified Extensible Firmware Interface* (UEFI) Secure Boot technology ensures that the system firmware checks whether the system boot loader is signed with a cryptographic key authorized by a database of public keys contained in the firmware. With signature verification in the next-stage boot loader and kernel, it is possible to prevent the execution of kernel space code which has not been

signed by a trusted key.

A chain of trust is established from the firmware to the signed drivers and kernel modules as follows. The first-stage boot loader, `shim.efi`, is signed by a UEFI private key and authenticated by a public key, signed by a certificate authority (CA), stored in the firmware database. The `shim.efi` contains the Red Hat public key, “Red Hat Secure Boot (CA key 1)”, which is used to authenticate both the GRUB 2 boot loader, `grubx64.efi`, and the Red Hat kernel. The kernel in turn contains public keys to authenticate drivers and modules.

Secure Boot is the boot path validation component of the Unified Extensible Firmware Interface (UEFI) specification. The specification defines:

- a programming interface for cryptographically protected UEFI variables in non-volatile storage,
- how the trusted X.509 root certificates are stored in UEFI variables,
- validation of UEFI applications like boot loaders and drivers,
- procedures to revoke known-bad certificates and application hashes.

UEFI Secure Boot does not prevent the installation or removal of second-stage boot loaders, nor require explicit user confirmation of such changes. Signatures are verified during booting, not when the boot loader is installed or updated. Therefore, UEFI Secure Boot does not stop boot path manipulations, it helps in the detection of unauthorized changes. A new boot loader or kernel will work as long as it is signed by a key trusted by the system.

### 24.10.1. UEFI Secure Boot Support in Red Hat Enterprise Linux 7

Red Hat Enterprise Linux 7 includes support for the UEFI Secure Boot feature, which means that Red Hat Enterprise Linux 7 can be installed and run on systems where UEFI Secure Boot is enabled. On UEFI-based systems with the Secure Boot technology enabled, all drivers that are loaded must be signed with a trusted key, otherwise the system will not accept them. All drivers provided by Red Hat are signed by one of Red Hat’s private keys and authenticated by the corresponding Red Hat public key in the kernel.

If you want to load externally built drivers, drivers that are not provided on the Red Hat Enterprise Linux DVD, you must make sure these drivers are signed as well.

Information on signing custom drivers is available in [Section 26.8, “Signing Kernel Modules for Secure Boot”](#).

### Restrictions Imposed by UEFI Secure Boot

As UEFI Secure Boot support in Red Hat Enterprise Linux 7 is designed to ensure that the system only runs kernel mode code after its signature has been properly authenticated, certain restrictions exist.

GRUB 2 module loading is disabled as there is no infrastructure for signing and verification of GRUB 2 modules, which means allowing them to be loaded would constitute execution of untrusted code inside the security perimeter that Secure Boot defines. Instead, Red Hat provides a signed GRUB 2 binary that has all the modules supported on Red Hat Enterprise Linux 7 already included.

More detailed information is available in the Red Hat Knowledgebase article [Restrictions Imposed by UEFI Secure Boot](#).

## 24.11. Additional Resources

Please see the following resources for more information on the GRUB 2 boot loader:

## Installed Documentation

- ✦ `/usr/share/doc/grub2-tools-version-number/` — This directory contains information about using and configuring GRUB 2. *version-number* corresponds to the version of the GRUB 2 package installed.
- ✦ `info grub2` — The GRUB 2 info page contains a tutorial, a user reference manual, a programmer reference manual, and a FAQ document about GRUB 2 and its usage.
- ✦ `grubby(8)` — The manual page for the command-line tool for configuring GRUB and GRUB 2.
- ✦ `new-kernel-pkg(8)` — The manual page for the tool to script kernel installation.

## Installable and External Documentation

- ✦ `/usr/share/doc/kernel-doc-kernel_version/Documentation/serial-console.txt` — This file, which is provided by the *kernel-doc* package, contains information on the serial console. Before accessing the kernel documentation, you must run the following command as `root`:

```
~]# yum install kernel-doc
```

- ✦ [Red Hat Installation Guide](#) — The Installation Guide provides basic information on GRUB 2, for example, installation, terminology, interfaces, and commands.

## Chapter 25. Manually Upgrading the Kernel

The Red Hat Enterprise Linux kernel is custom-built by the Red Hat Enterprise Linux kernel team to ensure its integrity and compatibility with supported hardware. Before Red Hat releases a kernel, it must first pass a rigorous set of quality assurance tests.

Red Hat Enterprise Linux kernels are packaged in the RPM format so that they are easy to upgrade and verify using the **Yum** or **PackageKit** package managers. **PackageKit** automatically queries the Red Hat Content Delivery Network servers and informs you of packages with available updates, including kernel packages.

This chapter is therefore *only* useful for users who need to manually update a kernel package using the **rpm** command instead of **yum**.



### Warning

Whenever possible, use either the **Yum** or **PackageKit** package manager to install a new kernel because they always *install* a new kernel instead of replacing the current one, which could potentially leave your system unable to boot.



### Warning

Building a custom kernel is not supported by the Red Hat Global Services Support team, and therefore is not explored in this manual.

For more information on installing kernel packages with **yum**, see [Section 8.1.2, “Updating Packages”](#). For information on Red Hat Content Delivery Network, see [Chapter 6, Registering the System and Managing Subscriptions](#).

### 25.1. Overview of Kernel Packages

Red Hat Enterprise Linux contains the following kernel packages:

- *kernel* — Contains the kernel for single-core, multi-core, and multi-processor systems.
- *kernel-debug* — Contains a kernel with numerous debugging options enabled for kernel diagnosis, at the expense of reduced performance.
- *kernel-devel* — Contains the kernel headers and makefiles sufficient to build modules against the *kernel* package.
- *kernel-debug-devel* — Contains the development version of the kernel with numerous debugging options enabled for kernel diagnosis, at the expense of reduced performance.
- *kernel-doc* — Documentation files from the kernel source. Various portions of the Linux kernel and the device drivers shipped with it are documented in these files. Installation of this package provides a reference to the options that can be passed to Linux kernel modules at load time.

By default, these files are placed in the `/usr/share/doc/kernel-doc-kernel_version/` directory.

- *kernel-headers* — Includes the C header files that specify the interface between the Linux kernel and user-space libraries and programs. The header files define structures and constants that are needed for building most standard programs.
- *linux-firmware* — Contains all of the firmware files that are required by various devices to operate.
- *perf* — This package contains the **perf** tool, which enables performance monitoring of the Linux kernel.
- *kernel-abi-whitelists* — Contains information pertaining to the Red Hat Enterprise Linux kernel ABI, including a lists of kernel symbols that are needed by external Linux kernel modules and a *yum* plug-in to aid enforcement.
- *kernel-tools* — Contains tools for manipulating the Linux kernel and supporting documentation.

## 25.2. Preparing to Upgrade

Before upgrading the kernel, it is recommended that you take some precautionary steps.

First, ensure that working boot media exists for the system in case a problem occurs. If the boot loader is not configured properly to boot the new kernel, you can use this media to boot into Red Hat Enterprise Linux.

USB media often comes in the form of flash devices sometimes called *pen drives*, *thumb disks*, or *keys*, or as an externally-connected hard disk device. Almost all media of this type is formatted as a **VFAT** file system. You can create bootable USB media on media formatted as **ext2**, **ext3**, **ext4**, or **VFAT**.

You can transfer a distribution image file or a minimal boot media image file to USB media. Make sure that sufficient free space is available on the device. Around **4 GB** is required for a distribution DVD image, around **700 MB** for a distribution CD image, or around **10 MB** for a minimal boot media image.

You must have a copy of the **boot.iso** file from a Red Hat Enterprise Linux installation DVD, or installation CD-ROM #1, and you need a USB storage device formatted with the **VFAT** file system and around **16 MB** of free space. The following procedure will not affect existing files on the USB storage device unless they have the same path names as the files that you copy onto it. To create USB boot media, perform the following commands as the **root** user:

1. Install the *syslinux* package if it is not installed on your system. To do so, as root, run the **yum install syslinux** command.
2. Install the **SYSLINUX** bootloader on the USB storage device:

```
~]# syslinux /dev/sdX1
```

...where *sdX* is the device name.

3. Create mount points for **boot.iso** and the USB storage device:

```
~]# mkdir /mnt/isoboot /mnt/diskboot
```

4. Mount **boot.iso**:

```
~]# mount -o loop boot.iso /mnt/isoboot
```

5. Mount the USB storage device:

```
~]# mount /dev/sdX1 /mnt/diskboot
```

- Copy the **ISOLINUX** files from the **boot.iso** to the USB storage device:

```
~]# cp /mnt/isoboot/isolinux/* /mnt/diskboot
```

- Use the **isolinux.cfg** file from **boot.iso** as the **syslinux.cfg** file for the USB device:

```
~]# grep -v local /mnt/isoboot/isolinux/isolinux.cfg >
/mnt/diskboot/syslinux.cfg
```

- Unmount **boot.iso** and the USB storage device:

```
~]# umount /mnt/isoboot /mnt/diskboot
```

- You should reboot the machine with the boot media and verify that you are able to boot with it before continuing.

Alternatively, on systems with a floppy drive, you can create a boot diskette by installing the **mkbootdisk** package and running the **mkbootdisk** command as **root**. See **man mkbootdisk** man page after installing the package for usage information.

To determine which kernel packages are installed, execute the command **yum list installed "kernel-\*"** at a shell prompt. The output will comprise some or all of the following packages, depending on the system's architecture, and the version numbers might differ:

```
~]# yum list installed "kernel-*"
kernel.x86_64                3.10.0-54.0.1.el7          @rhel7/7.0
kernel-devel.x86_64         3.10.0-54.0.1.el7          @rhel7
kernel-headers.x86_64       3.10.0-54.0.1.el7          @rhel7/7.0
```

From the output, determine which packages need to be downloaded for the kernel upgrade. For a single processor system, the only required package is the *kernel* package. See [Section 25.1, “Overview of Kernel Packages”](#) for descriptions of the different packages.

## 25.3. Downloading the Upgraded Kernel

There are several ways to determine if an updated kernel is available for the system.

- Security Errata — See <https://access.redhat.com/site/security/updates/active/> for information on security errata, including kernel upgrades that fix security issues.
- The Red Hat Content Delivery Network — For a system subscribed to the Red Hat Content Delivery Network, the **yum** package manager can download the latest kernel and upgrade the kernel on the system. The **Dracut** utility will create an initial RAM disk image if needed, and configure the boot loader to boot the new kernel. For more information on installing packages from the Red Hat Content Delivery Network, see [Chapter 8, Yum](#). For more information on subscribing a system to the Red Hat Content Delivery Network, see [Chapter 6, Registering the System and Managing Subscriptions](#).

If **yum** was used to download and install the updated kernel from the Red Hat Network, follow the instructions in [Section 25.5, “Verifying the Initial RAM Disk Image”](#) and [Section 25.6, “Verifying the Boot Loader”](#) only, *do not* change the kernel to boot by default. Red Hat Network automatically changes the default kernel to the latest version. To install the kernel manually, continue to

[Section 25.4, “Performing the Upgrade”](#).

## 25.4. Performing the Upgrade

After retrieving all of the necessary packages, it is time to upgrade the existing kernel.



### Important

It is strongly recommended that you keep the old kernel in case there are problems with the new kernel.

At a shell prompt, change to the directory that contains the kernel RPM packages. Use **-i** argument with the **rpm** command to keep the old kernel. Do *not* use the **-U** option, since it overwrites the currently installed kernel, which creates boot loader problems. For example:

```
~]# rpm -ivh kernel-kernel_version.arch.rpm
```

The next step is to verify that the initial RAM disk image has been created. See [Section 25.5, “Verifying the Initial RAM Disk Image”](#) for details.

## 25.5. Verifying the Initial RAM Disk Image

The job of the initial RAM disk image is to preload the block device modules, such as for IDE, SCSI or RAID, so that the root file system, on which those modules normally reside, can then be accessed and mounted. On Red Hat Enterprise Linux 7 systems, whenever a new kernel is installed using either the **Yum**, **PackageKit**, or **RPM** package manager, the **Dracut** utility is always called by the installation scripts to create an *initramfs* (initial RAM disk image).

If you make changes to the kernel attributes by modifying the `/etc/sysctl.conf` file or another **sysctl** configuration file, and if the changed settings are used early in the boot process, then rebuilding the Initial RAM Disk Image by running the **dracut -f** command might be necessary. An example is if you have made changes related to networking and are booting from network-attached storage.

On all architectures other than IBM eServer System i (see [Section 25.5, “Verifying the Initial RAM Disk Image and Kernel on IBM eServer System i”](#)), you can create an **initramfs** by running the **dracut** command. However, you usually don't need to create an **initramfs** manually: this step is automatically performed if the kernel and its associated packages are installed or upgraded from RPM packages distributed by Red Hat.

You can verify that an **initramfs** corresponding to your current kernel version exists and is specified correctly in the **grub.cfg** configuration file by following this procedure:

### Procedure 25.1. Verifying the Initial RAM Disk Image

1. As **root**, list the contents in the `/boot` directory and find the kernel (**vmlinuz-*kernel\_version***) and **initramfs-*kernel\_version*** with the latest (most recent) version number:

**Example 25.1. Ensuring that the kernel and initramfs versions match**

```

~]# ls /boot
config-3.10.0-67.el7.x86_64
config-3.10.0-78.el7.x86_64
efi
grub
grub2
initramfs-0-rescue-07f43f20a54c4ce8ada8b70d33fd001c.img
initramfs-3.10.0-67.el7.x86_64.img
initramfs-3.10.0-67.el7.x86_64kdump.img
initramfs-3.10.0-78.el7.x86_64.img
initramfs-3.10.0-78.el7.x86_64kdump.img
initrd-plymouth.img
symvers-3.10.0-67.el7.x86_64.gz
symvers-3.10.0-78.el7.x86_64.gz
System.map-3.10.0-67.el7.x86_64
System.map-3.10.0-78.el7.x86_64
vmlinuz-0-rescue-07f43f20a54c4ce8ada8b70d33fd001c
vmlinuz-3.10.0-67.el7.x86_64
vmlinuz-3.10.0-78.el7.x86_64

```

[Example 25.1, “Ensuring that the kernel and initramfs versions match”](#) shows that:

- ✦ we have three kernels installed (or, more correctly, three kernel files are present in the `/boot` directory),
- ✦ the latest kernel is `vmlinuz-3.10.0-78.el7.x86_64`, and
- ✦ an `initramfs` file matching our kernel version, `initramfs-3.10.0-78.el7.x86_64kdump.img`, also exists.



### Important

In the `/boot` directory you might find several `initramfs-kernel_versionkdump.img` files. These are special files created by the `Kdump` mechanism for kernel debugging purposes, are not used to boot the system, and can safely be ignored. For more information on `kdump`, see the [Red Hat Enterprise Linux 7 Kernel Crash Dump Guide](#).

2. If your `initramfs-kernel_version` file does not match the version of the latest kernel in the `/boot` directory, or, in certain other situations, you might need to generate an `initramfs` file with the `Dracut` utility. Simply invoking `dracut` as `root` without options causes it to generate an `initramfs` file in `/boot` for the latest kernel present in that directory:

```
~]# dracut
```

You must use the `-f`, `--force` option if you want `dracut` to overwrite an existing `initramfs` (for example, if your `initramfs` has become corrupt). Otherwise `dracut` will refuse to overwrite the existing `initramfs` file:

```

~]# dracut
Will not override existing initramfs (/boot/initramfs-3.10.0-78.el7.x86_64.img) without --force

```

You can create an `initramfs` in the current directory by calling `dracut` *initramfs\_name kernel\_version*:

```
~]# dracut "initramfs-$(uname -r).img" $(uname -r)
```

If you need to specify specific kernel modules to be preloaded, add the names of those modules (minus any file name suffixes such as `.ko`) inside the parentheses of the `add_dracutmodules+="module [more_modules]"` directive of the `/etc/dracut.conf` configuration file. You can list the file contents of an `initramfs` image file created by `dracut` by using the `lsinitrd` *initramfs\_file* command:

```
~]# lsinitrd /boot/initramfs-3.10.0-78.el7.x86_64.img
Image: /boot/initramfs-3.10.0-78.el7.x86_64.img: 11M
=====
=====
dracut-033-68.el7
=====
=====
drwxr-xr-x 12 root    root          0 Feb  5 06:35 .
drwxr-xr-x  2 root    root          0 Feb  5 06:35 proc
lrwxrwxrwx  1 root    root          24 Feb  5 06:35 init ->
/usr/lib/systemd/systemd
drwxr-xr-x 10 root    root          0 Feb  5 06:35 etc
drwxr-xr-x  2 root    root          0 Feb  5 06:35
usr/lib/modprobe.d
[output truncated]
```

See `man dracut` and `man dracut.conf` for more information on options and usage.

3. Examine the `/boot/grub2/grub.cfg` configuration file to ensure that an `initramfs-kernel_version.img` file exists for the kernel version you are booting. For example:

```
~]# grep initramfs /boot/grub2/grub.cfg
initrd16 /initramfs-3.10.0-123.el7.x86_64.img
initrd16 /initramfs-0-rescue-6d547dbfd01c46f6a4c1baa8c4743f57.img
```

See [Section 25.6, “Verifying the Boot Loader”](#) for more information.

## Verifying the Initial RAM Disk Image and Kernel on IBM eServer System i

On IBM eServer System i machines, the initial RAM disk and kernel files are combined into a single file, which is created with the `addRamDisk` command. This step is performed automatically if the kernel and its associated packages are installed or upgraded from the RPM packages distributed by Red Hat; thus, it does not need to be executed manually. To verify that it was created, run the following command as `root` to make sure the `/boot/vmlinitr-d-kernel_version` file already exists:

```
ls -l /boot/
```

The `kernel_version` should match the version of the kernel just installed.

## Reversing the Changes Made to the Initial RAM Disk Image

In some cases, for example, if you misconfigure the system and it no longer boots, you may need to reverse the changes made to the Initial RAM Disk Image by following this procedure:

### Procedure 25.2. Reversing Changes Made to the Initial RAM Disk Image

1. Reboot the system choosing the rescue kernel in the GRUB menu.
2. Change the incorrect setting that caused the `initramfs` to malfunction.
3. Recreate the `initramfs` with the correct settings by running the following command as root:

```
~]# dracut --kver kernel_version --force
```

The above procedure might be useful if, for example, you incorrectly set the `vm.nr_hugepages` in the `sysctl.conf` file. Because the `sysctl.conf` file is included in `initramfs`, the new `vm.nr_hugepages` setting gets applied in `initramfs` and causes rebuilding of the `initramfs`. However, because the setting is incorrect, the new `initramfs` is broken and the newly built kernel does not boot, which necessitates correcting the setting using the above procedure.

## Listing the Contents of the Initial RAM Disk Image

To list the files that are included in the `initramfs`, run the following command as root:

```
~]# lsinitrd
```

To only list files in the `/etc` directory, use the following command:

```
~]# lsinitrd | grep etc/
```

To output the contents of a specific file stored in the `initramfs` for the current kernel, use the `-f` option:

```
~]# lsinitrd -f filename
```

For example, to output the contents of `sysctl.conf`, use the following command:

```
~]# lsinitrd -f /etc/sysctl.conf
```

To specify a kernel version, use the `--kver` option:

```
~]# lsinitrd --kver kernel_version -f /etc/sysctl.conf
```

For example, to list the information about kernel version `3.10.0-327.10.1.el7.x86_64`, use the following command:

```
~]# lsinitrd --kver 3.10.0-327.10.1.el7.x86_64 -f /etc/sysctl.conf
```

## 25.6. Verifying the Boot Loader

When you install a kernel using **rpm**, the kernel package creates an entry in the boot loader configuration file for that new kernel. However, **rpm** does *not* configure the new kernel to boot as the default kernel. You must do this manually when installing a new kernel with **rpm**.

It is always recommended to double-check the boot loader configuration file after installing a new kernel with **rpm** to ensure that the configuration is correct. Otherwise, the system might not be able to boot into Red Hat Enterprise Linux properly. If this happens, boot the system with the boot media created earlier and re-configure the boot loader.

## Chapter 26. Working with Kernel Modules

The Linux kernel is modular, which means it can extend its capabilities through the use of dynamically-loaded *kernel modules*. A kernel module can provide:

- a device driver which adds support for new hardware; or,
- support for a file system such as **btrfs** or **NFS**.

Like the kernel itself, modules can take parameters that customize their behavior, though the default parameters work well in most cases. User-space tools can list the modules currently loaded into a running kernel; query all available modules for available parameters and module-specific information; and load or unload (remove) modules dynamically into or from a running kernel. Many of these utilities, which are provided by the *kmod* package, take module dependencies into account when performing operations so that manual dependency-tracking is rarely necessary.

On modern systems, kernel modules are automatically loaded by various mechanisms when the conditions call for it. However, there are occasions when it is necessary to load or unload modules manually, such as when one module is preferred over another although either could provide basic functionality, or when a module is misbehaving.

This chapter explains how to:

- use the user-space **kmod** utilities to display, query, load and unload kernel modules and their dependencies;
- set module parameters both dynamically on the command line and permanently so that you can customize the behavior of your kernel modules; and,
- load modules at boot time.



### Note

In order to use the kernel module utilities described in this chapter, first ensure the *kmod* package is installed on your system by running, as root:

```
~]# yum install kmod
```

For more information on installing packages with Yum, see [Section 8.2.4, “Installing Packages”](#).

### 26.1. Listing Currently-Loaded Modules

You can list all kernel modules that are currently loaded into the kernel by running the **lsmod** command, for example:

```
~]$ lsmod
Module                Size  Used by
tcp_lp                 12663  0
bnep                   19704  2
bluetooth              372662  7 bnep
rfkill                 26536  3 bluetooth
```

```

fuse                87661  3
ip6t_rpfilter       12546  1
ip6t_REJECT         12939  2
ipt_REJECT          12541  2
xt_contrack         12760  7
ebtable_nat         12807  0
ebtable_broute     12731  0
bridge              110196 1 ebtable_broute
stp                  12976  1 bridge
llc                  14552  2 stp,bridge
ebtable_filter      12827  0
ebtables            30913  3
ebtable_broute,ebtable_nat,ebtable_filter
ip6table_nat        13015  1
nf_contrack_ipv6    18738  5
nf_defrag_ipv6      34651  1 nf_contrack_ipv6
nf_nat_ipv6         13279  1 ip6table_nat
ip6table_mangle     12700  1
ip6table_security   12710  1
ip6table_raw        12683  1
ip6table_filter     12815  1
ip6_tables          27025  5
ip6table_filter,ip6table_mangle,ip6table_security,ip6table_nat,ip6table_
raw
iptable_nat         13011  1
nf_contrack_ipv4    14862  4
nf_defrag_ipv4      12729  1 nf_contrack_ipv4
nf_nat_ipv4         13263  1 iptable_nat
nf_nat              21798  4
nf_nat_ipv4,nf_nat_ipv6,ip6table_nat,iptable_nat
[output truncated]

```

Each row of **lsmod** output specifies:

- the name of a kernel module currently loaded in memory;
- the amount of memory it uses; and,
- the sum total of processes that are using the module and other modules which depend on it, followed by a list of the names of those modules, if there are any. Using this list, you can first unload all the modules depending on the module you want to unload. For more information, see [Section 26.4, “Unloading a Module”](#).

Finally, note that **lsmod** output is less verbose and considerably easier to read than the content of the **/proc/modules** pseudo-file.

## 26.2. Displaying Information About a Module

You can display detailed information about a kernel module using the **modinfo *module\_name*** command.



## Note

When entering the name of a kernel module as an argument to one of the **kmod** utilities, do not append a **.ko** extension to the end of the name. Kernel module names do not have extensions; their corresponding files do.

### Example 26.1. Listing information about a kernel module with `lsmod`

To display information about the **e1000e** module, which is the Intel PRO/1000 network driver, enter the following command as **root**:

```
~]# modinfo e1000e
filename:          /lib/modules/3.10.0-
121.el7.x86_64/kernel/drivers/net/ethernet/intel/e1000e/e1000e.ko
version:           2.3.2-k
license:           GPL
description:       Intel(R) PRO/1000 Network Driver
author:            Intel Corporation, <linux.nics@intel.com>
srcversion:        E9F7E754F6F3A1AD906634C
alias:             pci:v00008086d000015A3sv*sd*bc*sc*i*
alias:             pci:v00008086d000015A2sv*sd*bc*sc*i*
[some alias lines omitted]
alias:             pci:v00008086d0000105Esv*sd*bc*sc*i*
depends:            ptp
intree:            Y
vermagic:          3.10.0-121.el7.x86_64 SMP mod_unload modversions
signer:            Red Hat Enterprise Linux kernel signing key
sig_key:           42:49:68:9E:EF:C7:7E:95:88:0B:13:DF:E4:67:EB:1B:7A:91:D1:08
sig_hashalgo:     sha256
parm:              debug:Debug level (0=none,...,16=all) (int)
parm:              copybreak:Maximum size of packet that is copied to a
new buffer on receive (uint)
parm:              TxIntDelay:Transmit Interrupt Delay (array of int)
parm:              TxAbsIntDelay:Transmit Absolute Interrupt Delay (array
of int)
parm:              RxIntDelay:Receive Interrupt Delay (array of int)
parm:              RxAbsIntDelay:Receive Absolute Interrupt Delay (array
of int)
parm:              InterruptThrottleRate:Interrupt Throttling Rate (array
of int)
parm:              IntMode:Interrupt Mode (array of int)
parm:              SmartPowerDownEnable:Enable PHY smart power down
(array of int)
parm:              KumeranLockLoss:Enable Kumeran lock loss workaround
(array of int)
parm:              WriteProtectNVM:Write-protect NVM [WARNING: disabling
this can lead to corrupted NVM] (array of int)
parm:              CrcStripping:Enable CRC Stripping, disable if your BMC
needs the CRC (array of int)
```

Here are descriptions of a few of the fields in **modinfo** output:

**filename**

The absolute path to the `.ko` kernel object file. You can use `modinfo -n` as a shortcut command for printing only the **filename** field.

**description**

A short description of the module. You can use `modinfo -d` as a shortcut command for printing only the description field.

**alias**

The **alias** field appears as many times as there are aliases for a module, or is omitted entirely if there are none.

**depends**

This field contains a comma-separated list of all the modules this module depends on.

**Note**

If a module has no dependencies, the **depends** field may be omitted from the output.

**parm**

Each **parm** field presents one module parameter in the form ***parameter\_name*:*description***, where:

- *parameter\_name* is the exact syntax you should use when using it as a module parameter on the command line, or in an option line in a `.conf` file in the `/etc/modprobe.d/` directory; and,
- *description* is a brief explanation of what the parameter does, along with an expectation for the type of value the parameter accepts (such as `int`, `unit` or `array of int`) in parentheses.

**Example 26.2. Listing module parameters**

You can list all parameters that the module supports by using the `-p` option. However, because useful value type information is omitted from `modinfo -p` output, it is more useful to run:

```
~]# modinfo e1000e | grep "^parm" | sort
parm:          copybreak:Maximum size of packet that is copied
to a new buffer on receive (uint)
parm:          CrcStripping:Enable CRC Stripping, disable if
your BMC needs the CRC (array of int)
parm:          debug:Debug level (0=none,...,16=all) (int)
parm:          InterruptThrottleRate:Interrupt Throttling Rate
(array of int)
parm:          IntMode:Interrupt Mode (array of int)
parm:          KumeranLockLoss:Enable Kumeran lock loss
workaround (array of int)
parm:          RxAbsIntDelay:Receive Absolute Interrupt Delay
(array of int)
```

```

parm:          RxIntDelay:Receive Interrupt Delay (array of
int)
parm:          SmartPowerDownEnable:Enable PHY smart power
down (array of int)
parm:          TxAbsIntDelay:Transmit Absolute Interrupt Delay
(array of int)
parm:          TxIntDelay:Transmit Interrupt Delay (array of
int)
parm:          WriteProtectNVM:Write-protect NVM [WARNING:
disabling this can lead to corrupted NVM] (array of int)

```

## 26.3. Loading a Module

To load a kernel module, run `modprobe module_name` as **root**. For example, to load the **wacom** module, run:

```
~]# modprobe wacom
```

By default, **modprobe** attempts to load the module from `/lib/modules/kernel_version/kernel/drivers/`. In this directory, each type of module has its own subdirectory, such as **net/** and **scsi/**, for network and SCSI interface drivers respectively.

Some modules have dependencies, which are other kernel modules that must be loaded before the module in question can be loaded. The **modprobe** command always takes dependencies into account when performing operations. When you ask **modprobe** to load a specific kernel module, it first examines the dependencies of that module, if there are any, and loads them if they are not already loaded into the kernel. **modprobe** resolves dependencies recursively: it will load all dependencies of dependencies, and so on, if necessary, thus ensuring that all dependencies are always met.

You can use the **-v** (or **--verbose**) option to cause **modprobe** to display detailed information about what it is doing, which can include loading module dependencies.

### Example 26.3. modprobe -v shows module dependencies as they are loaded

You can load the **Fibre Channel over Ethernet** module verbosely by typing the following at a shell prompt:

```

~]# modprobe -v fcoe
insmod /lib/modules/3.10.0-
121.el7.x86_64/kernel/drivers/scsi/scsi_tgt.ko
insmod /lib/modules/3.10.0-
121.el7.x86_64/kernel/drivers/scsi/scsi_transport_fc.ko
insmod /lib/modules/3.10.0-
121.el7.x86_64/kernel/drivers/scsi/libfc/libfc.ko
insmod /lib/modules/3.10.0-
121.el7.x86_64/kernel/drivers/scsi/fcoe/libfcoe.ko
insmod /lib/modules/3.10.0-
121.el7.x86_64/kernel/drivers/scsi/fcoe/fcoe.ko

```

In this example, you can see that **modprobe** loaded the **scsi\_tgt**, **scsi\_transport\_fc**, **libfc** and **libfcoe** modules as dependencies before finally loading **fcoe**. Also note that **modprobe** used the more primitive **insmod** command to insert the modules into the running kernel.



## Important

Although the **insmod** command can also be used to load kernel modules, it does not resolve dependencies. Because of this, you should *always* load modules using **modprobe** instead.

## 26.4. Unloading a Module

You can unload a kernel module by running **modprobe -r *module\_name*** as **root**. For example, assuming that the **wacom** module is already loaded into the kernel, you can unload it by running:

```
~]# modprobe -r wacom
```

However, this command will fail if a process is using:

- ✦ the **wacom** module;
- ✦ a module that **wacom** directly depends on, or;
- ✦ any module that **wacom**, through the dependency tree, depends on indirectly.

See [Section 26.1, “Listing Currently-Loaded Modules”](#) for more information about using **lsmod** to obtain the names of the modules which are preventing you from unloading a certain module.

### Example 26.4. Unloading a kernel module

For example, if you want to unload the **firewire\_ohci** module, your terminal session might look similar to this:

```
~]# modinfo -F depends firewire_ohci
firewire-core
~]# modinfo -F depends firewire_core
crc-itu-t
~]# modinfo -F depends crc-itu-t
```

You have figured out the dependency tree (which does not branch in this example) for the loaded Firewire modules: **firewire\_ohci** depends on **firewire\_core**, which itself depends on **crc-itu-t**.

You can unload **firewire\_ohci** using the **modprobe -v -r *module\_name*** command, where **-r** is short for **--remove** and **-v** for **--verbose**:

```
~]# modprobe -r -v firewire_ohci
rmmod firewire_ohci
rmmod firewire_core
rmmod crc_itu_t
```

The output shows that modules are unloaded in the reverse order that they are loaded, given that no processes depend on any of the modules being unloaded.



## Important

Although the **rmmod** command can be used to unload kernel modules, it is recommended to use **modprobe -r** instead.

## 26.5. Setting Module Parameters

Like the kernel itself, modules can also take parameters that change their behavior. Most of the time, the default ones work well, but occasionally it is necessary or desirable to set custom parameters for a module. Because parameters cannot be dynamically set for a module that is already loaded into a running kernel, there are two different methods for setting them.

1. You can unload all dependencies of the module you want to set parameters for, unload the module using **modprobe -r**, and then load it with **modprobe** along with a list of customized parameters. This method is often used when the module does not have many dependencies, or to test different combinations of parameters without making them persistent, and is the method covered in this section.
2. Alternatively, you can list the new parameters in an existing or newly created file in the `/etc/modprobe.d/` directory. This method makes the module parameters persistent by ensuring that they are set each time the module is loaded, such as after every reboot or **modprobe** command. This method is covered in [Section 26.6, “Persistent Module Loading”](#), though the following information is a prerequisite.

### Example 26.5. Supplying optional parameters when loading a kernel module

You can use **modprobe** to load a kernel module with custom parameters using the following command line format:

```
~]# modprobe module_name [parameter=value]
```

When loading a module with custom parameters on the command line, be aware of the following:

- ✦ You can enter multiple parameters and values by separating them with spaces.
- ✦ Some module parameters expect a list of comma-separated values as their argument. When entering the list of values, do *not* insert a space after each comma, or **modprobe** will incorrectly interpret the values following spaces as additional parameters.
- ✦ The **modprobe** command silently succeeds with an exit status of **0** if:
  - it successfully loads the module, or
  - the module is *already* loaded into the kernel.

Thus, you must ensure that the module is not already loaded before attempting to load it with custom parameters. The **modprobe** command does not automatically reload the module, or alert you that it is already loaded.

Here are the recommended steps for setting custom parameters and then loading a kernel module. This procedure illustrates the steps using the **e1000e** module, which is the network driver for Intel PRO/1000 network adapters, as an example:

**Procedure 26.1. Loading a Kernel Module with Custom Parameters**

1.

First, ensure the module is not already loaded into the kernel:

```
~]# lsmod | grep e1000e
~]#
```

Output would indicate that the module is already loaded into the kernel, in which case you must first unload it before proceeding. See [Section 26.4, “Unloading a Module”](#) for instructions on safely unloading it.

2.

Load the module and list all custom parameters after the module name. For example, if you wanted to load the Intel PRO/1000 network driver with the interrupt throttle rate set to 3000 interrupts per second for the first, second, and third instances of the driver, and turn on debug, you would run, as **root**:

```
~]# modprobe e1000e InterruptThrottleRate=3000,3000,3000 debug=1
```

This example illustrates passing multiple values to a single parameter by separating them with commas and omitting any spaces between them.

**26.6. Persistent Module Loading**

As shown in [Example 26.1, “Listing information about a kernel module with lsmod”](#), many kernel modules are loaded automatically at boot time. You can specify additional modules to be loaded by the **systemd-modules-load.service** daemon by creating a **program.conf** file in the **/etc/modules-load.d/** directory, where *program* is any descriptive name of your choice. The files in **/etc/modules-load.d/** are text files that list the modules to be loaded, one per line.

**Example 26.6. A Text File to Load a Module**

To create a file to load the **virtio-net.ko** module, create a file **/etc/modules-load.d/virtio-net.conf** with the following content:

```
# Load virtio-net.ko at boot
virtio-net
```

See the **modules-load.d(5)** and **systemd-modules-load.service(8)** man pages for more information.

**26.7. Installing Modules from a Driver Update Disk**

Driver modules for hardware can be provided in the form of a *driver update disk* (DUD). The driver update disk, or an ISO image, is normally used at installation time to load and install any modules required for the hardware in use, and this process is described in the [Red Hat Enterprise Linux 7 Installation Guide](#). However, if new driver modules are required after installation, use the following procedure. If you already have RPM files, go directly to step 5.

**Procedure 26.2. Installing New Modules from a Driver Update Disk**

Follow this post-installation procedure to install new driver modules from a driver update disk (DUD).

1. Install the driver update disk.
2. Create a mount point and mount the DUD. For example, as **root**:

```
~]# mkdir /run/OEMDRV
~]# mount -r -t iso9660 /dev/sr0 /run/OEMDRV
```

3. View the contents of the DUD. For example:

```
~]# ls /run/OEMDRV/
rhdd3  rpms  src
```

4. Change into the directory relevant to the architecture of your system, contained within the **rpms/** directory, and list the contents. For example:

```
~]# cd /run/OEMDRV/rpms/x86_64/
~]# ls
kmod-bnx2x-1.710.51-3.el7_0.x86_64.rpm  kmod-bnx2x-firmware-
1.710.51-3.el7_0.x86_64.rpm  repodata
```

In the above output the package version is **1.710.51** and the release is **3.el7\_0**.

5. Install the RPM files simultaneously. For example:

```
~]# yum install kmod-bnx2x-1.710.51-3.el7_0.x86_64.rpm kmod-
bnx2x-firmware-1.710.51-3.el7_0.x86_64.rpm
Loaded plugins: product-id, subscription-manager
This system is not registered to Red Hat Subscription Management.
You can use subscription-manager to register.
Examining kmod-bnx2x-1.710.51-3.el7_0.x86_64.rpm: kmod-bnx2x-
1.710.51-3.el7_0.x86_64
Marking kmod-bnx2x-1.710.51-3.el7_0.x86_64.rpm to be installed
Examining kmod-bnx2x-firmware-1.710.51-3.el7_0.x86_64.rpm: kmod-
bnx2x-firmware-1.710.51-3.el7_0.x86_64
Marking kmod-bnx2x-firmware-1.710.51-3.el7_0.x86_64.rpm to be
installed
Resolving Dependencies
--> Running transaction check
---> Package kmod-bnx2x.x86_64 0:1.710.51-3.el7_0 will be installed
---> Package kmod-bnx2x-firmware.x86_64 0:1.710.51-3.el7_0 will be
installed
--> Finished Dependency Resolution

Dependencies Resolved

=====
=====
Package                Arch      Version              Repository
=====
=====
Installing:
kmod-bnx2x             x86_64   1.710.51-3.el7_0   /kmod-bnx2x-
```

```
1.710.51-3.el7_0.x86_64
kmod-bnx2x-firmware x86_64 1.710.51-3.el7_0 /kmod-bnx2x-
firmware-1.710.51-3
```

## Transaction Summary

```
=====
=====
```

```
Install 2 Packages
```

```
Total size: 1.6 M
```

```
Installed size: 1.6 M
```

```
Is this ok [y/d/N]:
```

- Enter the following command to make **depmod** probe all modules and update the list of dependencies:

```
~]# depmod -a
```

- Make a backup copy of the *initial RAM file system*, by entering the following command:

```
~]# cp /boot/initramfs-$(uname -r).img /boot/initramfs-$(uname -
r).img.$(date +%m-%d-%H%M%S).bak
```

- Rebuild the initial RAM file system:

```
~]# dracut -f -v
```

- To list the file contents of an initial RAM file system image created by dracut, enter a command as follows:

```
~]# lsinitrd /boot/initramfs-3.10.0-229.el7.x86_64.img
```

The output is very long, pipe the output through **less** or **grep** to find the module you are updating. For example:

```
~# lsinitrd /boot/initramfs-3.10.0-229.el7.x86_64.img | grep bnx
drwxr-xr-x 2 root root          0 Jun  9 11:25
usr/lib/firmware/bnx2x
-rw-r--r-- 1 root root  164392 Nov 25  2014
usr/lib/firmware/bnx2x/bnx2x-e1-7.10.51.0.fw
-rw-r--r-- 1 root root  173016 Nov 25  2014
usr/lib/firmware/bnx2x/bnx2x-e1h-7.10.51.0.fw
-rw-r--r-- 1 root root  321456 Nov 25  2014
usr/lib/firmware/bnx2x/bnx2x-e2-7.10.51.0.fw
drwxr-xr-x 2 root root          0 Jun  9 11:25
usr/lib/modules/3.10.0-
229.el7.x86_64/kernel/drivers/net/ethernet/broadcom/bnx2x
-rw-r--r-- 1 root root  1034553 Jan 29 19:11
usr/lib/modules/3.10.0-
229.el7.x86_64/kernel/drivers/net/ethernet/broadcom/bnx2x/bnx2x.ko
```

- Reboot the system for the changes to take effect.

If required, to view the current in-kernel driver, use the `modinfo driver_name` command as follows:

```
~]# modinfo bnx2x
filename:      /lib/modules/3.10.0-
229.el7.x86_64/kernel/drivers/net/ethernet/broadcom/bnx2x/bnx2x.ko
firmware:     bnx2x/bnx2x-e2-7.10.51.0.fw
firmware:     bnx2x/bnx2x-e1h-7.10.51.0.fw
firmware:     bnx2x/bnx2x-e1-7.10.51.0.fw
version:      1.710.51-0
license:      GPL
description:  Broadcom NetXtreme II
BCM57710/57711/57711E/57712/57712_MF/57800/57800_MF/57810/57810_MF/57840/578
40_MF Driver
author:       Eliezer Tamir
rhelversion:  7.1
```

## 26.8. Signing Kernel Modules for Secure Boot

Red Hat Enterprise Linux 7 includes support for the UEFI Secure Boot feature, which means that Red Hat Enterprise Linux 7 can be installed and run on systems where UEFI Secure Boot is enabled. Note that Red Hat Enterprise Linux 7 does not require the use of Secure Boot on UEFI systems.

When Secure Boot is enabled, the EFI operating system boot loaders, the Red Hat Enterprise Linux kernel, and all kernel modules must be signed with a private key and authenticated with the corresponding public key. The Red Hat Enterprise Linux 7 distribution includes signed boot loaders, signed kernels, and signed kernel modules. In addition, the signed first-stage boot loader and the signed kernel include embedded Red Hat public keys. These signed executable binaries and embedded keys enable Red Hat Enterprise Linux 7 to install, boot, and run with the Microsoft UEFI Secure Boot CA keys that are provided by the UEFI firmware on systems that support UEFI Secure Boot. Note that not all UEFI-based systems include support for Secure Boot.

The information provided in the following sections describes steps necessary to enable you to self-sign privately built kernel modules for use with Red Hat Enterprise Linux 7 on UEFI-based systems where Secure Boot is enabled. These sections also provide an overview of available options for getting your public key onto the target system where you want to deploy your kernel module.

### 26.8.1. Prerequisites

In order to enable signing of externally built modules, the tools listed in the following table are required to be installed on the system.

**Table 26.1. Required Tools**

Tool	Provided by Package	Used on	Purpose
<code>openssl</code>	<code>openssl</code>	Build system	Generates public and private X.509 key pair
<code>sign-file</code>	<code>kernel-devel</code>	Build system	Perl script used to sign kernel modules
<code>perl</code>	<code>perl</code>	Build system	Perl interpreter used to run the signing script

Tool	Provided by Package	Used on	Purpose
<code>mokutil</code>	<code>mokutil</code>	Target system	Optional tool used to manually enroll the public key
<code>keyctl</code>	<code>keyutils</code>	Target system	Optional tool used to display public keys in the system key ring



## Note

Note that the build system, where you build and sign your kernel module, does not need to have UEFI Secure Boot enabled and does not even need to be a UEFI-based system.

## 26.8.2. Kernel Module Authentication

In Red Hat Enterprise Linux 7, when a kernel module is loaded, the module's signature is checked using the public X.509 keys on the kernel's system key ring, excluding those keys that are on the kernel's system black-list key ring.

### 26.8.2.1. Sources For Public Keys Used To Authenticate Kernel Modules

During boot, the kernel loads X.509 keys into the system key ring or the system black-list key ring from a set of persistent key stores as shown in [Table 26.2, "Sources For System Key Rings"](#)

**Table 26.2. Sources For System Key Rings**

Source of X.509 Keys	User Ability to Add Keys	UEFI Secure Boot State	Keys Loaded During Boot
Embedded in kernel	No	-	<code>.system_keyring</code>
UEFI Secure Boot "db"	Limited	Not enabled	No
		Enabled	<code>.system_keyring</code>
UEFI Secure Boot "dbx"	Limited	Not enabled	No
		Enabled	<code>.system_keyring</code>
Embedded in <code>shim.efi</code> boot loader	No	Not enabled	No
		Enabled	<code>.system_keyring</code>
Machine Owner Key (MOK) list	Yes	Not enabled	No
		Enabled	<code>.system_keyring</code>

Note that if the system is not UEFI-based or if UEFI Secure Boot is not enabled, then only the keys that are embedded in the kernel are loaded onto the system key ring and you have no ability to augment that set of keys without rebuilding the kernel. The system black list key ring is a list of X.509 keys which have been revoked. If your module is signed by a key on the black list then it will fail authentication even if your public key is in the system key ring.

You can display information about the keys on the system key rings using the `keyctl` utility. The following is abbreviated example output from a Red Hat Enterprise Linux 7 system where UEFI Secure Boot is not enabled.

```
~]# keyctl list %:.system_keyring
```

```

3 keys in keyring:
...asymmetric: Red Hat Enterprise Linux Driver Update Program (key 3):
bf57f3e87...
...asymmetric: Red Hat Enterprise Linux kernel signing key:
4249689eefc77e95880b...
...asymmetric: Red Hat Enterprise Linux kpatch signing key:
4d38fd864ebe18c5f0b7...

```

The following is abbreviated example output from a Red Hat Enterprise Linux 7 system where UEFI Secure Boot is enabled.

```

~]# keyctl list %:.system_keyring
6 keys in keyring:
...asymmetric: Red Hat Enterprise Linux Driver Update Program (key 3):
bf57f3e87...
...asymmetric: Red Hat Secure Boot (CA key 1):
4016841644ce3a810408050766e8f8a29...
...asymmetric: Microsoft Corporation UEFI CA 2011:
13adbf4309bd82709c8cd54f316ed...
...asymmetric: Microsoft Windows Production PCA 2011:
a92902398e16c49778cd90f99e...
...asymmetric: Red Hat Enterprise Linux kernel signing key:
4249689eefc77e95880b...
...asymmetric: Red Hat Enterprise Linux kpatch signing key:
4d38fd864ebe18c5f0b7...

```

The above output shows the addition of two keys from the UEFI Secure Boot "db" keys plus the **Red Hat Secure Boot (CA key 1)** which is embedded in the `shim.efi` boot loader. You can also look for the kernel console messages that identify the keys with an UEFI Secure Boot related source, that is UEFI Secure Boot db, embedded shim, and MOK list.

```

~]# dmesg | grep 'EFI: Loaded cert'
[5.160660] EFI: Loaded cert 'Microsoft Windows Production PCA 2011:
a9290239...
[5.160674] EFI: Loaded cert 'Microsoft Corporation UEFI CA 2011:
13adbf4309b...
[5.165794] EFI: Loaded cert 'Red Hat Secure Boot (CA key 1):
4016841644ce3a8...

```

### 26.8.2.2. Kernel Module Authentication Requirements

If UEFI Secure Boot is enabled or if the `module.sig_enforce` kernel parameter has been specified, then only signed kernel modules that are authenticated using a key on the system key ring can be successfully loaded, provided that the public key is not on the system black list key ring. If UEFI Secure Boot is disabled and if the `module.sig_enforce` kernel parameter has not been specified, then unsigned kernel modules and signed kernel modules without a public key can be successfully loaded. This is summarized in [Table 26.3, “Kernel Module Authentication Requirements for Loading”](#).

**Table 26.3. Kernel Module Authentication Requirements for Loading**

Module Signed	Public Key Found and Signature Valid	UEFI Secure Boot State	module.sig_enforce	Module Load	Kernel Tainted
Unsigned	-	Not enabled	Not enabled	Succeeds	Yes
		Not enabled	Enabled	Fails	
		Enabled	-	Fails	-
Signed	No	Not enabled	Not enabled	Succeeds	Yes
		Not enabled	Enabled	Fails	-
		Enabled	-	Fails	-
Signed	Yes	Not enabled	Not enabled	Succeeds	No
		Not enabled	Enabled	Succeeds	No
		Enabled	-	Succeeds	No

Subsequent sections will describe how to generate a public and private X.509 key pair, how to use the private key to sign a kernel module, and how to enroll the public key into a source for the system key ring.

### 26.8.3. Generating a Public and Private X.509 Key Pair

You need to generate a public and private X.509 key pair that will be used to sign a kernel module after it has been built. The corresponding public key will be used to authenticate the kernel module when it is loaded.

1. The **openss1** tool can be used to generate a key pair that satisfies the requirements for kernel module signing in Red Hat Enterprise Linux 7. Some of the parameters for this key generation request are best specified with a configuration file; follow the example below to create your own configuration file.

```
~]# cat << EOF > configuration_file.config
[ req ]
default_bits = 4096
distinguished_name = req_distinguished_name
prompt = no
string_mask = utf8only
x509_extensions = myexts

[ req_distinguished_name ]
0 = Organization
CN = Organization signing key
emailAddress = E-mail address

[ myexts ]
basicConstraints=critical,CA:FALSE
keyUsage=digitalSignature
subjectKeyIdentifier=hash
authorityKeyIdentifier=keyid
EOF
```

2. After you have created the configuration file, you can create an X.509 public and private key pair. The public key will be written to the **public\_key.der** file and the private key will be written to the **private\_key.priv** file.

```
~]# openssl req -x509 -new -nodes -utf8 -sha256 -days 36500 \
  -batch -config configuration_file.config -outform DER \
  -out public_key.der \
  -keyout private_key.priv
```

3. Enroll your public key on all systems where you want to authenticate and load your kernel module.



### Warning

Take proper care to guard the contents of your private key. In the wrong hands, the key could be used to compromise any system which has your public key.

## 26.8.4. Enrolling Public Key on Target System

When Red Hat Enterprise Linux 7 boots on a UEFI-based system with Secure Boot enabled, all keys that are in the Secure Boot db key database, but not in the dbx database of revoked keys, are loaded onto the system keyring by the kernel. The system keyring is used to authenticate kernel modules.

### 26.8.4.1. Factory Firmware Image Including Public Key

To facilitate authentication of your kernel module on your systems, consider requesting your system vendor to incorporate your public key into the UEFI Secure Boot key database in their factory firmware image.

### 26.8.4.2. Executable Key Enrollment Image Adding Public Key

It is possible to add a key to an existing populated and active Secure Boot key database. This can be done by writing and providing an EFI executable *enrollment* image. Such an enrollment image contains a properly formed request to append a key to the Secure Boot key database. This request must include data that is properly signed by the private key that corresponds to a public key that is already in the system's Secure Boot Key Exchange Key (KEK) database. Additionally, this EFI image must be signed by a private key that corresponds to a public key that is already in the key database.

It is also possible to write an enrollment image that runs under Red Hat Enterprise Linux 7. However, the Red Hat Enterprise Linux 7 image must be properly signed by a private key that corresponds to a public key that is already in the KEK database.

The construction of either type of key enrollment images requires assistance from the platform vendor.

### 26.8.4.3. System Administrator Manually Adding Public Key to the MOK List

The Machine Owner Key (MOK) facility is a feature that is supported by Red Hat Enterprise Linux 7 and can be used to augment the UEFI Secure Boot key database. When Red Hat Enterprise Linux 7 boots on a UEFI-enabled system with Secure Boot enabled, the keys on the MOK list are also added to the system keyring in addition to the keys from the key database. The MOK list keys are also stored persistently and securely in the same fashion as the Secure Boot key database keys, but these are two separate facilities. The MOK facility is supported by shim.efi, MokManager.efi, grubx64.efi, and the Red Hat Enterprise Linux 7 `mokutil` utility.

The major capability provided by the MOK facility is the ability to add public keys to the MOK list without needing to have the key chain back to another key that is already in the KEK database.

However, enrolling a MOK key requires manual interaction by a *physically present* user at the UEFI system console on each target system. Nevertheless, the MOK facility provides an excellent method for testing newly generated key pairs and testing kernel modules signed with them.

Follow these steps to add your public key to the MOK list:

1. Request addition of your public key to the MOK list using a Red Hat Enterprise Linux 7 userspace utility:

```
~]# mokutil --import my_signing_key_pub.der
```

You will be asked to enter and confirm a password for this MOK enrollment request.

2. Reboot the machine.
3. The pending MOK key enrollment request will be noticed by **shim.efi** and it will launch **MokManager.efi** to allow you to complete the enrollment from the UEFI console. You will need to enter the password you previously associated with this request and confirm the enrollment. Your public key is added to the MOK list, which is persistent.

Once a key is on the MOK list, it will be automatically propagated to the system key ring on this and subsequent boots when UEFI Secure Boot is enabled.

### 26.8.5. Signing Kernel Module with the Private Key

There are no extra steps required to prepare your kernel module for signing. You build your kernel module normally. Assuming an appropriate Makefile and corresponding sources, follow these steps to build your module and sign it:

1. Build your **my\_module.ko** module the standard way:

```
~]# make -C /usr/src/kernels/$(uname -r) M=$PWD modules
```

2. Sign your kernel module with your private key. This is done with a Perl script. Note that the script requires that you provide both the files that contain your private and the public key as well as the kernel module file that you want to sign.

```
~]# perl /usr/src/kernels/$(uname -r)/scripts/sign-file \
sha256 \
my_signing_key.priv\
my_signing_key_pub.der\
my_module.ko
```

Your kernel module is in ELF image format and this script computes and appends the signature directly to the ELF image in your **my\_module.ko** file. The **modinfo** utility can be used to display information about the kernel module's signature, if it is present. For information on using the utility, see [Section 26.2, “Displaying Information About a Module”](#).

Note that this appended signature is not contained in an ELF image section and is not a formal part of the ELF image. Therefore, tools such as **readelf** will not be able to display the signature on your kernel module.

Your kernel module is now ready for loading. Note that your signed kernel module is also loadable on systems where UEFI Secure Boot is disabled or on a non-UEFI system. That means you do not need to provide both a signed and unsigned version of your kernel module.

### 26.8.6. Loading Signed Kernel Module

Once your public key is enrolled and is in the system keyring, the normal kernel module loading mechanisms will work transparently. In the following example, you will use **mokutil** to add your public key to the MOK list and you will manually load your kernel module with **modprobe**.

1. Optionally, you can verify that your kernel module will not load before you have enrolled your public key. First, verify what keys have been added to the system key ring on the current boot by running the **keyctl list %: .system\_keyring** as root. Since your public key has not been enrolled yet, it should not be displayed in the output of the command.
2. Request enrollment of your public key.

```
~]# mokutil --import my_signing_key_pub.der
```

3. Reboot, and complete the enrollment at the UEFI console.

```
~]# reboot
```

4. After the system reboots, verify the keys on the system key ring again.

```
~]# keyctl list %: .system_keyring
```

5. You should now be able to load your kernel module successfully.

```
~]# modprobe -v my_module
insmod /lib/modules/3.10.0-123.el7.x86_64/extra/my_module.ko
~]# lsmod | grep my_module
my_module 12425 0
```

## 26.9. Additional Resources

For more information on kernel modules and their utilities, see the following resources.

### Manual Page Documentation

- ✦ **lsmod(8)** — The manual page for the **lsmod** command.
- ✦ **modinfo(8)** — The manual page for the **modinfo** command.
- ✦ **modprobe(8)** — The manual page for the **modprobe** command.
- ✦ **rmmmod(8)** — The manual page for the **rmmmod** command.
- ✦ **ethtool(8)** — The manual page for the **ethtool** command.
- ✦ **mii-tool(8)** — The manual page for the **mii-tool** command.

### Installable and External Documentation

- ✦ **/usr/share/doc/kernel-doc-kernel\_version/Documentation/** — This directory, which is provided by the *kernel-doc* package, contains information on the kernel, kernel modules, and their respective parameters. Before accessing the kernel documentation, you must run the following command as **root**:

```
~]# yum install kernel-doc
```

- ✦ [Linux Loadable Kernel Module HOWTO](#) — The *Linux Loadable Kernel Module HOWTO* from the Linux Documentation Project contains further information on working with kernel modules.

## Part VIII. System Backup and Recovery

This part describes how to use the Relax-and-Recover (ReaR) disaster recovery and system migration utility.

## Chapter 27. Relax-and-Recover (ReaR)

When a software or hardware failure breaks the system, the system administrator faces three tasks to restore it to the fully functioning state on a new hardware environment:

1. booting a rescue system on the new hardware
2. replicating the original storage layout
3. restoring user and system files

Most backup software solves only the third problem. To solve the first and second problems, use *Relax-and-Recover (ReaR)*, a disaster recovery and system migration utility.

Backup software creates backups. ReaR complements backup software by creating a *rescue system*. Booting the rescue system on a new hardware allows you to issue the **rear recover** command, which starts the recovery process. During this process, ReaR replicates the partition layout and filesystems, prompts for restoring user and system files from the backup created by backup software, and finally installs the boot loader. By default, the rescue system created by ReaR only restores the storage layout and the boot loader, but not the actual user and system files.

This chapter describes how to use ReaR.

### 27.1. Basic ReaR Usage

#### 27.1.1. Installing ReaR

Install the *rear* package and its dependencies by running the following command as root:

```
~]# yum install rear genisoimage syslinux
```

#### 27.1.2. Configuring ReaR

ReaR is configured in the `/etc/rear/local.conf` file. Specify the rescue system configuration by adding these lines:

```
OUTPUT=output format  
OUTPUT_URL=output location
```

Substitute *output format* with rescue system format, for example, **ISO** for an ISO disk image or **USB** for a bootable USB.

Substitute *output location* with where it will be put, for example, **file:///mnt/rescue\_system/** for a local filesystem directory or **sftp://backup:password@192.168.0.0/** for an SFTP directory.

#### Example 27.1. Configuring Rescue System Format and Location

To configure ReaR to output the rescue system as an ISO image into the `/mnt/rescue_system/` directory, add these lines to the `/etc/rear/local.conf` file:

```
OUTPUT=ISO  
OUTPUT_URL=file:///mnt/rescue_system/
```

See section "Rescue Image Configuration" of the rear(8) man page for a list of all options.

## ISO-specific Configuration

Using the configuration in [Example 27.1, "Configuring Rescue System Format and Location"](#) results into two equivalent output files in two locations:

- ✱ `/var/lib/rear/output/` - rear's default output location
- ✱ `/mnt/rescue_system/HOSTNAME/rear-localhost.iso` - output location specified in `OUTPUT_URL`

However, usually you need only one ISO image. To make ReaR create an ISO image only in the directory specified by a user, add these lines to `/etc/rear/local.conf`:

```
OUTPUT=ISO
BACKUP=NETFS
OUTPUT_URL=null
BACKUP_URL="iso:///backup"
ISO_DIR="output location"
```

Substitute *output location* with the desired location for the output.

### 27.1.3. Creating a Rescue System

The following example shows how to create a rescue system with verbose output:

```
~]# rear -v mkrescue
Relax-and-Recover 1.17.2 / Git
Using log file: /var/log/rear/rear-rhel7.log
mkdir: created directory '/var/lib/rear/output'
Creating disk layout
Creating root filesystem layout
TIP: To login as root via ssh you need to set up
/root/.ssh/authorized_keys or SSH_ROOT_PASSWORD in your configuration
file
Copying files and directories
Copying binaries and libraries
Copying kernel modules
Creating initramfs
Making ISO image
Wrote ISO image: /var/lib/rear/output/rear-rhel7.iso (124M)
Copying resulting files to file location
```

With the configuration from [Example 27.1, "Configuring Rescue System Format and Location"](#), ReaR prints the above output. The last two lines confirm that the rescue system has been successfully created and copied to the configured backup location `/mnt/rescue_system/`. Because the system's host name is `rhel7`, the backup location now contains directory `rhel7/` with the rescue system and auxiliary files:

```
~]# ls -lh /mnt/rescue_system/rhel7/
total 124M
-rw-----. 1 root root 202 Jun 10 15:27 README
-rw-----. 1 root root 166K Jun 10 15:27 rear.log
```

```
-rw-----. 1 root root 124M Jun 10 15:27 rear-rhel7.iso
-rw-----. 1 root root 274 Jun 10 15:27 VERSION
```

Transfer the rescue system to an external medium to not lose it in case of a disaster.

### 27.1.4. Scheduling ReaR

To schedule ReaR to regularly create a rescue system using the **cron** job scheduler, add the following line to the **/etc/crontab** file:

```
minute hour day_of_month month day_of_week root /usr/sbin/rear mkrescue
```

Substitute the above command with the cron time specification (described in detail in [Section 21.1.4, "Configuring Cron Jobs"](#)).

#### Example 27.2. Scheduling ReaR

To make ReaR create a rescue system at 22:00 every weekday, add this line to the **/etc/crontab** file:

```
0 22 * * 1-5 root /usr/sbin/rear mkrescue
```

### 27.1.5. Performing a System Rescue

To perform a restore or migration:

1. Boot the rescue system on the new hardware. For example, burn the ISO image to a DVD and boot from the DVD.
2. In the console interface, select the "Recover" option:

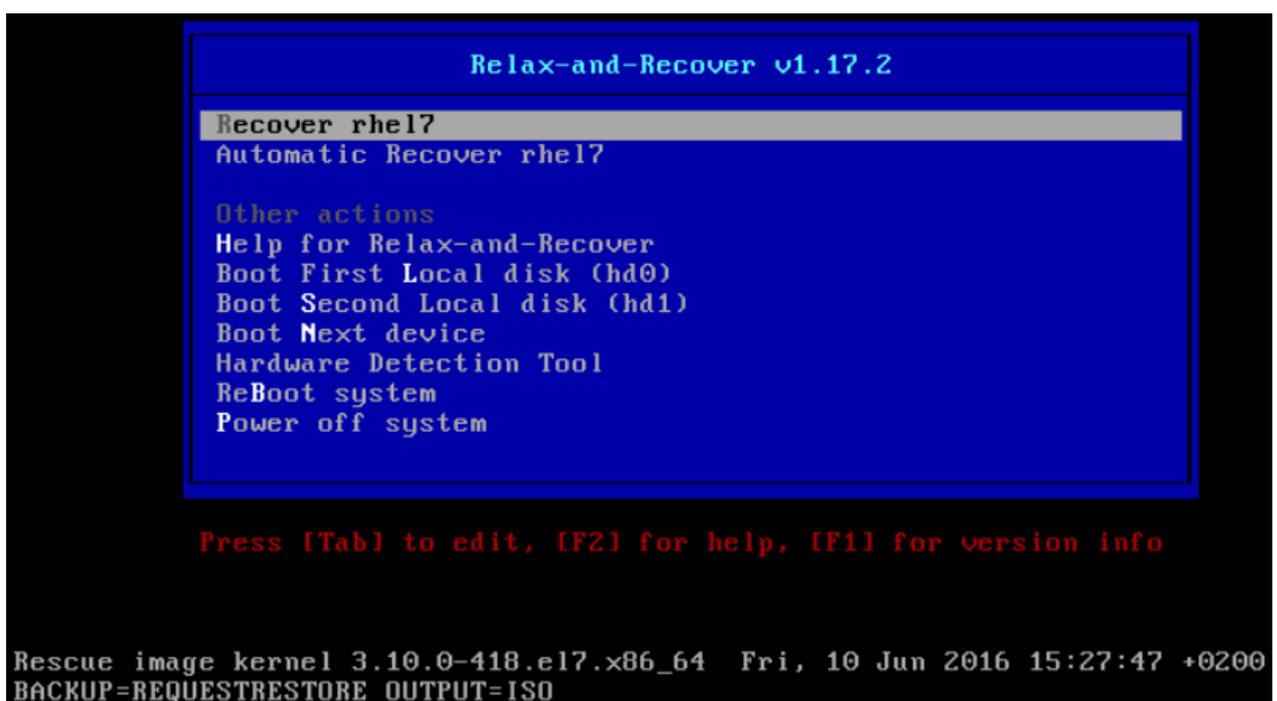


Figure 27.1. Rescue system: menu

3. You are taken to the prompt:

```
Relax-and-Recover 1.17.2 / Git

Relax-and-Recover comes with ABSOLUTELY NO WARRANTY; for details see
the GNU General Public License at: http://www.gnu.org/licenses/gpl.html

Host rhel7 using Backup REQUESTRESTORE and Output ISO
Build date: Fri, 10 Jun 2016 15:27:24 +0200

Red Hat Enterprise Linux
Kernel 3.10.0-418.el7.x86_64 on an x86_64

rhel7 login: root

Welcome to Relax and Recover. Run "rear recover" to restore your system !

RESCUE rhel7:~ # _
```

Figure 27.2. Rescue system: prompt



### Warning

Once you have started recovery in the next step, it probably cannot be undone and you may lose anything stored on the physical disks of the system.

4. Run the **rear recover** command to perform the restore or migration. The rescue system then recreates the partition layout and filesystems:

```

rhel7 login: root

Welcome to Relax and Recover. Run "rear recover" to restore your system !

RESCUE rhel7:~ # rear recover
Relax-and-Recover 1.17.2 / Git
Using log file: /var/log/rear/rear-rhel7.log
NOTICE: Will do driver migration
Comparing disks.
Disk configuration is identical, proceeding with restore.
Start system layout restoration.
Creating partitions for disk /dev/sda (msdos)
Creating LVM PU /dev/sda2
Restoring LVM VG rhel
Sleeping 3 seconds to let udev or systemd-udev create their devices...
Creating xfs-filesystem / on /dev/mapper/rhel-root
meta-data=/dev/mapper/rhel-root  isize=256    agcount=4, agsize=524032 blks
        =                       sectsz=512   attr=2, projid32bit=1
        =                       crc=0        finobt=0
data      =                       bsize=4096  blocks=2096128, imaxpct=25
        =                       sunit=0      swidth=0 blks
naming    =version 2              bsize=4096  ascii-ci=0 ftype=0
log       =internal log          bsize=4096  blocks=2560, version=2
        =                       sectsz=512   sunit=0 blks, lazy-count=1
realtime  =none                  extsz=4096  blocks=0, rtextents=0
Mounting filesystem /
Creating xfs-filesystem /boot on /dev/sda1
meta-data=/dev/sda1            isize=256    agcount=4, agsize=65536 blks
        =                       sectsz=512   attr=2, projid32bit=1
        =                       crc=0        finobt=0
data      =                       bsize=4096  blocks=262144, imaxpct=25
        =                       sunit=0      swidth=0 blks
naming    =version 2              bsize=4096  ascii-ci=0 ftype=0
log       =internal log          bsize=4096  blocks=2560, version=2
        =                       sectsz=512   sunit=0 blks, lazy-count=1
realtime  =none                  extsz=4096  blocks=0, rtextents=0
Mounting filesystem /boot
Creating swap on /dev/mapper/rhel-swap
Disk layout created.
Please start the restore process on your backup host.

Make sure that you restore the data into '/mnt/local' instead of '/' because the
hard disks of the recovered system are mounted there.

Please restore your backup in the provided shell and, when finished, type exit
in the shell to continue recovery.
rear> _

```

Figure 27.3. Rescue system: running "rear recover"

- Restore user and system files from the backup into the `/mnt/local/` directory.

#### Example 27.3. Restoring User and System Files

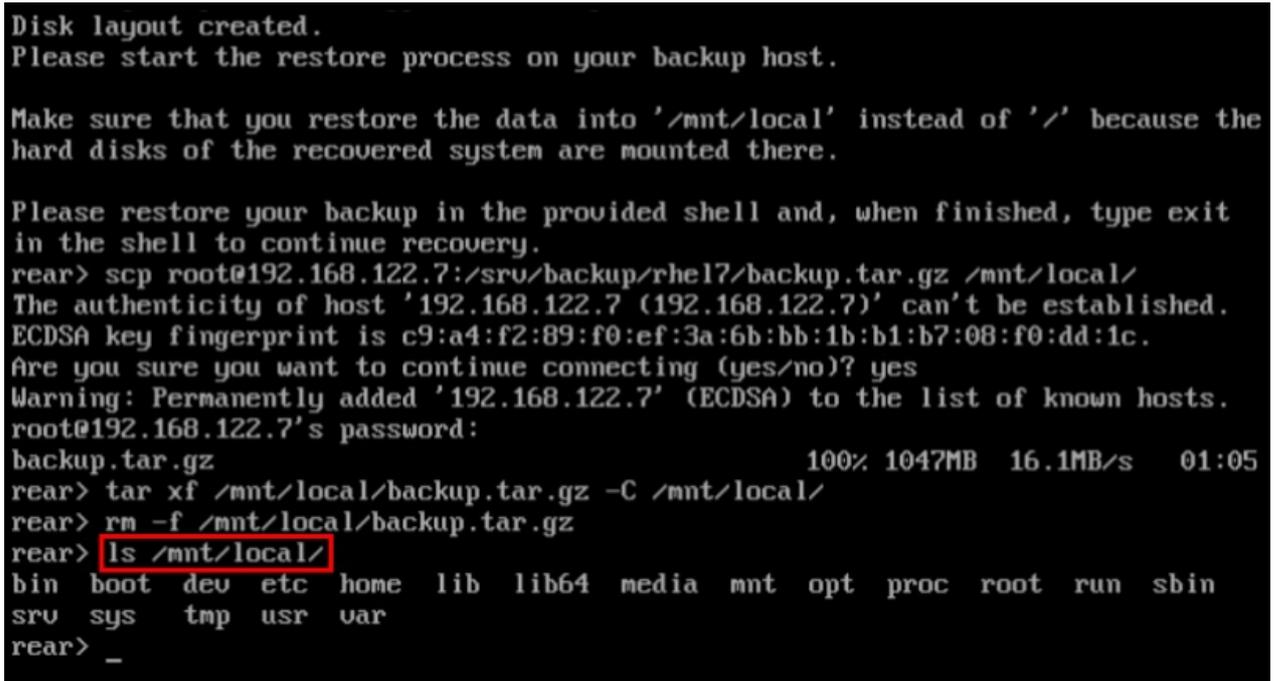
In this example, the backup file is a `tar` archive created per instructions in [Section 27.2.1.1, "Configuring the Internal Backup Method"](#). First, copy the archive from its storage, then unpack the files into `/mnt/local/`, then delete the archive:

```
~]# scp root@192.168.122.7:/srv/backup/rhel7/backup.tar.gz
/mnt/local/
~]# tar xf /mnt/local/backup.tar.gz -C /mnt/local/
~]# rm -f /mnt/local/backup.tar.gz
```

The new storage has to have enough space both for the archive and the extracted files.

- Verify that the files have been restored:

```
~]# ls /mnt/local/
```



```
Disk layout created.
Please start the restore process on your backup host.

Make sure that you restore the data into '/mnt/local' instead of '/' because the
hard disks of the recovered system are mounted there.

Please restore your backup in the provided shell and, when finished, type exit
in the shell to continue recovery.
rear> scp root@192.168.122.7:/srv/backup/rhel7/backup.tar.gz /mnt/local/
The authenticity of host '192.168.122.7 (192.168.122.7)' can't be established.
ECDSA key fingerprint is c9:a4:f2:89:f0:ef:3a:6b:bb:1b:b1:b7:08:f0:dd:1c.
Are you sure you want to continue connecting (yes/no)? yes
Warning: Permanently added '192.168.122.7' (ECDSA) to the list of known hosts.
root@192.168.122.7's password:
backup.tar.gz          100% 1047MB 16.1MB/s  01:05
rear> tar xf /mnt/local/backup.tar.gz -C /mnt/local/
rear> rm -f /mnt/local/backup.tar.gz
rear> ls /mnt/local/
bin boot dev etc home lib lib64 media mnt opt proc root run sbin
srv sys tmp usr var
rear> _
```

Figure 27.4. Rescue system: restoring user and system files from the backup

- Ensure that SELinux relabels the files on the next boot:

```
~]# touch /mnt/local/.autorelabel
```

Otherwise you may be unable to log in the system, because the `/etc/passwd` file may have the incorrect SELinux context.

- Finish the recovery by entering `exit`. ReaR will then reinstall the boot loader. After that, reboot the system:

```

Make sure that you restore the data into '/mnt/local' instead of '/' because the
hard disks of the recovered system are mounted there.

Please restore your backup in the provided shell and, when finished, type exit
in the shell to continue recovery.
rear> scp root@192.168.122.7:/srv/backup/rhel7/backup.tar.gz /mnt/local/
The authenticity of host '192.168.122.7 (192.168.122.7)' can't be established.
ECDSA key fingerprint is c9:a4:f2:89:f0:ef:3a:6b:bb:1b:b1:b7:08:f0:dd:1c.
Are you sure you want to continue connecting (yes/no)? yes
Warning: Permanently added '192.168.122.7' (ECDSA) to the list of known hosts.
root@192.168.122.7's password:
backup.tar.gz                               100% 1047MB 16.1MB/s 01:05
rear> tar xf /mnt/local/backup.tar.gz -C /mnt/local/
rear> rm -f /mnt/local/backup.tar.gz
rear> ls /mnt/local/
bin boot dev etc home lib lib64 media mnt opt proc root run sbin
srv sys tmp usr var
rear> exit
Did you restore the backup to /mnt/local ? Are you ready to continue recovery ?
y
exit
Updated initramfs with new drivers for Kernel 3.10.0-418.el7.x86_64.
Installing GRUB2 boot loader

Finished recovering your system. You can explore it under '/mnt/local'.

RESCUE rhel7:~ # reboot

```

Figure 27.5. Rescue system: finishing recovery

Upon reboot, SELinux will relabel the whole filesystem. Then you will be able to log in to the recovered system.

## 27.2. Integrating ReaR with Backup Software

The main purpose of ReaR is to produce a rescue system, but it can also be integrated with backup software. What integration means is different for the built-in, supported, and unsupported backup methods.

### 27.2.1. The Built-in Backup Method

ReaR ships with a built-in, or internal, backup method. This method is fully integrated with ReaR, which has these advantages:

- » a rescue system and a full-system backup can be created using a single **rear mkbackup** command
- » the rescue system restores files from the backup automatically

As a result, ReaR can cover the whole process of creating both the rescue system and the full-system backup.

#### 27.2.1.1. Configuring the Internal Backup Method

To make ReaR use its internal backup method, add these lines to `/etc/rear/local.conf`:

```
BACKUP=NETFS
BACKUP_URL=backup location
```

These lines configure ReaR to create an archive with a full-system backup using the **tar** command. Substitute *backup location* with one of the options from the "Backup Software Integration" section of the rear(8) man page. Make sure that the backup location has enough space.

#### Example 27.4. Adding tar Backups

To expand the example in [Section 27.1, "Basic ReaR Usage"](#), configure ReaR to also output a **tar** full-system backup into the **/srv/backup/** directory:

```
OUTPUT=ISO
OUTPUT_URL=file:///mnt/rescue_system/
BACKUP=NETFS
BACKUP_URL=file:///srv/backup/
```

The internal backup method allows further configuration.

- ✦ To keep old backup archives when new ones are created, add this line:

```
NETFS_KEEP_OLD_BACKUP_COPY=y
```

- ✦ By default, ReaR creates a full backup on each run. To make the backups incremental, meaning that only the changed files are backed up on each run, add this line:

```
BACKUP_TYPE=incremental
```

This automatically sets **NETFS\_KEEP\_OLD\_BACKUP\_COPY** to **y**.

- ✦ To ensure that a full backup is done regularly in addition to incremental backups, add this line:

```
FULLBACKUPDAY="Day"
```

Substitute *Day* with one of the "Mon", "Tue", "Wed", "Thu", "Fri", "Sat", "Sun".

- ✦ ReaR can also include both the rescue system and the backup in the ISO image. To achieve this, set the **BACKUP\_URL** directive to **iso:///backup/**:

```
BACKUP_URL=iso:///backup/
```

This is the simplest method of full-system backup, because the rescue system does not need the user to fetch the backup during recovery. However, it needs more storage. Also, single-ISO backups cannot be incremental.

#### Example 27.5. Configuring Single-ISO Rescue System and Backups

This configuration creates a rescue system and a backup file as a single ISO image and puts it into the **/srv/backup/** directory:

```
OUTPUT=ISO
OUTPUT_URL=file:///srv/backup/
BACKUP=NETFS
BACKUP_URL=iso:///backup/
```

### Note

The ISO image might be large in this scenario. Therefore, Red Hat recommends creating only one ISO image, not two. For details, see [Section 27.1.2, “ISO-specific Configuration”](#).

- ✦ To use **rsync** instead of **tar**, add this line:

```
BACKUP_PROG=rsync
```

Note that incremental backups are only supported when using **tar**.

### 27.2.1.2. Creating a Backup Using the Internal Backup Method

With **BACKUP=NETFS** set, ReaR can create either a rescue system, a backup file, or both.

- ✦ To create *a rescue system only*, run:

```
rear mkrescue
```

- ✦ To create *a backup only*, run:

```
rear mkbackuponly
```

- ✦ To create *a rescue system and a backup*, run:

```
rear mkbackup
```

Note that triggering backup with ReaR is only possible if using the NETFS method. ReaR cannot trigger other backup methods.

### Note

When restoring, the rescue system created with the **BACKUP=NETFS** setting expects the backup to be present before executing **rear recover**. Hence, once the rescue system boots, copy the backup file into the directory specified in **BACKUP\_URL**, unless using a single ISO image. Only then run **rear recover**.

To avoid recreating the rescue system unnecessarily, you can check whether storage layout has changed since the last rescue system was created using these commands:

```
~]# rear checklayout
~]# echo $?
```

Non-zero status indicates a change in disk layout. Non-zero status is also returned if ReaR configuration has changed.



### Important

The **rear checklayout** command does not check whether a rescue system is currently present in the output location, and can return 0 even if it is not there. So it does not guarantee that a rescue system is available, only that the layout has not changed since the last rescue system has been created.

#### Example 27.6. Using rear checklayout

To create a rescue system, but only if the layout has changed, use this command:

```
~]# rear checklayout || rear mkrescue
```

### 27.2.2. Supported Backup Methods

In addition to the NETFS internal backup method, ReaR supports several external backup methods. This means that the rescue system restores files from the backup automatically, but the backup creation cannot be triggered using ReaR.

For a list and configuration options of the supported external backup methods, see the "Backup Software Integration" section of the rear(8) man page.

### 27.2.3. Unsupported Backup Methods

With unsupported backup methods, there are two options:

1. The rescue system prompts the user to manually restore the files. This scenario is the one described in "Basic ReaR Usage", except for the backup file format, which may take a different form than a **tar** archive.
2. ReaR executes the custom commands provided by the user. To configure this, set the **BACKUP** directive to **EXTERNAL**. Then specify the commands to be run during backing up and restoration using the **EXTERNAL\_BACKUP** and **EXTERNAL\_RESTORE** directives. Optionally, also specify the **EXTERNAL\_IGNORE\_ERRORS** and **EXTERNAL\_CHECK** directives. See `/usr/share/rear/conf/default.conf` for an example configuration.

## Appendix A. RPM

The *RPM Package Manager (RPM)* is an open packaging system that runs on Red Hat Enterprise Linux as well as other Linux and UNIX systems. Red Hat and the Fedora Project encourage other vendors to use **RPM** for their own products. **RPM** is distributed under the terms of the *GPL (GNU General Public License)*.

The **RPM Package Manager** only works with packages built in the *RPM format*. **RPM** itself is provided as the pre-installed *rpm* package. For the end user, **RPM** makes system updates easy. Installing, uninstalling, and upgrading **RPM** packages can be accomplished with short commands. **RPM** maintains a database of installed packages and their files, so you can invoke powerful queries and verifications on your system. There are several applications, such as **Yum** or **PackageKit**, that can make working with packages in the **RPM** format even easier.



### Warning

For most package-management tasks, the **Yum** package manager offers equal and often greater capabilities and utility than **RPM**. **Yum** also performs and tracks complicated system-dependency resolutions. **Yum** maintains the system integrity and forces a system integrity check if packages are installed or removed using another application, such as **RPM**, instead of **Yum**. For these reasons, it is highly recommended that you use **Yum** instead of **RPM** whenever possible to perform package-management tasks. See [Chapter 8, Yum](#).

If you prefer a graphical interface, you can use the **PackageKit** GUI application, which uses **Yum** as its back end, to manage your system's packages.

During upgrades, **RPM** handles configuration files carefully, so that you never lose your customizations — something that you cannot accomplish with regular `.tar.gz` files.

For the developer, **RPM** enables software source code to be packaged into source and binary packages for end users. This process is quite simple and is driven from a single file and optional patches that you create. This clear delineation between pristine sources and your patches along with build instructions eases the maintenance of the package as new versions of the software are released.



### Note

Because **RPM** can make changes to the system itself, performing operations like installing, upgrading, downgrading, and uninstalling binary packages system-wide requires **root** privileges in most cases.

## A.1. RPM Design Goals

To understand how to use **RPM**, it is helpful to understand the design goals of **RPM**:

### Upgradability

With **RPM**, you can upgrade individual components of your system without a complete reinstallation. When you get a new release of an operating system based on **RPM**, such as Red Hat Enterprise Linux, you do not need to reinstall a fresh copy of the operating system

on your machine (as you might need to with operating systems based on other packaging systems). **RPM** allows for intelligent, fully-automated, in-place upgrades of your system. In addition, configuration files in packages are preserved across upgrades, so you do not lose your customizations. There are no special upgrade files needed to upgrade a package because the same **RPM** file is used to both install and upgrade the package on the system.

## Powerful Querying

**RPM** is designed to provide powerful querying options. You can perform searches on your copy of the database for packages or even just certain files. You can also easily find out what package a file belongs to and where the package came from. The files an **RPM** package contains are in a compressed archive, with a custom binary header containing useful information about the package and its contents, allowing you to query individual packages quickly and easily.

## System Verification

Another powerful **RPM** feature is the ability to verify packages. It allows you to verify that the files installed on the system are the same as the ones supplied by a given package. If an inconsistency is detected, **RPM** notifies you, and you can reinstall the package if necessary. Any configuration files that you modified are preserved during reinstallation.

## Pristine Sources

A crucial design goal was to allow the use of *pristine* software sources, as distributed by the original authors of the software. With **RPM**, you have the pristine sources along with any patches that were used, plus complete build instructions. This is an important advantage for several reasons. For example, if a new version of a program is released, you do not necessarily have to start from scratch to get it to compile. You can look at the patch to see what you *might* need to do. All the compiled-in defaults, and all of the changes that were made to get the software to build properly, are easily visible using this technique.

The goal of keeping sources pristine may seem important only for developers, but it results in higher quality software for end users.

## A.2. Using RPM

**RPM** has five basic modes of operation (excluding package building): installing, uninstalling, upgrading, querying, and verifying. This section contains an overview of each mode. For complete details and options, try `rpm --help` or see `rpm(8)`. Also, see [Section A.5, “Additional Resources”](#) for more information on **RPM**.

### A.2.1. Installing and Upgrading Packages

**RPM** packages typically have file names in the following form:

```
package_name-version-release-operating_system-CPU_architecture.rpm
```

For example the `tree-1.6.0-10.el7.x86_64.rpm` file name includes the package name (**tree**), version (**1.6.0**), release (**10**), operating system major version (**el7**) and CPU architecture (**x86\_64**).



## Important

When installing a package, ensure it is compatible with your operating system and processor architecture. This can usually be determined by checking the package name. For example, the file name of an **RPM** package compiled for the AMD64/Intel 64 computer architectures ends with **x86\_64.rpm**.

The **-U** (or **--upgrade**) option has two functions, it can be used to:

- ✦ upgrade an existing package on the system to a newer version, or
- ✦ install a package if an older version is not already installed.

The **rpm -U package.rpm** command is therefore able to either *upgrade* or *install*, depending on the presence of an older version of *package.rpm* on the system.

Assuming the **tree-1.6.0-10.e17.x86\_64.rpm** package is in the current directory, log in as **root** and type the following command at a shell prompt to either upgrade or install the *tree* package:

```
~]# rpm -Uvh tree-1.6.0-10.e17.x86_64.rpm
```

The **-v** and **-h** options (which are combined with **-U**) cause **rpm** to print a more verbose output and display a progress meter using hash signs. If the upgrade or installation is successful, the following output is displayed:

```
Preparing... ##### [100%]
Updating / installing...
 1:tree-1.6.0-10.e17 ##### [100%]
```



## Warning

**rpm** provides two different options for installing packages: the aforementioned **-U** option (which historically stands for *upgrade*), and the **-i** option (which historically stands for *install*). Because the **-U** option includes both install and upgrade functions, the use of **rpm -Uvh** with all packages, **except** *kernel* packages, is recommended.

You should always use the **-i** option to *install* a new kernel package instead of upgrading it. This is because using the **-U** option to upgrade a kernel package removes the previous (older) kernel package, which could render the system unable to boot if there is a problem with the new kernel. Therefore, use the **rpm -i kernel\_package** command to install a new kernel *without replacing any older kernel packages*. For more information on installing *kernel* packages, see [Chapter 25, Manually Upgrading the Kernel](#).

The signature of a package is checked automatically when installing or upgrading a package. The signature confirms that the package was signed by an authorized party. If the verification of the signature fails, an error message is displayed.

If you do not have the appropriate key installed to verify the signature, the message contains the word **NOKEY**:

```
warning: tree-1.6.0-10.e17.x86_64.rpm: Header V3 RSA/SHA256 Signature,
key ID 431d51: NOKEY
```

See [Section A.3.2, “Checking Package Signatures”](#) for more information on checking package signatures.

### A.2.1.1. Replacing Already-Installed Packages

If a package of the same name and version is already installed, the following output is displayed:

```
Preparing... #####
[100%]
package tree-1.6.0-10.e17.x86_64 is already installed
```

To install the package anyway, use the `--replacepks` option, which tells **RPM** to ignore the error:

```
~]# rpm -Uvh --replacepks tree-1.6.0-10.e17.x86_64.rpm
```

This option is helpful if files installed from the package were deleted or if you want the original configuration files to be installed.

If you attempt an upgrade to an *older* version of a package (that is, if a newer version of the package is already installed), **RPM** informs you that a newer version is already installed. To force **RPM** to perform the downgrade, use the `--oldpackage` option:

```
rpm -Uvh --oldpackage older_package.rpm
```

### A.2.1.2. Resolving File Conflicts

If you attempt to install a package that contains a file that has already been installed by another package, a conflict message is displayed. To make **RPM** ignore this error, use the `--replacefiles` option:

```
rpm -Uvh --replacefiles package.rpm
```

### A.2.1.3. Satisfying Unresolved Dependencies

**RPM** packages sometimes depend on other packages, which means that they require other packages to be installed to run properly. If you try to install a package that has an unresolved dependency, a message about a failed dependency is displayed.

Find the suggested package(s) on the Red Hat Enterprise Linux installation media or on one of the active Red Hat Enterprise Linux mirrors and add it to the installation command. To determine which package contains the required file, use the `--whatprovides` option:

```
rpm -q --whatprovides "required_file"
```

If the package that contains *required\_file* is in the **RPM** database, the name of the package is displayed.



## Warning

Although you can *force* **rpm** to install a package that has an unresolved dependency (using the `--nodeps` option), this is *not* recommended and will usually result in the installed software failing to run. Installing packages with `--nodeps` can cause applications to misbehave or terminate unexpectedly. It can also cause serious package-management problems or system failure. For these reasons, heed the warnings about missing dependencies. The **Yum** package manager performs automatic dependency resolution and fetches dependencies from on-line repositories.

### A.2.1.4. Preserving Changes in Configuration Files

Because **RPM** performs intelligent upgrading of packages with configuration files, you may see the following message:

```
saving /etc/configuration_file.conf as
/etc/configuration_file.conf.rpmsave
```

This message means that the changes you made to the configuration file may not be *forward-compatible* with the new configuration file in the package, so **RPM** saved your original file and installed a new one. You should investigate the differences between the two configuration files and resolve them as soon as possible to ensure that your system continues to function properly.

Alternatively, **RPM** may save the package's *new* configuration file as, for example, `configuration_file.conf.rpmnew` and leave the configuration file you modified untouched. You should still resolve any conflicts between your modified configuration file and the new one, usually by merging changes from the old one to the new one, for example using the `diff` program.

### A.2.2. Uninstalling Packages

Uninstalling a package is just as simple as installing one. Type the following command at a shell prompt as **root**:

```
rpm -e package
```



## Note

Note that the command expects only the package *name*, not the name of the original package *file*. If you attempt to uninstall a package using the `rpm -e` command and provide the original full file name, you receive a package-name error.

You can encounter dependency errors when uninstalling a package if another installed package depends on the one you are trying to remove. For example:

```
~]# rpm -e ghostscript
error: Failed dependencies:
    ghostscript is needed by (installed) ghostscript-cups-9.07-
16.e17.x86_64
    ghostscript is needed by (installed) foomatic-4.0.9-6.e17.x86_64
    libgs.so.9()(64bit) is needed by (installed) libspectre-0.2.7-
```

```
4.e17.x86_64
    libijs-0.35.so()(64bit) is needed by (installed) gutenprint-
5.2.9-15.e17.x86_64
    libijs-0.35.so()(64bit) is needed by (installed) cups-filters-
1.0.35-15.e17.x86_64
```



## Warning

Although you can *force* **rpm** to uninstall a package that has unresolved dependencies (using the **--nodeps** option), this is *not* recommended. Removing packages with **--nodeps** can cause applications from the packages whose dependencies are removed to misbehave or terminate unexpectedly. It can also cause serious package-management problems or system failure. For these reasons, heed the warnings about failed dependencies.

### A.2.3. Freshening Packages

Freshening is similar to upgrading, except that only installed packages are upgraded. Type the following command at a shell prompt as **root**:

```
rpm -Fvh package.rpm
```

The **-F** (or **--freshen**) option compares the versions of the packages specified on the command line with the versions of packages that are already installed on the system. When a newer version of an already-installed package is processed by the **--freshen** option, it is upgraded to the newer version. However, the **--freshen** option does not install a package if no previously-installed package of the same name exists. This differs from regular upgrading, as an upgrade installs all specified packages regardless of whether or not older versions of the packages are already installed.

Freshening works for single packages or package groups. For example, freshening can help if you download a large number of different packages, and you only want to upgrade those packages that are already installed on the system. In this case, issue the following command with the **\*.rpm** global expression:

```
~]# rpm -Fvh *.rpm
```

**RPM** then automatically upgrades only those packages that are already installed.

### A.2.4. Querying Packages

The **RPM** database stores information about all **RPM** packages installed on the system. It is stored in the **/var/lib/rpm/** directory and is used for many things, including querying what packages are installed, what version each package is, and for calculating changes to files in packages since their installation. To query this database, use the **rpm** command with the **-q** (or **--query**) option:

```
rpm -q package_name
```

This command displays the package name, version, and release number of the installed package *package\_name*. For example:

```
~]$ rpm -q tree
tree-1.6.0-10.e17.x86_64
```

See the **Package Selection Options** subheading in the rpm(8) manual page for a list of options that can be used to further refine or qualify your query. Use options listed below the **Package Query Options** subheading to specify what information to display about the queried packages.

### A.2.5. Verifying Packages

Verifying a package is comparing information about files on the system installed from a package with the same information from the original package. Among other parameters, verifying compares the file size, MD5 sum, permissions, type, owner, and the group of each file.

Use the **rpm** command with the **-V** (or **--verify**) option to verify packages. For example:

```
~]$ rpm -V tree
```

See the **Package Selection Options** subheading in the rpm(8) manual page for a list of options that can be used to further refine or qualify your query. Use options listed below the **Verify Options** subheading to specify what characteristics to verify in the queried packages.

If everything verifies properly, there is no output. If there are any discrepancies, they are displayed. The output consists of lines similar to these:

```
~]# rpm -V abrt
S.5....T.  c /etc/abrt/abrt.conf
.M.....  /var/spool/abrt-upload
```

The format of the output is a string of nine characters followed by an optional attribute marker and the name of the processed file.

The first nine characters are the results of tests performed on the file. Each test is the comparison of one attribute of the file to the value of that attribute as recorded in the **RPM** database. A single period (.) means the test passed, and the question-mark character (?) signifies that the test could not be performed. The following table lists symbols that denote specific discrepancies:

**Table A.1. RPM Verification Symbols**

Symbol	Description
<b>S</b>	file size differs
<b>M</b>	mode differs (includes permissions and file type)
<b>5</b>	digest (formerly MD5 sum) differs
<b>D</b>	device major/minor number mismatch
<b>L</b>	readLink(2) path mismatch
<b>U</b>	user ownership differs
<b>G</b>	group ownership differs
<b>T</b>	mtime differs
<b>P</b>	capabilities differ

The attribute marker, if present, describes the purpose of the given file. The following table lists the available attribute markers:

**Table A.2. RPM Verification Symbols**

Marker	Description
<b>c</b>	configuration file
<b>d</b>	documentation file
<b>l</b>	license file
<b>r</b>	readme file

If you see any output, use your best judgment to determine if you should remove the package, reinstall it, or fix the problem in another way.

## A.3. Finding and Verifying RPM Packages

Before using any **RPM** packages, you must know where to find them and be able to verify if you can trust them.

### A.3.1. Finding RPM Packages

Although there are many **RPM** repositories on the Internet, for security and compatibility reasons, you should consider installing only official Red Hat-provided RPM packages. The following is a list of sources for **RPM** packages:

- ✦ Official Red Hat Enterprise Linux installation media.
- ✦ Official **RPM** repositories provided with the **Yum** package manager. See [Chapter 8, Yum](#) for details on how to use the official Red Hat Enterprise Linux package repositories.
- ✦ The Red Hat Errata Page, available on the Customer Portal at <https://rhn.redhat.com/rhn/errata/RelevantErrata.do>.
- ✦ Extra Packages for Enterprise Linux (EPEL) is a community effort to provide a repository with high-quality add-on packages for Red Hat Enterprise Linux. See <http://fedoraproject.org/wiki/EPEL> for details on EPEL **RPM** packages.
- ✦ Unofficial, third-party repositories not affiliated with Red Hat also provide RPM packages.



#### Important

When considering third-party repositories for use with your Red Hat Enterprise Linux system, pay close attention to the repository's web site with regard to package compatibility before adding the repository as a package source. Alternate package repositories may offer different, incompatible versions of the same software, including packages already included in the Red Hat Enterprise Linux repositories.

### A.3.2. Checking Package Signatures

**RPM** packages can be signed using **GNU Privacy Guard** (or **GPG**), which helps you make certain that downloaded packages are trustworthy. **GPG** is a tool for secure communication. With **GPG**, you can authenticate the validity of documents and encrypt or decrypt data.

To verify that a package has not been corrupted or tampered with, check its **GPG** signature by using the **rpmkeys** command with the **-K** (or **--checksig**) option:

```
rpmkeys -K package.rpm
```

Note that the **Yum** package manager performs automatic checking of **GPG** signatures during installations and upgrades.

**GPG** is installed by default, as well as a set of Red Hat keys for verifying packages. To import additional keys for use with **RPM**, see [Section A.3.2.1, “Importing GPG Keys”](#).

### A.3.2.1. Importing GPG Keys

To verify Red Hat packages, a Red Hat **GPG** key needs to be installed. A set of basic keys is installed by default. To view a list of installed keys, execute the following command at a shell prompt:

```
~]$ rpm -qa gpg-pubkey*
```

To display details about a specific key, use **rpm -qi** followed by the output from the previous command. For example:

```
~]$ rpm -qi gpg-pubkey-fd431d51-4ae0493b
```

Use the **rpmkeys** command with the **--import** option to install a new key for use with **RPM**. The default location for storing **RPM** GPG keys is the **/etc/pki/rpm-gpg/** directory. To import new keys, use a command like the following as **root**:

```
~]# rpmkeys --import /etc/pki/rpm-gpg/RPM-GPG-KEY-redhat-release
```

See the [Product Signing \(GPG\) Keys](#) article on the Red Hat Customer Portal for additional information about Red Hat package-signing practices.

## A.4. Common Examples of RPM Usage

**RPM** is a useful tool for both managing your system and diagnosing and fixing problems. See the following examples for an overview of some of the most-used options.

- To verify your entire system and see what files are missing, issue the following command as **root**:

```
rpm -Va
```

If some files are missing or appear corrupted, consider reinstalling relevant packages.

- To determine which package owns a file, enter:

```
rpm -qf file
```

- To verify the package that owns a particular file, enter as **root**:

```
rpm -vf file
```

- To locate documentation files that are a part of a package to which a file belongs, enter:

```
rpm -qdf file
```

- To find information about a (non-installed) package file, use the following command:

```
rpm -qip package.rpm
```

- ✦ To list files contained in a package, use:

```
rpm -q1p package.rpm
```

See the rpm(8) manual page for more options.

## A.5. Additional Resources

**RPM** is a complex utility with many options and methods for querying, installing, upgrading, and removing packages. See the following resources to learn more about **RPM**.

### Installed Documentation

- ✦ `rpm --help` — This command displays a quick reference of **RPM** parameters.
- ✦ rpm(8) — The **RPM** manual page offers an overview of all available **RPM** parameters.

### Online Documentation

- ✦ [Red Hat Enterprise Linux 7 Security Guide](#) — The *Security Guide* for Red Hat Enterprise Linux 7 documents how to keep your system up-to-date using the **Yum** package manager and how to verify and install downloaded packages.
- ✦ The **RPM** website — <http://www.rpm.org/>
- ✦ The **RPM** mailing list — <http://lists.rpm.org/mailman/listinfo/rpm-list>

### See Also

- ✦ [Chapter 8, Yum](#) describes how to use the **Yum** package manager to search, install, update, and uninstall packages on the command line.

## Appendix B. Revision History

<b>Revision 0.14-9</b>	<b>Fri Dec 9 2016</b>	<b>Maxim Svistunov</b>
Many fixes and updates.		
<b>Revision 0.14-8</b>	<b>Mon Nov 3 2016</b>	<b>Maxim Svistunov</b>
Version for 7.3 GA publication.		
<b>Revision 0.14-7</b>	<b>Mon Jun 20 2016</b>	<b>Maxim Svistunov</b>
Added <i>Relax-and-Recover (ReaR)</i> ; made minor improvements.		
<b>Revision 0.14-6</b>	<b>Thu Mar 10 2016</b>	<b>Maxim Svistunov</b>
Minor fixes and updates.		
<b>Revision 0.14-5</b>	<b>Thu Jan 21 2016</b>	<b>Lenka Špačková</b>
Minor factual updates.		
<b>Revision 0.14-3</b>	<b>Wed Nov 11 2015</b>	<b>Jana Heves</b>
Version for 7.2 GA release.		
<b>Revision 0.14-1</b>	<b>Mon Nov 9 2015</b>	<b>Jana Heves</b>
Minor fixes, added links to RH training courses.		
<b>Revision 0.14-0.3</b>	<b>Fri Apr 3 2015</b>	<b>Stephen Wadeley</b>
Added <i>Registering the System and Managing Subscriptions</i> , <i>Accessing Support Using the Red Hat Support Tool</i> , updated <i>Viewing and Managing Log Files</i> .		
<b>Revision 0.13-2</b>	<b>Tue Feb 24 2015</b>	<b>Stephen Wadeley</b>
Version for 7.1 GA release.		
<b>Revision 0.12-0.6</b>	<b>Tue Nov 18 2014</b>	<b>Stephen Wadeley</b>
Improved <i>TigerVNC</i> .		
<b>Revision 0.12-0.4</b>	<b>Mon Nov 10 2014</b>	<b>Stephen Wadeley</b>
Improved <i>Yum</i> , <i>Managing Services with systemd</i> , <i>OpenLDAP</i> , <i>Viewing and Managing Log Files</i> , <i>OProfile</i> , and <i>Working with the GRUB 2 Boot Loader</i> .		
<b>Revision 0.12-0</b>	<b>Tue 19 Aug 2014</b>	<b>Stephen Wadeley</b>
Red Hat Enterprise Linux 7.0 GA release of the System Administrator's Guide.		

### B.1. Acknowledgments

Certain portions of this text first appeared in the *Red Hat Enterprise Linux 6 Deployment Guide*, copyright © 2010–2016 Red Hat, Inc., available at [https://access.redhat.com/documentation/en-US/Red\\_Hat\\_Enterprise\\_Linux/6/html/Deployment\\_Guide/index.html](https://access.redhat.com/documentation/en-US/Red_Hat_Enterprise_Linux/6/html/Deployment_Guide/index.html).

[Section 18.7, “Monitoring Performance with Net-SNMP”](#) is based on an article written by Michael Solberg.



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- server options, [Server Options](#)
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### **.procmailrc**, [Procmail Configuration](#)

### **/dev/oprofile/**, [Understanding the /dev/oprofile/ directory](#)

### **/var/spool/anacron** , [Configuring Anacron Jobs](#)

### **/var/spool/cron** , [Configuring Cron Jobs](#)

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